

PART A - PROMOTION DETAILS GAME OF SKILL

This QUT Competition is conducted in accordance with the **Part A Competition Details** and the **Part B Terms and Conditions**.

PARTICULARS	
Competition Name	Real World Studio Competition
ITEM 1 Competition enquiries	All Competition enquiries can be directed to ciexternalrelations@qut.edu.au
ITEM 2 Competition Description	<p>QUT Creative Industries is launching an exciting creative competition for school students explore and respond to RealWorld problems. With a team of dynamic QUT ambassadors, students will design and produce a creative entry.</p> <p>The competition involves team participation if possible. Students will work together in teams to showcase creative works centred on a theme chosen by QUT. The creative works may be a combination of any artistic medium including scripts, music videos, short films, animated short stories, dance performances, media posts, blogs, fashion collection or sculptures/models.</p> <p>Teams will be required to write and present a creative pitch to accompany their entries.</p> <p>Examples of valid entries are as follows:</p> <ul style="list-style-type: none"> Original Music video Short Film, with original script and costume/set design. Animated short story, with original music posted on YouTube. Dance performance to original music. Fashion collection with its own brand. A model of a parklands with dance and theatre makerspaces. Social media clip or campaign
ITEM 3 Competition Timeline	<ol style="list-style-type: none"> 1. School teams must complete a Participation Registration Form in order to participate in the competition. 2. Schools may submit their Participation Registration Forms between 20 March 2020 and 18 June 2020 ("Registration Period"). 3. Failure to submit a Participation form within the Registration Period may result in Participants being excluded from the Competition. 4. The Promoter will issue a 'Competition Pack' to all registered Participants on the Competition Start Date. The Competition Pack will contain the theme and applicable forms and dates for events or workshops. 5. Participants will work on their Competition Entries during the Competition Period. 6. The Promoter may hold workshops and allow creative pitches during the Competition Period to assist students. <p>Competition Start Date: 20 March 2020</p> <p>Competition Closing Date: Midnight, Friday, 28 August 2020</p> <p>Entries will not be accepted after the Closing Date.</p>

ITEM 4

Eligibility Requirements

To be eligible to enter the Competition, participants must:

- Fill out a Participation Registration form by the Participant
- Be in teams from the same school in year 10, 11 and 12 Secondary School students from any Qld Secondary School;
- Teams may have a minimum of 3 participants but a maximum of 6 participants; and
- Students must have permission to enter from a parent or guardian.
- All entries are to be submitted by one teacher and approved by the school Principal (student team members details are to be listed on the entry form).

***Restrictions:** Immediate family members of competition judges are **not** eligible to enter this Competition.

The Promoter reserves the right, at any time and in its absolute discretion, to (a) verify the eligibility of Participants (including a Participant's identity); and (b) disqualify any Participant that does not meet the eligibility requirements.

ITEM 5

How to enter

1. To Enter this Competition, a Participant may submit **two** Entries. Participants must not exceed the maximum number of permitted Entries.
2. Any Entries submitted in excess of the maximum number of permitted Entries will be disregarded by the Promoter.
3. If multiple Entries are permitted, each Entry must be submitted separately.

Competition Entries must be submitted by email, between 8 am AEST on **Monday 1 June 2020 and 12pm AEST on Friday 28 August 2020.**

Competition Entries must comply with the following **requirements:**

- A fully completed and correct entry form must be submitted;
- Entries (projects, performances, products etc) are to be from a Creative Industry Discipline.
- Entries must include a creative pitch that may be submitted in written or video form or presented in person. Written entries must be no longer than 500 words. Film entries must be no more than four (4) minutes in length.
- An Entry Outline should be included with the entry that summarises the Entry. This must be no more than one page.
- Entries that have a physical component such as a sculpture, model or collection should provide image or video files of the physical items. Inspection of the actual items may be requested. You may be invited to showcase your entry at QUT.
- For theatre, dance, music performance please submit a recording of your entry. If your entry is selected as a finalist you may be invited to perform live at QUT.
- Image files must be in GIF, JPEG or PNG (Image files must not exceed 15 MB).
- Video or motion graphics – please submit the original video file format and an MP4 format, to be submitted via dropbox or youtube and must be no longer than 4 minutes in length.
- All footage must be original – no mash-ups or clips from other sources
- All Scripts must be original
- Any music files used must be permitted for use and any applicable permissions should accompany the entry.
- If the Entry is a song of performance then a document containing the full lyrics must be included.
- Participant must upload any audio recordings that form part of their entry to SoundCloud and include the link in their entry.
- The Entry must be original and not signed with a publishing company at the time of entry into the Competition.

