

SDG Hero 2026 Game Design Competition Regulations

Foreword

In line with the dual-carbon targets outlined in the “15th Five-Year Plan for National Economic and Social Development of the People’s Republic of China”, and Macao’s “Third Five-Year Plan (2026-2030)” and the “Macao’s Long-Term Carbon Reduction Strategy” initiated by the Macao Environmental Protection Bureau, Macao Science Center is going to host the “SDG Hero 2026 Game Design Competition”. This event aims to implement the “Guidelines for Science Education” and deeply integrate the “Requirements of Basic Academic Attainments” with the United Nations’ Sustainable Development Goals (SDGs). Through innovative game design, the science popularization will be transformed into tangible practice. And the students’ interdisciplinary problem-solving abilities and sense of social responsibility will be enhanced, aligning closely with the vision of the Macao SAR Government’s “Macao Youth Policy (2021-2030)”. The Competition will take place from June to December 2026.

Organizer



**Guidance
Organization**



**Supporting
Organization**



Competition Information

Eligibility

Students enrolled in Primary Grade 4 to Grade 9 of junior middle school in Macao during the 2026/2027 academic year, along with qualified Game Masters.

Game Master

Game Masters are responsible for using gamified teaching techniques and the STEAM interdisciplinary application to guide team members to integrate scientific, technological and engineering concepts into the development of game rules and mechanisms, in order to strengthen the students’ hands-on and logical thinking abilities. Game Masters are also expected to lead the team members to craft board games that can combine real-world sustainable development themes in an innovative and interactive way. The participating teams must be led by a Game Master to participate in the Competition.

Targets: Current school teachers

Functions: Following standardized activity procedures for SDG Hero and providing guidance to aid participating teams in completing their works.

Notes:

1. A maximum of three teachers from each school can participate in the training program;
2. If the teacher participating in the Game Master training program fails to organize at least one team to participate in the SDG Hero 2026 Game Design Competition and complete the preliminary round, he or she will not receive a Game Master certificate.

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Team Composition

1. Each team should comprise 3 to 7 participants and must be led by one Game Master.
2. Participants must be students in Macao during the Competition period.
3. Division:
 - Senior Primary Division**
students from Grade 4 to 6 of primary schools in the 2026/2027 academic year;
 - Junior Middle Division**
students from Grade 7 to 9 of junior middle schools in the 2026/2027 academic year.
4. The team is organized by school unit, with no cross-school teams allowed;
5. Each school may send no more than 6 teams to participate in one Division;
6. Each Game Master may lead no more than 2 teams, which must be in the same Division;
7. Each school may send no more than 3 Game Masters to lead their teams in each competition Division;
8. Each participant is allowed to represent only one team in the Competition. Should it be discovered that a participant has registered for more than one team, all registered teams they are associated with will be disqualified.

Schedule

Information Session	Registration Deadline	Before 18:00 on June 17, 2026	
	Date and Time	June 18, 2026, 17:30-18:30	
	Registration Link	https://forms.gle/pMhBthN61qoutYZt6	
	Venue	Innovation and Talent Development Hub, Exhibition Center, Macao Science Center	
Competition Procedures	Registration for Competition and Game Master Training Sessions	Registration Deadline	From now until 12:00 on June 25
		Training Sessions	Session I: June 25, 2026 (Cantonese) 17:30-19:30 Session II: June 30, 2026 (English) 17:30-19:30
		Venue	NetLab at the Exhibition Center, Macao Science Center
		Registration Link	https://forms.gle/rGLWWCTM26bpwe639 Notes: 1. The Game Master must complete the Game Master Training before leading a team to participate in the Competition; 2. It is only necessary to provide the information of the teachers participating in the training session and the number of teams they plan to lead;

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		Registration Link	3. Each school only needs to fill out one registration form for each Competition Division. In case of multiple submissions, the most recent version submitted by the school will be deemed valid.
		Deadline of Submission of Team Member List	July 1 to October 9 (Before 18:00), 2026
		Link of Submission	To be provided to Game Masters later.
		Announcement of the List of Selected Candidates	October 12, 2026 (see the event page of this Center)
	Preliminary Round	Date and Time	October 17, 2026, 15:00-17:30
		Venue	The event will be conducted in real-time using ZOOM video conferencing software. The meeting link will be provided to Game Masters later.
		Announcement of the List of Advanced Teams	October 30, 2026 (see the event page of this Center) Note: The list of advanced teams, along with the presentation order will be announced together.
	Final Round	Deadline of Submission for Refined Proposals	October 31 to November 16 (Before 18:00), 2026
		Link of Submission for Refined Proposals	To be provided to Game Masters of the advanced teams later

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		On-site Presentation Date	December 13, 2026, 15:00-17:00
		On-site Presentation Venue	Senior Primary School Division: Meeting Room 1, Macao Science Center Convention Hall Junior Middle School Division: Meeting Room 2, Macao Science Center Convention Hall
	Awarding Ceremony	Date and Time	December 13, 2026, 17:30-18:30
		Venue	Macao Science Center Convention Hall

