Supergen ORE Hub – Mobile game competition

Competition open: Friday 26 February 2021

Competition closes: 17:00 BST Monday 30 August 2021

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Contents

Application process

The Supergen Offshore Renewable Energy (ORE) Hub are launching a competition for teams of up to 5 UK University students studying game/app development and game/app developers to develop an ORE game.

Step 1 – Feedback requests and drop-in webinars (optional)

If you would like to take part, we strongly recommend you submit an outline of your ideas for feedback through our idea form. The Supergen ORE Hub will hold the first webinar on Wednesday 24 March 2021 and holding monthly drop-in sessions for competition entrants to find out more about the Hub and the competition.

Monthly drop-in sessions:

- Wednesday 24 March 2021, 10:00 – 11:00
- Friday 30 April 2021, 13:00 – 14:00
- Wednesday 26 May 2021, 15:00 – 16:00
- Thursday 24 June 2021, 12:00 – 13:00

If you wish to register for a drop-in session, please email supergenorehub@plymouth.ac.uk for the appropriate Zoom link.

The idea feedback form closes at 17:00 BST Friday 18 June 2021:
https://form.jotform.com/SupergenOREHub/ORE-mobile-game-feedback

Step 2 – Submit your game.

Submit your full game through the competition submission form. **The competition submission form closes at 17:00 BST on Monday 30 August 2021:**
https://form.jotform.com/SupergenOREHub/mobile-game-submission

From the submissions, a top three will be awarded, with the first-place team having their game released and promoted through the Supergen ORE Hub and associated activities. *Please note that the winning game design team will be subject to entering into an agreement with the University of Plymouth, which will set out items such as maintenance and update schedules for the application for a set period.*

The judging panel will consist of representatives from the Supergen Offshore Renewable Energy Hub Management Team, staff from the University of Plymouth Computing Science team and representatives from the gaming industry.

The prizes of the top three will be:
- **First place**: £4000 towards a computing accessory of your choice*. This game will be released through the University of Plymouth (a development licence will be bought by the Supergen ORE Hub for use on iOS and Android).
- **Second place**: £500 towards a computing accessory of your choice*
- **Third place**: £500 towards a computing accessory of your choice*

The computing accessory will be procured by the University of Plymouth.

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About Offshore Renewable Energy

Offshore renewable energy (ORE) is a key source in helping to achieve the reduction of all greenhouse gas emissions to net zero by 2050. ORE focuses on capturing energy from waves, tidal currents and offshore wind, utilising technology that converts energy from these natural elements into usable power for our communities.

The UK is at the forefront of the development, adoption and export of ORE technologies, and as an island nation with an extensive coastline, it is a natural solution for UK energy generation. If the UK is to maintain its world-leading position it needs to continue to spearhead research and innovation in ORE. Further reading on ORE can be found in the following links:
- Supergen ORE Hub: https://www.supergen-ore.net/
- Offshore Renewable Energy Catapult: https://ore.catapult.org.uk/
- Renewable UK: https://www.renewableuk.com/

Background to Supergen ORE Hub

The Supergen ORE Hub is a research consortium funded by the Engineering and Physical Sciences Research Council (EPSRC). It is led by the University of Plymouth but includes Co-Directors from the University of Aberdeen, the University of Edinburgh, University of Strathclyde, University of Manchester, University of Hull, University of Warwick, University of Oxford, University of Southampton and University of Exeter.

The Supergen ORE Hub brings together academia, industry, policymakers and the general public to support and accelerate the development of offshore wind, wave and tidal technologies for the benefit of society.

It is one of three Hubs and two Networks funded by the Engineering and Physical Sciences Research Council (EPSRC) designed to deliver sustained and coordinated research on sustainable power generation and supply. More information about the Supergen ORE Hub can be found on the website

Purpose of the game

Whilst there are many online games which focus on science topics such as energy, engineering and physics, there are very few that focus on the topic of offshore renewable energy. The Supergen ORE Hub are therefore launching a competition for to produce a mobile game targeted at older teenagers (13 – 16 years old).

The game should help to communicate the technologies and engineering principals used in offshore renewable energy, and include gamification elements of offshore wind, wave and tidal energy technologies.

The game could also include an aspect of citizen science, where the general public take part in scientific research to advance knowledge in the field and enhance their scientific understanding. The mobile game will be launched under the Supergen Offshore Renewable Energy Hub/University of Plymouth.

Requirements of the game

General requirements:
- It should consider all three aspects of offshore renewable energy – offshore wind, wave and tidal energy.
- It should be appropriate for users aged between 13–16-years old.
- It needs to be used as a way of communicating the research and technologies involved in ORE.
- It should have a high level of interaction and ability to be replayed.
- Is enjoyable to play but should include a strong element of learning about ORE and the technologies involved.

Specific requirements:
- Free to download and play with no cost involved for the player.
- Is playable on a mobile phone platform – the final product will be released by the University of Plymouth, but a development licence will be bought by the Supergen ORE Hub for use on iOS and Android.
- Is able to provide analytical data (e.g., how many people have downloaded it, play-time)
- Genre: A mixture of an adventure and puzzle game. For example, the game could be an adventure game that takes a set number of hours to complete, with puzzles and high scores to keep users engaged. The main aim of the game is to increase awareness off offshore renewable energy as an important energy source for the mitigation of the impacts of climate change, in addition to communicating the engineering principles within offshore renewable energy technologies and the societal benefit their use brings. Therefore, prolonged engagement with users and the transfer of knowledge regarding offshore renewable energy is key.
- A gender-neutral visual appeal

Eligibility of teams

- UK University students studying game/app development and game/app developers[1]
- Teams of up to 5 people (teams of between 3 and 5 people would be expected)

Contact information.

If you need to contact us about your submission/with queries, please email supergenorehub@plymouth.ac.uk with the subject line "Supergen ORE Hub Mobile Game Competition – Queries"

Email confirmation – please read.

Upon submission of your feedback request/competition entry you should receive an email (which will be sent to the lead applicant's email address), which will look similar to the following, and contain your unique ID number.

If you do not receive this email after submitting your feedback request or full game application please email supergenorehub@plymouth.ac.uk

Subject: We have received your information for feedback for the Supergen ORE Hub mobile game

Thank You

Your feedback request submission to the Supergen ORE Hub
mobile game has been received.

Your unique response number is {id}

Please make a note of your unique response number for any future correspondence with regards to
your feedback request

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[1] Please note that due to Supergen ORE Hub funder rules only UK based teams are eligible to enter the competition.