

## 2022 Minecraft: Education Edition Earth Week Build Challenge

### OFFICIAL RULES

#### 1. SPONSOR

These Official Rules (“Rules”) govern the operation of the Minecraft: Education Edition Earth Week Build Challenge (“Challenge”). Microsoft Corporation, located at One Microsoft Way, Redmond, WA, 98052, USA, is the Challenge sponsor (“Sponsor”).

#### 2. DEFINITIONS

In these Rules, "Microsoft", "we", "our", and "us" refer to Sponsor and “you” and "yourself" refers to a challenge participant, or the teacher supervisor of any challenge entrant who has not reached the age of majority to contractually obligate themselves in their legal place of residence. By entering you (or your parent/legal guardian if you are not the age of majority in your legal place of residence) agree to be bound by these Rules.

#### 3. CHALLENGE DESCRIPTION

The Minecraft Education Earth Week Challenge is a skill-based Contest. The goal of the challenge is to inspire the development of creative design solutions in Minecraft: Education Edition from students around the world. This challenge will run globally, with twenty (20) winning classrooms.

Each Minecraft: Education Edition project that teams build and submit in the challenge will be called an “entry.” All eligible entries received will be judged using the criteria described below to determine the winners of the prizes described below. The winning entry will receive a class set of prizes to be distributed as directed by the Teacher Supervisor.

#### 4. ENTRY PERIOD

This challenge submission period starts at April 18 12:01am EDT and runs to May 6 11:59pm EDT. (“Entry Period”). Entries must be received during the Entry Period to be eligible.

#### 5. ELIGIBILITY

This is a closed promotion open only to the educators, instructors, parents and/or guardians of students where such students are between eight (8) and eighteen (18) years of age. To participate, the institution must have registered for the challenge either via an educator, instructor, parent and/or guardian. In addition, to be eligible, you must meet the following requirements at the time of entry (submission):

- “Teacher Supervisor” - You are an educator 18 years of age or older for an educational institution as of January 1, 2022, or a parent and/or guardian of a student at an educational institution or club as of January 1, 2022.
- “Team Member/(s)” - Each Team Member must be between eight (8) and eighteen (18) years of age at time of entry, a legal resident of an eligible country and actively enrolled at their applicable institution.

Persons involved in the execution or administration of this promotion, or their family members (parents, children, siblings, spouse/domestic partners, or individuals residing in the same household) are not eligible. This challenge is void in, and for the permanent residents of Cuba, Iran, North Korea, Sudan, Syria, Region of Crimea, and where prohibited by law.

## 6. HOW TO ENTER

To enter the challenge, the Teacher Supervisor must take the following steps:

1. Form teams that include a minimum of one (1) student and a maximum of three (3) students from the same educational institution or club and select a team name.
2. Each Teacher Supervisor must register on [The Cobblestone Collective Earth Week Website](#). Each student may only be a member of one (1) team. The Teacher Supervisor will guide and instruct the Team Member's and will submit the entries for each of their student teams.
3. The Teacher Supervisor will not provide any individual Team Member's personal information or identifying content (e.g., people's faces, name, age, personal location) in the information/submissions they provide to Microsoft as part of the Minecraft Education Earth Week Build Challenge, only a team name is required to identify the Team Member/(s).
4. The personal data of the Teacher Supervisor and any other adult involved will be handled in accordance with the [Microsoft Privacy Statement](#).

The Teacher Supervisor will:

- Provide their address to receive and distribute prizes to winning students.
- Follow the instructions at [The Cobblestone Collective Earth Week Website](#) to access the video lesson resources enabling educators to support students in designing their build.
- Must complete the official entry form located on [The Cobblestone Collective Earth Week Website](#) and submit their team's (maximum) 90-second video to the designated Flipgrid Topic. (Note: a link to the Flipgrid will be sent upon completion of the [Registration Form](#)).

