GameXcellence Awards

Frequently Asked Questions

How do I participate in the 2023 GCC?

Submission is open from the 18th of July to the 10th of September. Make sure to read our Submission Guidelines and submit your game by sending us your project's GitHub link or contact gamechallenge@eia.edu.au to receive your link for submission.

Do I need a team to participate?

Submission is open for both individuals and team.

Does my game need to be finished?

No, your game can be in any phase of development. The requirement is that you will need to have a playable build or prototype. You are free to update/edit your submission until the submission deadline.

Can I submit a physical game?

No, 2023 GCC only accepts digital and video games that are playable on PC, Android, IOS, Web or Consoles.

Can I submit games that were from university/college courses and projects?

Yes. Games that are still in development or submitted as part of your university and college courses and projects are accepted in 2023 GCC, but make sure the game fits the 3 main themes of 2023 GCC: Darkness, Retro Arcade and Environmental.

What do I need to submit for GCC?

Kindly read through our Submission Guidelines to confirm the items to be submitted, or reach out to gamechallenge@eia.edu.au for any enquiry.

How can I contact you?

If you have a technical or submission issue or for more inquiries, please contact our support at gamechallenge@eia.edu.au.

Can I participate with a FAN game?

No. Due to the potentially challenging legal nature of Fan Games and the materials used in them, we do not accept any Fan-based games.

Can my submission be refused?

The organiser reserves the right to remove or reject any submission deemed appropriate.

Can I join the workshops, although I'm not participating in the GCC?

Yes, the available workshops are open to all.