

The 8th Annual Japanese Language Festival (JLfest 2014)

すごろく・ゲーム'Design a Language Board Game' Competition

Date: Sunday, May 4, 2014

Venue: Malaysia-Japan International Institute of Technology, UTM

Objective

The competition aims at developing interesting language board games to motivate learners to learn Japanese as well as cultivate good sportsmanship during the game.

It also stimulates the creativity of Japanese language learners.

Rules and Regulations

1. ELIGIBILITY

The competition is open to a team of no more than 3, who are:-

- a) Japanese language learner;
- b) Officially registered as the participant of the JLfest 2014; and
- c) Not a native Japanese speaker.

Each institution may submit no more than 2 teams for the competition.

2. PRIZES

The following prizes will be awarded:-

- Gold Medal:

*Medal & Certificate for each team members
+ Cash Prize RM 300 (1 prize)*

- Silver Medal:
*Medal & Certificate for each team members
+ Cash Prize RM 200 (1 prize)*

- Bronze Medal:
*Medal & Certificate for each team members
+ Cash Prize RM 100 (2 prizes)*

- Merit Medal:
*Medal & Certificate for each team members
+ Cash Prize RM 50 (2-4 prizes)*

However, the Gold and Silver Medal may NOT be awarded if none of the entries is up to the requirement or standard of the competition.

All contestants will also receive a 'Certificate of Participation'.

3. HOW TO DESIGN A LANGUAGE BOARD GAME

- 3.1 Decide a theme (eg the sea, zoo, recycle, festival etc)
- 3.2 Decide the language focus (objective) of the game, be it word-builder (eg adjectives) , verb-conjugation (eg changing Dictionary form), language function (eg asking permission), Kanji-reading, etc.
- 3.3 Then, think about how the board and the pieces (token) look like.
- 3.4 Next, figure out the rules and how to play. Make sure that you have a right balance of 'reward' and 'penalty' in the game. For example the 'ladder' is the reward and 'snake' is the penalty in the Snakes and Ladders Board Game.
- 3.5 Lastly, design a sample board, tokens and cards (if any). Get your teacher to check your work, if you like. Then, try it out with

your friends and teacher to get their feedback.

- 3.6 Make amendments if necessary. Finally double check the rules and regulations of the competition to make sure that your entry does not disqualify.

4. GENERAL RULES

- 4.1 **The Board Game:** It must be the original works of the contestant and has NOT be published nor entered for any competition before.
- 4.2 **Theme: FREE.** However, the theme should befit the Language Focus or Objective of the game.
- 4.3 **Board Size:** The Play-Board Sheet must be the exact size of **two(2) A3-sized papers.** The sheet can be in colored or black & white. It must be laminated and pasted permanently on a mounting board of size 60mm x 45mm.
- 4.4 **Player:** The game should be played by 2 or more players.
- 4.5 **Tokens:** Can be made in any non-perishable materials such as rock, wood, rubber erasers, clay, etc. The number of tokens should match the number of intended players.
- 4.6 **Cards:** Any cues, instructions or pictures contained in the card MUST be printed and not handwritten or hand-drawn.
- 4.7 **Game Rules:** A list of game rules printed in both English and Japanese. They should be simple and easy to understand.

4.8 Infringement of Copyright: The board game must not infringe upon the rights of any third-party, including, without limitation, copyright, trademark, and rights of publicity and/or privacy. Hence, the use of anime characters, business logo & mascots, photographs is not allowed unless explicit consent has been obtained by the contestant.

4.9 Appropriacy: The game must be suitable to a 12-year old child and above. It must not be excessively violent, immoral, offensive, illegal, pornographic, obscene, indecent or similarly inappropriate as deemed solely by organizer.

4.10 Religious and Racial Harmony: Contestants MUST respect the religions and people of Malaysia. The game must NOT contain any religious motifs, verses, personalities, icons or element as well as any racial and sexist remarks and biased.

5. APPLICATION AND SUBMISSION

- 5.1 Submit **completed original application** form to the below address by **April 15, 2014**

The Japanese Language Society of Malaysia (JLSM)

Lot 568-8-14, 8th Floor, Kompleks Mutiara (Office Suite)

3.5 Miles, Jalan Ipoh,
51200 Kuala Lumpur

Malaysia

Tel: 603-6259 7180 / 6259 8180

Fax: 603-6259 9180

Email: jlsm.enquiries@gmail.com

- 5.2 Prepare two (2) full sets of the board game (completed with the play-board sheet, sets of rules, tokens and cards, if any).
- 5.3 Make sure that the name of all the contestants and their school is written on the backside of the board game. Tokens, set of rules and cards (if any) must be packed in a clear plastic bag, sealed and the name of the game and school clearly written.
- 5.4 Bring them along when you come for the festival. Submit both sets of the board game to the organizers at the registration counter at 2014 Jlfest on May 4, 2014 by 9:30am.
- 5.5 One set will be displayed in the afternoon for the judges to evaluate as well as for the participants of the festival to play. Contestants may take it back home at the end of the festival, if they wish. However, the remaining set which is non-returnable shall remain as the property of the organizers.
- 5.6 In the afternoon of the festival, the organizers will set a booth to display all the board games submitted. Participants of the festival will be given chance to play the games while the judges will go round evaluating the game. At least one contestant must be at the booth during this period to guide the players or explain the game to the judges.
- 5.6 During the judges' evaluation, contestants will be asked to explain their game.

6. JUDGING CRITERIA

The board game must be interesting and easy to play but yet challenging. The game and theme must meet the language objective or focus.

Thus, the judging guidelines will be as follows: -

- Appropriacy
Language focus/objective with
 - a) the game
 - b) the theme
- The game
 - Interesting
 - Simple yet challenging
 - Playability
 - Addictiveness
 - Originality
- Creativity
 - Play Board Design
 - Token Design

7. DISQUALIFICATION

Contestants will be disqualified if

- a) the design of their game is found not their original or
- b) they disrupt or jeopardize their opponent.

Note: Teacher is encouraged to give advice to the students but should not be involved in any part of the development of the project.

8. JUDGING PANEL

The judging panel shall consist of representatives from the organizers and supporting partners. The decision of the judges and the panel is final.

9. AWARD PRESENTATION CEREMONY

The ceremony will be held at the Closing Ceremony of the Jlfest 2014 on May 4, 2014.

The Judging Panel may exercise sole discretion to make or withhold an award.

Note: Winners must make their own arrangement to collect their prizes should they be unable to collect them during the closing ceremony. Any expense incurred will be borne by the winners solely.

10. COPYRIGHTS

It is the intention of the organizer to publish any suitable language board game in this competition and distribute them to schools, institutions and organizations related to Japanese language education free or at cost or upload them on to the Internet to enhance the learning and teaching of Japanese language in Malaysia.

Thus, all language board games submitted for this competition shall be automatically the sole property of the Japanese Language Society of Malaysia (JLSM). JLSM shall have the exclusive, perpetual, worldwide right to edit, adapt, modify, reproduce, publish, distribute, and otherwise use (unless prohibited by applicable law) the language board games (including all material embodied therein) in any way or in any media now or hereafter known for educational, advertising, promotional, or other purposes as the organizer determines, in its sole and absolute discretion.

11. RIGHTS OF THE ORGANIZERS

The organizers reserve the right to: -

- a) Cancel the competition should the number of contests fell below the desired number;
- b) Postpone the competition without prior notice and consultation;
- c) Revise, add or delete any of the rules and regulations of the competition without prior notice; and
- d) Make final decision on any disputes arising from the competition.

Organizer

The Japanese Language Society of Malaysia (JLSM)

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