

nextLEVEL Virtual Reality Competition Terms and Conditions

Guidelines and Conditions of Entry:

1. The promoter of the nextLEVEL VR Competition is Ipswich City Council (“**Council**”) of 45 Roderick Street, Ipswich, Queensland (“the **Promoter**”).
2. The Competition is open to all entrants over the age of 13 however they must be a member of Ipswich Libraries. It’s free to join. Please note that entrants under the age of 18 will require parental consent.
3. Each entry must be entered in accordance with these Terms and Conditions. By entering the Competition, each entrant agrees to be bound by these Terms and Conditions. The Promoter may in its discretion refuse to award any prize to any entrant who fails to comply with these Terms and Conditions.
4. An official entry form must be completed by each entrant. **A separate entry form must be submitted in respect of each individual virtual reality (“VR”) project entered.** Entry forms must be submitted in person at any Ipswich City Council Library branch. Submitted entry forms are evidence of an entrant’s consent to these Terms and Conditions.
5. Entrants must submit their entry forms and VR projects by the close date. The final date for submission of all entry forms and VR projects is 5.00pm on Monday 22 April 2019 (“the **close date**”). No entry forms or VR Projects will be accepted after the close date.
6. Entries must not contain any material that is defamatory, discriminating, obscene, indecent, harassing, or threatening or is otherwise unlawful. Any entry that at the discretion of the Promoter, is deemed to be offensive, discriminatory, defamatory, obscene, indecent, harassing, or threatening, will immediately be disqualified from entering the Competition. The Promoter’s decision in relation to any aspect of the Competition is final. No correspondence and/or discussion will be entered into.
7. In submitting an entry each entrant warrants that:
 - a. the entry is their own unaided creation; and
 - b. the entry is attributable only to the entrant;
 - c. the entry has not been previously published for individual profit;
 - d. the entry has not previously been awarded any prize in any other competition;
 - e. the entry and the acts of the Promoter in relation to the entry do not violate or infringe upon (or cannot be reasonably expected to violate or infringe upon) the legal rights of any other person, including the copyright, intellectual property rights, trademark, or moral rights of any person;
 - f. they have the right to grant the rights under this clause and clauses 8-11 below.
8. Entrants agree that by entering the Competition they authorise and grant the Promoter a non-exclusive and non-transferable licence to exercise intellectual property rights in the Entry (which may include, but is not necessarily limited to the use, reproduction and or exhibition of Entries) for the purpose of advertising and promoting the Competition and Ipswich Libraries’ programs and events. Entries may be exhibited or reproduced in any medium. The Promoter is not required to pay a fee to exercise any intellectual property rights.
9. Entrants agree that the Promoter may modify the Entrant’s Entry as it sees fit to meet its requirements without further reference to the Entrant.
10. Entrants agree that the Promoter may use entries as part of the curriculum in future Ipswich Libraries Learn VR programs.

11. Entrants agree that the Promoter may use VR project entries as part of the suite of VR experiences in the Ipswich Libraries Makerspaces which may be played by members of the community. Use of the project is at Ipswich Libraries' discretion.
12. The Promoter will always attribute the creation of the work to the Entrant and will acknowledge any modification that may have been made to the Entry by the Promoter;
13. The entrant (or where the entrant is a minor, then the parent or guardian) shall indemnify and release the Council in respect of any judgement, action, or liability for all loss, damage or injury to persons or property arising from the negligence of the entrant (or where the entrant is a minor, then the parent or guardian); or against any breach by the entrant of any third party intellectual property rights and against any act or omission by the entrant (or where the entry is a minor, their parent or guardian) commenced by a third party against the Promoter.
14. By entering the Competition each entrant agrees to indemnify the Promoter against all loss, damage, costs (including legal costs) or liability whatsoever arising out of or in connection with the entrant's breach of these terms and conditions (including the content requirements).

Entry requirements and criteria

15. Entries:
 - a. must be submitted by USB drive to any Ipswich Libraries branch, by the close date, accompanied by the Entrant's contact details;
 - b. must be submitted in the English language;
 - c. must be developed using Unity (version 2018 at the time of the Competition)
 - d. must comply with Australian General (G) classification which is outlined in the following link: <http://www.classification.gov.au/Guidelines/Pages/G.aspx>
 - e. must be an experience that can be used within the Ipswich Libraries Makerspace;
 - f. may include both free and paid assets (credit to asset creator must be given with submission of entry);
 - g. must use the following functionality:
 - i. utilise the room-scale functionality of the HTC vive device
 - ii. utilise both HTC vive controllers
 - iii. utilise suitable audio and visual effects
 - h. may be for either a game, interactive environment or story experience;
 - i. must contain the following:
 - i. an outline or overview explaining the concept and ideas about the submitted project;
 - ii. step-by-step instructions detailing the process on how to create the same or similar project in Unity for the Ipswich Libraries Learn VR program.
 - iii. detailed instructions for players using the project

Judging

16. The Promoter will appoint Judges, who will select the winning entry. All decisions made in relation to the winning entry will be final and not subject to review.
17. Entries will be judged anonymously.
18. Entries will be judged on whether they:
 - a. are innovative and easy to understand/engage with;
 - b. employ appropriate music, sound and visual content;
 - c. comply with coding standards and conventions;
 - d. demonstrate creative narrative ideas.

19. Judges will provide comments on the prize-winning entry only. These comments will be available only to the creators of said entry upon request. Due to privacy requirements, these comments will not be available to other entrants.
20. Judges may disqualify any entry that does not comply with these terms and conditions.
21. The Judge reserves the right to disqualify any project deemed not to be suitable for users of VR. Suitability will be judged according to criteria including, but not limited to, whether the VR project complies with the G rating classification, whether it could induce excessive motion sickness, and whether the VR project includes environments that have been intentionally created to cause distress to a VR player.
22. The Entrant grants the Promoter permission to publish their name, photograph, photographs/images of their Entry, as well as details regarding/a link to their VR project/Entry, if they are awarded a prize in the Competition.

Ipswich City Council is collecting your personal information so that we can assess your Entry in the nextLEVEL Virtual Reality Competition 2019. We will not disclose your personal information outside of Council unless we are required by law or you have given your consent. However, to enable the Council to administer, judge and promote the Competition your personal information may be recorded and/or disclosed; for instance your name may be disclosed in a publication or at an event for the purpose of giving notice of Competition winners/entrants. By entering the competition, we will consider that you have given us your consent to manage your personal information in the manner described in Council's [Privacy Statement](#), [Personal Information Digest](#) and this collection