**Game Design**

*Note: Only one project per game design track can be submitted.*

Download the Game Design Rules PDF

***Consider this the ultimate game-changer.***

3-D or 2-D. Multilevel or single player. Xbox/Windows, phone, or Web. The structure of the game is entirely up to you. But the goal all comes back to one thing: using technology to help solve the toughest problems. So create a game that's accessible for folks with disabilities. Or help children learn about the environment. The Game Design competition makes changing the world a little more fun.

**Hey, who doesn't like to win?**

You love playing games. So why not build one that benefits people all around the globe? Just use either Microsoft XNA Game Studio 3.1 or later, Visual Studio, or Silverlight—and compete in one of three Game Design tracks! Need ideas? Check out the Imagine Cup 2011 theme and the United Nations Millennium Development Goals. The world can't wait to play—and win—so don't wait to sign up!

**Prizes**

If your team has what it takes, you'll take home some well-deserved recognition and cash prizes! One winning team will be selected from each Game Design track. First place winners in each track will receive U.S.$8,000, to be equally divided among each registered member of your team. Second place winners will be rewarded with U.S.$4,000, also divided equally. And for third place, the prize is U.S.$3,000!

**Important Dates**

This Competition starts at 00:01 (12:01 A.M.) Greenwich Mean Time (“GMT”) on July 9, 2009, and ends at 23:59 (11:59 P.M.) GMT on April 25, 2010 (“entry period”).

The Entry Period consists of the three (3) separate Rounds as described below. Each Round has unique entry requirements. All required entry deliverables must be received within the designated Round in order for your entry to be eligible for judging.

**Round 1**

START DATE (all times 00:01 [12:01 A.M.] GMT) - July 9, 2010  
END DATE (all times 23:59 [11:59 P.M.] GMT) - March 7, 2011

**Round 2**

START DATE (all times 00:01 [12:01 A.M.] GMT) - March 28, 2011  
END DATE (all times 23:59 [11:59 P.M.] GMT) - April 25, 2011

**Round 3 - Worldwide Finals**

START DATE (all times 00:01 [12:01 A.M.] GMT) - July 2011  
END DATE (all times 23:59 [11:59 P.M.] GMT) - July 2011

The Competition Sign-Up Period begins on July 9, 2010 at 00:01 (12:01 A.M.) GMT, and ends on March 7, 2011 at 23:59 (11:59 P.M.) GMT.

**How Do We Enter?**

If you wish to participate in this Competition, you must sign up as instructed during the Competition sign-up period.

A Team may consist of up to four (4) eligible students (each a "Team").  Your Team does not need to consist of members who are legal residents of the same country/region, or students at the same academic institution, but your Team can only represent one (1) country/region.

It is recommended, but not required, that you have one (1) mentor for your Team in addition to your four (4) Team members.  Limit one (1) mentor per Team.

For additional important details regarding signing up for a competition, please see the requirements set forth in the “[Team and Individual Competitions](http://imaginecup.com/about/imagine-cup-2011-official-rules)” section of the Imagine Cup Official Rules.

**Choosing a Game Design Competition Track**

New to the Imagine Cup 2011 Game Design Competition, three competition tracks are offered:

1. Windows/Xbox (XNA)
2. Mobile (Zune/Phone)
3. Web Browser (Silverlight)

Prior to competing in the Imagine Cup 2011 Game Design Competition, your Team must select the Game Design Track(s) in which your Team chooses to compete. Each Game Design competitor will be allowed to sign up and compete in multiple Game Design Track(s).  However, Each Imagine Cup competitor will be allowed to be a member of only one Game Design Team per Game Design track.

If your Team is invited to compete in the Worldwide Finals in more than one Game Design Track, your Team may only compete in one Game Design Track at the Worldwide Finals. In other words, your Team will be required to choose one Game Design Track in which to compete at the Worldwide Finals.

**Game Design Tracks**

[Game Design: Windows/Xbox (XNA)](http://imaginecup.com/competitions/game-design/game-design-windows-xbox-xna)

[Game Design: Web (Silverlight)](http://imaginecup.com/competitions/game-design/Silverlight)

[Game Design: Mobile (Zune/Phone)](http://imaginecup.com/competitions/game-design/Mobile)