SUBMISSION PERIOD NOW CLOSED.

The U.S. Department of Education calls for concepts for immersive simulations that transfer academic, technical, and employability skills. Successful simulations will pair the engagement of commercial games with rigorous educational content to prepare students for the 21st century workforce.

The deadline for First Round Submissions is 4:59:59 PM ET on January 17, 2017. Please submit at least one hour before the deadline to ensure your completed submission is received. Please do not reload the form or exit the browser until you see a message confirming that we have received your submission.

This form is best viewed using Chrome, Firefox, or Internet Explorer 10 or higher. If you encounter any issues, please email hello@edsimchallenge.com with a description of the problem, a screen shot (if possible), and the date and time of the occurrence.

* denotes required field

SUBMISSION SUMMARY

Submission Title *
Proposed name for your simulation concept.

Submission Description *
The one-sentence “elevator pitch” that describes your simulation concept.

ENGAGEMENT

Describe your simulation concept, including an overview of the content and a brief walk-through of the planned user experience. Identify which types of learners your simulation will initially target. Describe how your simulation will engage users at a level on par with commercially available entertainment games. *
(500 words max)

LEARNING OUTCOMES

Explain the desired change or transformation in the user’s knowledge and skills. What academic, technical, and employability skill-learning objectives will your simulation seek to transfer? Detail the subject area(s) and/or curricular area(s) that your simulation addresses. Briefly review how your simulation will communicate feedback to the user and instructor with respect to progress toward achievement of the learning outcomes. *
(500 words max)
COMMITMENT
Describe your team and characterize its strengths and commitment. How is your team best suited to bring this concept to fruition? Describe how your team plans to develop your simulation over the course of the Challenge. * (500 word max)

IMPLEMENTATION STRATEGY
What tools, software, and/or hardware will be required to run your simulation in the classroom environment? Identify any anticipated logistical, technological, or economic barriers to deploying your simulation. Briefly preview your initial thoughts around distribution, implementation, and integration with existing and future technology. How do you plan to control the costs associated with purchase and maintenance of the simulation and associated technology? * (500 word max)

LONG-TERM VISION
How might your simulation fit into a future ecosystem of simulations for career and technical education (CTE)? Briefly describe preliminary thinking around how your simulation could connect with other simulations through approaches to data handling, use of APIs, integration of open source tools, and/or implementation of Experience API (xAPI). Describe your vision for how the simulation could expand or scale. How could your simulation be built upon by other developers? * Read more about xAPI (https://www.adlnet.gov/adl-research/performance-tracking-analysis/experience-api/) (500 words max)
REQUIRED: VISUAL ASSETS

Please upload an asset that illustrates the major design features of your simulation. At minimum, this asset should be a basic storyboard that represents a sequence of actions taken within the simulation. Acceptable formats include visual sketches, renderings, or screenshots, depending on your stage of development. *

(Accepted upload file formats include: .ppt, .pdf, .mp4, .mov, .jpg, .png; 50 MB max)

Choose File  No file chosen

OPTIONAL: ADDITIONAL ASSETS

If available, upload or link to additional schematics, wireframes, clickable demonstrations, video walk-throughs, or other supporting visual information on your simulation concept. (Accepted upload file formats include: .ppt, .pdf, .jpg, .png; 50 MB max)

Upload:

Choose File  No file chosen

Link:

TEAM AFFILIATION

I am applying on behalf of ... *

Choose one.

○ ...myself.
○ ...a legal entity.

If you are applying on behalf of yourself and have foreign citizens on your team, please list below.*

If your team has no foreign citizens or you are applying on behalf of a legal entity please state "None".

If applying on behalf of a legal entity, please provide the name of the entity below.

THIRD PARTY WORKS

Does your submission include any third party works? *

○ Yes, and I affirm that appropriate documentation for all licenses and releases can be supplied upon request of the Department of Education and/or Luminary Labs.
○ No.

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If yes, please describe these works below:

Submission Checklist *

☐ I attest that if I am selected as a finalist, I will develop the submitted concept into a playable prototype by the conclusion of the Virtual Accelerator.*

☐ I understand that if I am selected as a finalist, I am required to participate in the Innovator’s Boot Camp, submit a second round submission, and present my prototype at Demo Day.*

☐ I have read and understand the Rules, Terms & Conditions (http://edsimchallenge.com/terms/), and fully agree to them.*

☐ I am an individual and/or represent a team that meets all eligibility criteria as stated in the Rules, Terms & Conditions.*

☐ I did not receive assistance from subject matter experts or judges associated with the Challenge when preparing this submission.*

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