The submission video must:

- Include a walkthrough of the build (maximum length 90 seconds) with no personal information or identifying content (e.g., people's faces, name, age, personal location) as part of the video, sharing only the team name (in the name field) and city, and country in the description.
- Be created in the Flipgrid recorder or in another recorder and then uploaded to the Flipgrid topic.

By completing the registration and submitting the entry, the Teacher Supervisor agrees that the project follows these rules, including the requirements set forth below, and acknowledge that the Sponsor, in its sole discretion, may remove the project and disqualify you from the challenge if it determines, in its sole discretion, that the project fails to conform to these Rules or any applicable requirements, guidelines, or restrictions.

While a Teacher Supervisor may lead multiple teams, we will only accept one (1) entry per unique student team, with each Team Member only serving as a member of one (1) team per Challenge.

We are not responsible for entries that we do not receive during the challenge submission period, regardless of reason or fault, or for entries that we receive but are not reasonably decipherable for any reason.

We will automatically disqualify any challenge entries which are incomplete or illegible.

## 7. ELIGIBLE ENTRY

In order to be eligible for entry into the challenge, an entry must meet the following content/technical requirements:

A Flipgrid Video that includes:

- Game Recording of the project:
  - Maximum length 90 seconds
  - No personal information or identifying content (e.g., people's faces, name, age, personal location) as part of the video
- Under "Name," enter in the team name as it was entered on the Registration Form
- Under description:
  - Team's city and country
  - Brief description of the team's project including how their build incorporates elements learned in the Earth Week Lesson(s).

In addition:

- Any video submission must be solely the work of the Team Members, including but not limited to, the actual filming, editing, graphic design, etc. of the Game Recording.
- Your entry cannot have been selected as a winner in any other challenge provided by Microsoft or any other entity.
- You must have obtained any and all consents, approvals, or licenses required for you to submit your entry or any content contained therein.
- To the extent that your entry requires the submission of user-generated content such as software, photos, videos, music, artwork, essays, etc., entrants warrant that their entry is their original work, has not been copied from others without permission or necessary rights, and does not violate the privacy, intellectual property rights, or other rights of any other person or entity. You may include Microsoft trademarks, logos, and designs, for which Microsoft grants you a limited license to use for the sole purposes of submitting an entry into this challenge.
- Your entry may NOT contain, as determined by us in our sole and absolute discretion, any content that is obscene or offensive, violent, defamatory, disparaging or illegal, or that promotes alcohol, illegal drugs, tobacco or a particular political agenda, or that communicates messages that may reflect negatively on the goodwill of Microsoft.

We reserve the right to reject any entry, in our sole and absolute discretion, that we determine does not meet the above criteria.

## 8. USE OF YOUR ENTRY

By entering this Contest, each Entrant shall retain all right, title and interest (including copyright) in and to the entry, and shall be deemed to have granted to the Sponsor and their respective affiliates a worldwide, gratuitous, irrevocable and exclusive license to copy, use, modify, reproduce, display, adapt and transmit the entry for use in all media now known or hereafter devised in perpetuity beginning on the date of entry, including, without limitation, in connection with the administration, promotion and exploitation of the Contest.

## 9. WINNER SELECTION AND NOTIFICATION

On or around the close of the Entry Period, a panel of judges will review all eligible entries received in each category and select winners of the challenge prizes described below based upon the judging criteria described below.

