**Contest Overview**

The University Libraries presents The University Libraries VR Competition. The purpose of The University Libraries VR Competition is to promote innovative educational uses of virtual reality. The goal of each team is to create a virtual tour that will help faculty, staff, and students have an in-depth awareness of the resources available throughout University Libraries. The event will adhere to the University Libraries mission, vision, and goals. This is one way to promote and show commitment to student-centered learning throughout the libraries. It’ll also promote awareness of the technical and academic resources that the libraries withhold.

**Eligibility**

The University Libraries VR Competition is open to The University of Alabama undergraduate and graduate students.  Each team (max. 15) must have a minimum of three team members (max. 4), and each member must be enrolled in the Fall 2018 semester. To confirm your enrollment, each team member must submit an Enrollment Verification Form. Any changes to enrollment status should be reported to the project manager immediately. Failure to notify the project manager about changes to enrollment status will result in team disqualification.

Only the team members that are registered for the competition are eligible to work on the content for the competition. Working with a third party will result in team disqualification.

**How to Enter**

1. Fill out the registration form on <https://universityofalabama.az1.qualtrics.com/jfe/form/SV_3Dewft9TDFppY7H>
2. Project Manager will notify the teams that were selected to participate on September 28th, 2018

**General Conditions**

Sponsor reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures, human error or any other factor impairs the integrity or proper functioning of the Competition, as determined by Sponsor in its sole discretion. If terminated, Sponsor may, in its sole discretion, determine the winners from among all non-suspect, eligible Submissions received up to the time of such action using the judging procedure outlined above. Sponsor, in its sole discretion, reserves the right to disqualify any Entrant it finds to be tampering with the Submission process or the operation of the Contest or to be acting in violation of the Official Rules of this or any other promotion or an unsportsmanlike or disruptive manner and void all associated Submissions. Any attempt by any person to deliberately undermine the legitimate operation of the Contest may be a violation of criminal and civil law, and, should such an attempt be made, Sponsor reserves the right to seek damages and other remedies (including attorneys’ fees) from any such person to the fullest extent permitted by law. Sponsor’s failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

**Release**

As a condition of entering this Contest, you agree that if you are selected as the winner of the Contest, you will assign and transfer all intellectual property rights in the winning design to the University. This includes, but is not limited to, the copyrights and/or trademarks in the winning design. The University agrees that it will incur the costs associated with protecting the winning design through appropriate registrations and that it will be responsible for the marketing of the winning design for University related purposes. You agree to cooperate with the University in these efforts, which may require you to sign additional documents and provide additional information.

Your entry in the Contest shall be deemed by the University as your agreement to these terms. If you do not agree to these terms, please do not enter the Contest.

**Disputes**

Any and all disputes, claims, and causes of action arising out of or in connection with this Competition shall be resolved individually, without resort to any form of class action. This Competition shall be governed by, and construed in accordance with, the laws of Alabama, regardless of conflicts of laws principles. Any action or litigation concerning this Competition shall take place exclusively in the courts sitting in Alabama, and EACH PARTICIPANT EXPRESSLY CONSENTS TO THE JURISDICTION OF AND VENUE IN SUCH COURTS AND WAIVES ALL DEFENSES OF LACK OF JURISDICTION AND INCONVENIENT FORUM WITH RESPECT TO SUCH COURTS. Each participant agrees to service of process by mail or other methods acceptable under the laws of Alabama. ANY CLAIMS, JUDGMENTS AND/OR AWARDS SHALL BE LIMITED TO ACTUAL OUT-OF-POCKET COSTS ASSOCIATED WITH ENTERING THIS Competition AND MUST NEVER INCLUDE CONSEQUENTIAL, INCIDENTAL OR PUNITIVE DAMAGES, AND IN NO EVENT ATTORNEYS’ FEES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE MAY NOT APPLY TO PARTICIPANT.

**Judging**

· Usability/ relevancy · Performance

· Design · Punctual submission

· Creativity · Public and staff votes

**Prizes**

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| 1st Place Prize | $400, Campus Wide advertisement, Trophy & T-shirt ($11 per shirt) |
| 2nd Place Prize | $250, and Trophy |
| 3rd Place Prize | $125, and Trophy |
| Campus Community Choice | Certificates |
| All Participants | Certificates |

**Schedule**

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| **September 10th-13th** | Pre-registration week |
| **September 14th** | VR MixerLocation: Amelia Gayle Gorgas Library Room 205Time 7:00pm |
| **September 17th-27th** | Registration week |
| **September 28th** | Teams are selected |
| **October 19th** | Check-in #1: Participants will submit 5 screenshots and describe how to play.\* 2 page limit |
| **November 9th** | Check-in #2: Participants will submit a 3 minute trailer video. The video will be used for awards ceremony presentation |
| **November 16th** | Final Submission date: Submit APK file to VR email address |
| **November 26th-29th** | Public, staff and Judges voting week |
| **November 30th** | Awards Ceremony: Each group will have 5-7 minutes to presentAttire: Business casualLocation: Amelia Gayle Gorgas Library Room 205Time: 7:00pm |

**University Libraries Approved open source VR development programs for participants to use.**

· Pixmaker Pro · Lumberyard · Vizor VR

· Unity 3D · Blender · Cospaces

· Unreal Engine 4 · Sculptris · Entiti Creator

· Cryengine · InstaVR · Thinglinks

If you would like to use other apps, get it approved by the project manager first.\

For any questions or comments email UALibVRComp@ua.edu