Competition Content

Session I: Preliminary Round

- During the Preliminary Round, the Competition will be conducted in real-time using the ZOOM video conferencing software. Each team is required to use a single account and all team members must be visible on the live conferencing screen. It's essential for the teams to download the ZOOM software beforehand.
- Proposed Rundown:



- The Competition theme and the hyper-link to the submission form will be announced during the preliminary round online live competition;
- Each team must upload their work proposal to OneDrive as a folder by 17:30 on October 17, 2026, and must set the viewing permission for the shared link as "anyone" and then submit it to the designated submission form.
- Contents and Format Requirements of the Work Proposal:

1

Design Blueprint

For the preliminary round, each team must prepare the "Game Poster", the "Game Instructions" and the "Accessories" (if any). Each team is allowed to submit no more than 7 images in .jpg format, with each image not exceeding 2MB. The images should be named as follows:

- Game Poster: Team Number + Name of Work + Game Poster
- Game Instructions: Team Number + Name of Work + Game Instructions
- Accessories: Team Number + Name of Work + Accessories (specific details in parentheses, such as: Chess pieces/main character/function cards, etc.)

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2

Introduction Video

The entry's introduction and game instructions, in .mp4 format, not exceeding 500MB in size, with a duration of less than 3 minutes. The language used should be either Cantonese, Mandarin, or English. The file should be named as follows: "Team Number + Name of Work".

- The teams must submit their proposals according to the specified content and format, with each team limited to the submission of a single proposal.
- The proposals must be a board game designed using SDG Hero and must align with the Competition theme;
- If the entry incorporated AI elements, it is recommended to include relevant records such as prompts in the design blueprint and introduction video. This may potentially earn extra points for the team.

Session II: Final Submissions

- Teams that have advanced to the Final Round must refine and improve upon the contents of their preliminary submissions and upload the refined proposals between October 31 and November 16, 2026, by 18:00. Proposals submitted after the deadline will not be accepted. The refined proposals will be used for the final presentation, and once uploaded, it cannot be modified.
- Contents and Format Requirements of the Refined Proposal:
 1. Presented in the form of a presentation, which must be submitted in accordance with the template format available for download on the event webpage of this Center;
 2. The content should be displayed in a combination of text and images, with a maximum of 20 pages, a 16:9 aspect ratio for each page, and a file size not exceeding 50MB. It must be output and submitted in .pdf format, named as follows: "Team Number + Name of Work";
 3. The Adjudication Panel will not assess any external hyperlinks or videos contained within the proposal;
 4. Fill out the electronic submission form and attach the OneDrive cloud link of the proposal, ensuring the link permission is set to "anyone" for viewing (the link to the electronic submission form will be provided to Game Masters later).
- If a participating team or an entry fails to be identified or submitted for assessment due to incomplete, unclear, delayed, or invalid hyper-link (including link permissions), or delivery failure, the team or entry will be deemed invalid. Consequently, any associated responsibility should be assumed by the participating team.
- If the entry incorporated AI elements, it is recommended to include relevant records such as prompts in the Proposal. This may potentially earn extra points for the team.

Session III: Final Round

- Each Division will have 7 teams advanced to the Final Round;
- At the Final Round, these teams will deliver live presentations at Macao Science Center from 15:00 to 17:00 on December 13, 2026. The judges will provide final scores on the spot, and the awarding ceremony will be held on the same day after the Final Round.
- Each team has 10 minutes to deliver the presentation (excluding the Q&A session with the judges)
- The presentation will be conducted behind closed doors. While the Game Masters can accompany the team members into the venue, they are not allowed to take part in the presentation or speak during the presentation.

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- The teams may use physical props during their presentations and may reuse the .pdf file of the refined proposals submitted during the final submission period;
- If prototyping is involved, it must meet the following specifications:
- Poster: No larger than A1 size (59.4 cm x 84.1 cm);
- Board Game Accessories: Total volume not exceeding 120 cm in length, 60 cm in width, and 50 cm in height.

Support Resources (provided by SDG HERO)

Both online kit and physical kit applications are exclusively intended for educational and promotional use, and they must not be sold.

Online Kit is the SDG Hero workshop toolkit, containing guides, related props and game materials. It can be downloaded and printed for free by individuals looking to start an SDG Hero project.

Download Link
(Chinese/English/Indian/Thai
versions available):
<https://sdg.herosdg.com/resources>



Online Kit Download



Physical Kit includes the game guide, related game materials, and SDGs (Sustainable Development Goals) cards. Each school of the Competition can apply to SDG HERO for their physical kits containing the board games and other necessary activity materials. And these materials will be applicable to the preliminary round of the Competition.

Limited-time Application: July 1 to September 30, 2026

Application Link (Chinese/English version available):
<https://boke.feishu.cn/share/base/form/shrcnbCEIT98pIiyYgf9oKfUyf>



Physical Kit Application Link



Note: Each Game Master will receive two physical kits.