## 10. JUDGING CRITERIA

|  | <b>4 points</b>  | <b>3 points</b>  | <b>2 points</b>   | <b>1 point</b>  |
|--|--|--|---|---|
| <b>Understanding of Climate Change Theme</b> | The submission addresses the climate change theme in a thoughtful and relevant way.<br><br>There is a heavy emphasis on concepts as outlined by the M:EE NPCs and from the guest speakers. | The submission addresses the climate change theme accurately, but may lack in a thought or relevancy.<br><br>There is some reference to the concepts as outlined by the M:EE NPCs and from the guest speakers. | The submission somewhat addresses the climate change theme.<br><br>There is some reference to the concepts as outlined by the M:EE NPCs or from the guest speakers, but not both. | The submission doesn't address the climate change theme.<br><br>There is little or no information on concepts as outlined by either the M:EE NPCs or from the guest speakers. |
| <b>Originality &amp; Creativity</b>          | The build is extremely original and provides a very creative solution, especially as compared with other submissions.  | The build is original and provides a creative solution.  | The build is somewhat original and/or provides a somewhat creative solution.  | The build lacks originality and/or provides a lacklustre solution.  |
| <b>Clarity of Presentation</b>               | The build was presented with exceptional clarity.  | The build was presented in a clear way.  | The build was presented in a somewhat clear way.  | The build was presented in a way that is difficult to understand.   |

In the event of a tie between any eligible entries, an additional judge will break the tie based on the judging criteria described above. The decisions of the judges are final and binding. If we do not receive a sufficient number of entries meeting the criteria set forth in these Rules, we may, at our discretion, select fewer winners than the number indicated below.

Winning entries will be notified via the Teacher Supervisors. The Teacher Supervisor will be contacted on or by 16 May 2022 using the contact information provided in the registration form. If a selected winner cannot be contacted, is ineligible, fails to claim a prize, or fails to return any forms, the selected winner will forfeit their prize and, time permitting, an alternate winner will be selected. This process will be repeated no more than three (3) times, as needed. If, after three (3) attempts to select an alternate winner, any unclaimed prizes remain, these prizes will remain unawarded.

## 11. PRIZES

There will be 20 winners selected. The winners will receive a class set of Microsoft plushies that will be distributed at the Teacher's Supervisor's discretion.

Teacher Supervisors are not eligible for any prizes. No more than the number of prizes set forth above will be awarded. No substitution, transfer, or assignment of any prize is permitted, except that Microsoft reserves the right to substitute a prize of equal or lesser value in the event the offered prize is unavailable. Prizes are awarded "AS IS" with no warranty of any kind, either express or implied, including but not limited to, the implied warranties or merchantability, fitness for a particular purpose, or non-infringement. Prizes will be sent no later than twenty-eight (28) days after winner selection. Prize winners may be required to complete and return prize claim and / or tax forms ("Forms") within the deadline stated in the winner notification. Taxes on the prize, if any, are the sole responsibility of the winner, who is advised to seek independent counsel regarding the tax implications of accepting a prize. By accepting a prize, you agree that Microsoft may use your entry, team name, project image and hometown online and in print, or in any other media, in connection with this challenge without payment or compensation to you, except where prohibited by law.

The Prize winner Teacher Supervisor (parent/guardian/teacher) will be the primary contact for prize distribution. Each Teacher Supervisor will provide their email and postal addresses and distribute prizes upon their discretion.

## 12. ODDS

The odds of winning are based on the number of eligible entries received.

### **13. GENERAL CONDITIONS AND RELEASE OF LIABILITY**

To the extent allowed by law, by participating in the challenge, you agree to release and hold harmless Microsoft and its respective parents, partners, subsidiaries, affiliates, employees, and agents from any and all liability or any injury, loss, or damage of any kind arising in connection with this challenge or any prize won.

All local laws apply. Any decision of Microsoft is final and binding.

We reserve the right to cancel, change, or suspend this challenge for any reason, including cheating, technology failure, catastrophe, war, or any other unforeseen or unexpected event that affects the integrity of this challenge, whether human or mechanical. If the integrity of the challenge cannot be restored, we may select winners from among all eligible entries received before we cancelled, changed or suspended the challenge.

If you attempt, or we have strong reason to suspect that you have attempted, to compromise the integrity or the legitimate operation of this challenge by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the full extent of the law and you may be banned from participation in future Microsoft promotions.

### **14. USE OF YOUR ENTRY**

Personal data you provide while entering this challenge will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration and operation of this challenge and in accordance with the [Microsoft Privacy Statement](#).

### **15. GOVERNING LAW**

This challenge will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this challenge.