

Competition 17: Design an in-game purchase

Each class will have a photo, art or short video competition with a prompt based on the topic we are studying in that class. This class's task is a design challenge:

Choose a video game that is currently *not* given away for free. Imagine you were designing a free version. What in-game purchases could you introduce to make money? How much would you charge for them? Do you think you would make more or less money compared to charging for the game?

Your competition entry should visually illustrate an in-game purchase you have designed for your game; this can be a photograph, drawing, short video (<10 seconds) or other form. You should also include a short written explanation (maximum 100 words) in which you explain your entry.

How to enter

1. Complete your competition entry and make sure it follows the guidelines listed below
2. Fill out the [Competition Cover Sheet](#)
3. Email your entry and your cover sheet to us at inspire@sjc.ox.ac.uk

Terms & Conditions

1. You must complete the [Competition Cover Sheet](#) and submit it along with your entry to inspire@sjc.ox.ac.uk before the closing date. If we do not receive a completed cover sheet with your entry, we will NOT be able to consider the entry.
2. The competition closes at **5pm on Wednesday 22 July 2020**.
3. The work you submit must be entirely your own, and should consist of a photo or video (<10 seconds), with a maximum 100 word explanation.
4. Competition winners will be contacted via email about a week after the competition's closing date. The following prizes will be awarded:
 - a. 1st place: £20 Amazon gift voucher, entry listed on Inspire Digital
 - b. 2nd place: £10 Amazon gift voucher, entry listed on Inspire Digital
 - c. Top 5 entries: entry listed on Inspire Digital