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Judging Criteria (Applicable to Preliminary and Final Rounds)

Game Creativity and Originality	20%	- The game has novel core concept and unique overall gameplay strategies, offering players a distinctive gaming experience; - Incorporating original elements such as storyline, characters, gameplay mechanics, and other unique components.
Theme Expression and Value Implantation	15%	- The game design effectively interprets the “Competition Theme” with both depth and breadth; - Encouraging positive social values such as teamwork, environmental awareness, and cultural heritage preservation.
Game Mechanics and Gameplay Design	20%	- The game has clear rules, offering players an appropriate level of challenge and entertainment; - Incorporating innovative gameplay elements to effectively encourage player engagement and interaction.
Art Design and Visual Presentation	15%	- The visual design of the game is aesthetically pleasing, featuring harmonious colors and layout. - The game’s art style matches the theme and is distinctive in its presentation.
Teamwork and Division of Labor	20%	- The team members take on reasonably-assigned roles and have effective collaboration; - The team’s presentation is fluent, with a clear and professional explanation of the concepts.
Technical Implementation	10%	- The game design demonstrates technical soundness, with no obvious flaws, showcasing excellent production quality with well-handled details.
Items for extra points		
AI Function Applications: Art Design and Visual Presentation	5%	- Applying AI functions to generate or optimize materials such as characters’ unified styles and board game accessory designs and game themes; - Skillful use of the prompts to control visual quality in order to achieve overall aesthetic harmony and distinctiveness in the game.
AI Function Applications: Technical Implementation	5%	- Applying AI functions to optimize the balance of game mechanics, numerical logic, or story text expansion; - Solving technical problems that arise during the development process by engaging with AI, in order to effectively enhance the game’s experience and content depth.

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Awards

1. In each Division, there will be one gold award winner, one silver award winner, and one bronze award winner;
2. The winners of the gold awards will receive certificates of participation issued by UNESCO chair on Peace Studies and certificates of merit issued by the Organizer. Additionally, their works will be made into physical products;
3. The winners of silver and bronze awards will receive certificates and derivative samples from the Organizer.
4. Teams ranking from fourth to seventh in each Division will be granted an Excellence Award, along with certificates and derivative samples provided by the Organizer.

Other Provisions

1. The results of the preliminary round and the final round of the Competition will be published on the Center's event web page. Apart from the winning teams, the Organizer will not individually notify other participants of the results.
2. The teams will be accountable for any ramifications and responsibilities arising from the Adjudication Panel's inability to assess their works due to the absence of viewing permission granted to the submitted online links;
3. The winners of the gold awards are obliged to make necessary improvements or modifications to their works in accordance with the Organizer's requirements, to achieve the standard necessary for producing a physical product. Otherwise, they will not receive derivative samples and will not be awarded the certificates.
4. The entry must not contain any pornography or violence and should not infringe any law of Macao and China.
5. Each entry submitted must be the participants' original creation that has never been published or adopted for using by other institutions. No plagiarism is allowed. Otherwise, apart from the potential legal responsibility of the participants, the Organizer has the right to take back the award of any disqualified participant.
6. If the entry includes content that is not copyrighted by the participant, the source must be clearly indicated at the end of the entry, and the source of the material used must also be listed when submitting the entry to the Organizer.
7. The language (or textual description) of the entries may only be in Chinese or English.
8. The participants must comply with the Personal Data Protection Act. In particular, if an entry includes the image of a person, the participant must obtain that person's consent in advance (except when capturing a street scene in a public area without focusing on a specific individual).
9. All intellectual property rights and all derivative rights and benefits of the winning entries shall belong to the Organizer free of charge;
10. The Organizer can use all submitted entries for promotional purposes and activities related with the Competition without paying or notifying the participants.
11. All participants are deemed to abide by the regulations and accept the results of the Competition once they completed the registration procedures.
12. If any entry is deemed by the Adjudication Panel to fall short of the competition standards, the Organizer reserve the right to withhold the award.
13. The Competition will be cancelled if, on the day of the event, a rainstorm warning signal, a typhoon signal, or other severe weather conditions are issued by the Meteorological and Geophysical Bureau. The latest arrangements for the event will be notified separately by the Organizer.

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Adjudication Panel

1. The Panel is composed of professional representatives from Macao Science Center, SDG HERO, and the Macau Table Game Cultural Development Association;
2. Subject to the decision of the Adjudication Panel, some Awards may not be given out.

Disclaimer

1. Any submitted entry that fails to comply with the rules set out in these regulations will not be assessed by the Adjudication Panel. The Organizer will not individually inform the affected participants.
2. The Organizer will not be responsible for any damage, lost, incompleteness, illegibility, delay and misplacement of any submissions that is not caused by the Organizer, and the Organizer will not individually inform the affected participant of such problems.
3. The Organizer reserves the right to terminate the Competition, amend these rules and regulations, or disqualify any participants whose conduct is deemed inappropriate with the rules.
4. In the event of any disputes, the Organizer reserves the right of final decision. The information posted on the Website shall prevail over any amendments in the event of any inconsistency.

Contact and Inquiries

1. For more information, please visit the website of the Macao Science Center website: www.msc.org.mo.
2. For any inquiries, please email nataliechan@msc.org.mo or call 87957295 (Mr. Ao) / 87957384 (Ms. Chan) during office hours.
3. All personal data collected for the Competition will be used solely for purposes related to the event and will be destroyed after the Competition concludes.