- The full performance of any performance Entry must not take longer than 4 minutes.

The Promoter reserves the right, at any time and in its absolute discretion, to (a) verify the validity of any Entry; and (b) disqualify any Invalid Entry, or any Entry submitted not in accordance with these Terms.

**ITEM 6
Prize(s)**

There will be **three team** prize winner(s).

A prize winner will receive :

Prize	School	Student
1st	School will receive \$3,000.	Each Student will receive \$250 cash prize. Each student will be eligible to receive an additional \$1,000 ("Bursary") if they enrol in an eligible Creative Industries Course at QUT before the Census date in the year following their graduation.
2 nd Prize	Nil	Each Student will receive \$100 cash prize. Each student will be eligible to receive an additional \$1,000 ("Bursary") if they enrol in an eligible Creative Industries Course at QUT before the Census date in the year following their graduation.
3 rd prize	Nil	Each Student will receive \$50 cash prize. Each student will be eligible to receive an additional \$1,000 ("Bursary") if they enrol in an eligible Creative Industries Course at QUT before the Census date in the year following their graduation.

All participants will receive a certificate acknowledging their participation.

**ITEM 7
Selection of prize winner(s)**

JUDGING:

All valid Entries will be judged by a Judging Panel appointed by the Promoter in its sole discretion.

Entrants may or may not be shortlisted by one (1) QUT judge into the final pool for final judging and selection of the Prize Winners of the Competition by a panel of judges comprised of a minimum of three (3) QUT judges. All QUT judges will be academic representatives from the School of Communication, Creative Practice and Design, QUT professional staff member/s and a nominated representative from a QUT partner and the shortlisting judge will not sit on the final judging panel.

PROMOTION SELECTION CRITERIA:

The prize winner(s) will be selected by the Promoter **on or about** the first week of November 2020 and all valid Entries will be judged based on the following criteria:

- Creativity and the ability to engage an audience;
- The identification and integration of the Competition theme;

- Originality;
- Visual Appeal.

ANNOUNCEMENT OF PRIZE WINNER(S):

The Promoter will use reasonable endeavours to notify the prize winner by no later than **5pm AEST on 26 November 2020**.

The yet-to-be-declared finalists will be invited to attend a Showcase Event in November when the Winners, and Prize placing will be publicly announced. If a Winner is unable to attend, alternate arrangements will be made for delivery of physical items of the Prize within five (5) business days of the Showcase event.

Subsequently to the Showcase Event, the name, year level and the School and placement of each of the Prize Winners of the Competition will be published on QUT webpages.

ITEM 8 Claiming the prize

The prize winner(s) must claim their prize by **5:00pm AEST on 13 December 2020** (the “**Forfeiture Date**”) by:

- collecting the prize in person at QUT, between 9am-5pm AEST at QUT CI, Z9 Level 2; or
- Where agreed, QUT at its own expense will make arrangements for shipping of the prize to a prize winner.

If a prize winner does not claim their prize before the specified Forfeiture Date, the winner shall forfeit their prize and the Promoter will select a replacement prize winner by random draw in accordance with these Terms.

For the avoidance of doubt, the “Bursary” will be awarded in the form of a letter that must be presented to QUT cischolarships upon first year of enrolment in the CI degree course.

ITEM 9 Participant’s Information

Personal

In order to participate in this Competition, Participants may be required to provide the Promoter with personal information such as the Participant’s:

- School;
- Full name;
- Email;
- Telephone number
- Address.
- School year;
- Recording of the student (if applicable);

ITEM 10 Special Conditions

1.Participants

For the avoidance of doubt, reference to a “Participant” in these terms and conditions are a reference to the team entering the competition.

