Submission Guidelines

Art Submission Requirements

- Artwork must be submitted as a digital file in JPG, GIF, or PNG format (PSD, BMP, PDF, RAW, or TIF files are not accepted) and be less than 1GB.
- For Video Game Design submissions, students can upload one file (.exe, .zip, .rar, or .swf) and must also enter a 250-500 word gameplay summary in the provided text editor.
- Students are also required to upload a gameplay video for adjudication.
- For Film & Animation submissions, students must submit a five-minute-or-under version of their film (the file size limit for this upload is 350MB) and may also upload a full-length version if the 5-minute clip has been excerpted. The film must be in one of the following formats: .mp4, .mov, .wmv, .avi, .mpg, .mpeg. A film summary is required.
- Art Portfolios must include eight different artworks. The works can come from one category or any combination of categories as long as they consist of a body of work with a related theme. Seniors may submit up to TWO Art Portfolios, but may not submit the same work in both portfolios. Video Game Design and Future New Submissions may not be submitted as part of an Art Portfolio.
- Video Game Design and Film & Animation categories allow for up to five collaborators.
- All collaborators must meet the eligibility requirements.

Writing Submission Requirements

- All writing should be entered into the text editor on the work registration page. We cannot accept submissions as file uploads (e.g., PDFs, Word documents).
- Submissions must be primarily in English.
- Use a clear, standard font that is not excessively large or small.
- No identifying information, including the student's name, should appear in the work.
- Please use fictional names for real people in non-fiction works.
- No illustrations, photographs, graphics, or hyperlinks are permitted.
- Sources must be cited. Footnotes/works cited are not considered part of the word count.
- Collaborative works are not allowed in any writing categories.