2. Help and Support

a) Workshops

QUT CI student ambassadors will provide a 90 min workshop with teachers and students at QUT Kelvin Grove or Garden’s Point campus or alternatively at the Participant school. If the school is regionally located a online session will be available.

b) Creative Pitch

All teams may meet with QUT CI student ambassadors and they will pitch their entry ideas, maximum of 4 minutes. This will be a Q&A session where students will discuss their theme with students, the ideas and the how to implement them.

c) Nature of Assistance

The Student Ambassadors have no affiliation with the judging panel. Any assistance or information given during the Workshops or Creative Pitches are personal opinions and from personal experience and will not influence the outcome of the Competition. The Workshops and Creative Pitch sessions are purely to enhance the educational experience students will obtain during their participation in the Competition.

4. No Endorsement

This Competition is in no way sponsored, endorsed or administered by, or associated with SoundCloud and or YouTube.

PART B – TERMS AND CONDITIONS FOR QUT GAME OF SKILL

1. The Part A Competition Details, these Part B Terms and Conditions and all information on “how to enter” this Competition (collectively the “**Terms**”) apply to this promotion (the “**Competition**”).
2. The Competition will be conducted by the Queensland University of Technology (ABN: 83 791 724 622, CRICOS Provider No. 00213J) of 2 George Street, Brisbane, QLD, 4000 (“**QUT**” or the “**Promoter**”) during the Competition Period specified in Part A.
3. By entering this Competition, you (the “**Participant**”) warrant that you have read, understood and agree to be bound by the Terms.
4. If the Participant is under the age of 18 years, the Participant will be deemed to have obtained the permission of the Participant’s parent or legal guardian to participate in the Competition and for the Promoter to use the Competition Entry as set out in these Terms.
5. The Promoter reserves the right to amend or replace these Terms and/or any Competition rules or procedures at any time and for any reason.
6. **Interpretation.** Any reference to “includes” or “including” means without limitation, and where permitted in Part A, any reference to (a) Participant includes multiple Participants entering the Competition as a team; (b) Competition Entry includes multiple Entries; and (c) Prize includes multiple prizes.

COMPETITION ENTRY REQUIREMENTS

7. All entries become the property of the Promoter upon submission, upload or otherwise.
8. No responsibility is accepted for late, lost, incorrectly submitted or misdirected entries.
9. Competition Entries must be received by the Promoter during the Competition Period.
10. Entries that are incomplete, indecipherable, illegible, forged, manipulated, tampered with in any way, contain any defamatory, offensive or unlawful content, any Entry that has the potential to damage the reputation of any individual or entity, or entries that the Promoter reasonably considers do not comply with these Terms (“**Invalid Entries**”). All Invalid Entries will be removed from the Competition.
11. If a Participant is required to submit a literary, dramatic, musical or artistic work (a “**Work**”) as their Competition Entry (whether in written, audio, electronic or visual form, or any combination thereof), the Participant warrants that:
 - (a) their Entry has not previously been, and will not be, published or submitted in connection with any other competition until after the Competition Period ends.
 - (b) Their Entry is entirely original work by the Participant; and
 - (c) They have obtained all required permissions, approvals and/or consents in respect of the Entry, including:
 - i. all necessary copyright title or interest in their Entry to entitle the Participant to submit the Entry and to effectively provide the Promoter with the rights in relation to the Entry set out in these Terms;
 - ii. privacy and other consents from all individuals appearing in the work; and
 - iii. consents from any property owners (as applicable).
 - (d) their Entry is not, and its use by the Promoter, will not infringe the rights (including intellectual property rights) of any third party, and indemnifies the Promoter against any loss, claim or damage arising out of or in connection with breach of this warranty.
12. Participants grant to the Promoter, at no cost to the Promoter, a royalty free, irrevocable, perpetual, worldwide, non-exclusive licence to use (including reproduce), the Participant’s Entry for: (a) promotional and educational purposes relating to the Competition; and (b) any other promotional purposes relating to QUT.

JUDGING AND PRIZES

13. This promotion is a game of skill. Chance plays no part in determining a winning Entry, and the judges will judge all valid Entries based on merit and the promotion selection criteria specified in Part A.
14. A Participant claiming to be a prize winner must provide proof of identity, if required by the Promoter. Each prize winner may also be required to sign a document indicating they have received their prize at the time of collection.
15. If a prize winner is under the age of 18 years, their prize may be awarded to the prize winner’s parent or legal guardian.
16. The Promoter may, but is not obliged, to publish the results of the Competition. By entering this Competition, the participant agrees to the Promoter publishing their name as a winner in any media whatsoever (unless otherwise advised by the Participant during the Competition Period).
17. Prizes are subject to availability. If a prize is unavailable, the Promoter, in its absolute discretion, reserves the right to substitute the prize with a prize of the same or similar value and/or specification.
18. If a prize includes vouchers, tickets or is of a similar redeemable nature, the prize is valid until the expiry date specified on the prize (or as otherwise notified by the prize provider), and is subject at all times to any terms and conditions specified by the prize provider.

19. The Promoter is not responsible for any changes in dates, times, cancellations or otherwise that may prevent a prize winner from accepting, taking or using a prize.
20. The Promoter makes no warranties or representations, and will not accept any liability, in respect of the fitness for purpose or suitability of any prize, or the failure of any prize to be of merchantable quality. If liability is imposed by legislation and cannot be excluded the Promoter, the liability of the Promoter in respect of the relevant goods and/or services is limited to (a) re-supply; or (b) paying replacement costs.
21. The prize(s) or any part or element of the prize(s) are not transferable, exchangeable or redeemable for cash.
22. The manufacturer(s) or supplier(s) of the prize(s) are not participants in, or promoters or sponsors of, this Competition.

GENERAL

23. This Competition is free to enter.
24. Any decision of the Promoter in respect of all matters arising out of or in connection with the Competition is final and binding and no correspondence will be entered into.
25. Each Participant is responsible for notifying the Promoter of any change to the Participant's contact details during and after the Competition Period.
26. If this Competition is interfered with in any way or is not capable of being conducted as anticipated due to any reason beyond reasonable control of the Promoter, the Promoter reserves the right, in its sole discretion to modify, suspend, terminate or cancel the Competition, as appropriate
27. **Jurisdiction.** This Competition and these Terms are governed by the laws of Queensland.

DISCLAIMER

28. Participants enter the Competition at their own risk.
29. Except for any liability that cannot be excluded by law, the Promoter (including its officers, employees and agents) excludes all liability (including liability in contract, tort, pursuant to legislation or otherwise), and is hereby released, from any personal injury or any loss or damage (including loss of opportunity), whether direct, indirect, special or consequential, arising in any way out of the Competition or any prize, including but not limited to, where arising out of the following: (a) any technical difficulties or equipment malfunction (whether or not under the Promoter's control); (b) any theft, unauthorised access or third party interference; (c) any entry or prize claim that is late, lost, altered, damaged or misdirected (whether or not after their receipt by the Promoter) due to any reason beyond the reasonable control of the Promoter; (d) any tax liability incurred by a prize winner; (e) any expense incurred by a prize winner in connection with the prize or Competition generally, including spare parts, maintenance/repair, delivery costs or otherwise associated with accepting, taking or using a prize are the prize; (f) Possession, use or misuse of a prize; or (g) participation in any activity associated with the Competition.

PRIVACY STATEMENT

30. QUT is bound by the *Information Privacy Act 2009* (Qld) ("IPA"), and the QUT privacy policy is available at <https://www.qut.edu.au/additional/privacy> and http://www.mopp.qut.edu.au/F/F_06_02.jsp
31. The Promoter will collect and use the Participants' personal information for the purposes of administering and carrying out the Competition, and may be used to send information and future promotional communications to the Participant.
32. If a Participant does not consent to the collection, use and disclosure of personal information as outlined in these Terms and Conditions, the Participant should contact the Promoter.
33. A request to access, update or correct any information should be directed to the Promoter.