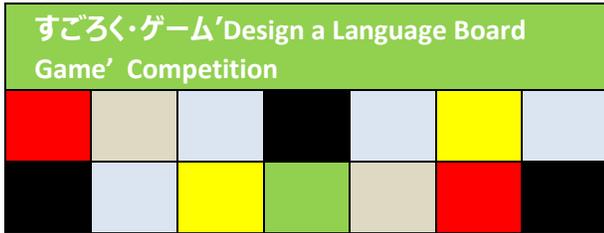


The 11th Annual Japanese Language Festival (JLfest 2017)



Objective

The competition aims at developing interesting language board games to motivate learners to learn Japanese as well as cultivate good sportsmanship during the game.

It also stimulates the creativity of Japanese language learners.

HOW TO DESIGN A LANGUAGE BOARD GAME

- Decide a theme (eg the sea, zoo, recycle, festival etc)
- Decide the language focus (objective) of the game, be it word-builder (eg adjectives) , verb-conjugation (eg changing Dictionary form), language function (eg asking permission), Kanji-reading, etc.
- Think of the game.
Then, think about how the board and the pieces (token) look like.
- Next, figure out the rules and how to play. Make sure that you have a right balance of 'reward' and 'penalty' in the game. For example the 'ladder' is the reward and 'snake' is the penalty in the Snakes and Ladders Board Game.
- Lastly, design a sample board, tokens and cards (if any). Get your teacher to check your work, if you like. Then, try it out with your friends and teacher to get their feedback.
- Make amendments if necessary. Finally double check the rules and regulations of the competition to make sure that your entry does not disqualify.

Note: Teacher is encouraged to give advice to the students but should not be involved directly in any part of the development of the project.

Rules and Regulations

This must be read together with the 'Competition Common Rules of the 2017 JLfest'.

1. ELIGIBILITY

This is a team competition. Each team must have three (3) members.

2. NO OF ENTRANTS

There is no limit to the total number of competing team. Each organization may submit no more than 2 teams for the competition.

3. PRIZES

- Gold Prize:
Certificate for each team members + Cash Prize RM 300 (1 prize)
- Silver Prize:
Certificate for each team members + Cash Prize RM 200 (1 prize)
- Bronze Prize:
Certificate for each team members + Cash Prize RM 100 (2 prizes)
- Merit Prize:
Certificate for each team members + Cash Prize RM 50 (2-4 prizes)

However, the Gold and Silver Prize may NOT be awarded if none of the entries is up to the requirement or standard of the competition.

All contestants will also receive a 'Certificate of Participation'.

4. GENERAL RULES

4.1 The Board Game:

- It must be the original works of the contestant and has NOT be published nor entered for any competition before.
- Theme: FREE.** However, the theme should benefit the language focus or objective(s) of the game.

- c) Board Size:** The Play-Board Sheet must be the exact size of **two(2) A3-sized papers**. The sheet can be in colored or black & white. It must be laminated and pasted permanently on a mounting board of size 60mm x 45mm.
- d) Player:** The game should be played by 2 or more players.
- e) Tokens:** Can be made in any non-perishable materials such as rock, wood, rubber erasers, clay, etc. The number of tokens should match the number of intended players.
- f) Cards:** Any cues, instructions or pictures contained in the card **MUST** be printed and not handwritten or hand-drawn.
- g) Game Rules:** A list of game rules printed in both English and Japanese. They should be simple and easy to follow.
- h) Infringement of Copyright:** The board game must not infringe upon the rights of any third-party, including, without limitation, copyright, trademark, and rights of publicity and/or privacy. Hence, the use of anime characters, business logo & mascots, photographs is not allowed unless explicit consent has been obtained by the contestant.
- i) Appropriateness:** The game must be suitable to a 12-year old child and above. It must not be excessively violent, immoral, offensive, illegal, pornographic, obscene, indecent or similarly inappropriate as deemed solely by organizer.
- j) Religious and Racial Harmony:** Contestants **MUST** respect all religions, cultures, countries and mankind. The game must **NOT** contain any religious motifs, verses, personalities, icons or element as well as any racial and sexist remarks and bias.
- 4.2 Prepare two (2) full sets of the board game (completed with the play-board sheet, sets of rules, tokens and cards, if any)
- 4.3 Make sure that the name of all the contestants and their school is written on the backside of the board game. Tokens, set of rules and cards (if any) must be packed in a clear plastic bag, sealed and clearly labelled with the name of the game and school.
- 4.4 Bring them along when you come for the festival. Submit both sets of the board game when you report at the Competition Secretariat Booth on the festival day by 9:30am.
- 4.5 One set will be played by participants of the festival as well as for the judges to evaluate. Contestants may take it back home at the end of the festival, if they wish. However, the remaining set which is non-returnable shall remain as the property of the organizers.
- 4.6 **The Competition** will be divided into three (3) sessions on the day of the competition:
Session 1: (11:00am – 12:30noon)
The Game
 Contestants must maintain the game booth during the whole period and invite as many players as possible from other schools to play and at the end of the game, get their feedback (FB) via a short questionnaires form provided.
Session 2: (12:30noon – 14:00pm)
FB Compilation
 Contestants are to compile a brief report in Japanese on the **feedbacks received from at least 12 players**.
 Contestants may use the dictionary and seek help from their teacher or others but such help is limited to **Japanese language support only**.

During this period, the game booth remains closed.

Contestants may eat their lunch at their booth but must maintain cleanliness of the booth and clear the rubbish before the next session.

Session 3: (2:00pm-4:00pm)

The Presentation

The game booth reopens for participants of the festival to play.

During this period, the judges will visit the booth and the contestants have to explain their game in simple Japanese. Their presentation shall include:-

- a) Background of the game, its learning objective and theme
- b) The game and its rules
- c) Feedbacks from the players and self-reflection (including solutions, if any)

Contestants must be ready to show the judges the questionnaires that they received from the players earlier in the morning.

Judges may want to know more, perhaps on background of the game, your experience and feelings, etc. Answer them in simple Japanese but you will not be penalized if you use English.

5. SELECTION AND JUDGING CRITERIA

The board game must be interesting and easy to play but yet challenging. The game and theme must meet the language objective or focus.

The judges shall be looking at: -

- Appropriateness
Language focus/objective with
 - a) the game
 - b) the theme
- The game
 - Interesting
 - Simple yet challenging
 - Playability
 - Addictiveness
 - Originality

- Thinking Skills
 - Creativity (Game design, play board design)
 - Problem Solving (self reflection, solution)

6. JUDGING PANEL

The judging panel shall be appointed by the organizers. Decision of the panel is final. The panel may also exercise sole discretion to make or withhold an award.

7. DISQUALIFICATION

Contestants will be disqualified if

- a) the design of their game is found not their original or
- b) they disrupt or jeopardize their opponent.

8. COPYRIGHTS

It is the intention of the organizer to publish any suitable language board game in this competition and distribute them to schools, institutions and organizations related to Japanese language education free or at cost or upload them on to the Internet to enhance the learning and teaching of Japanese language in Malaysia.

Thus, all language board games submitted for this competition shall be automatically the sole property of the Japanese Language Society of Malaysia (JLSM). JLSM shall have the exclusive, perpetual, worldwide right to edit, adapt, modify, reproduce, publish, distribute, and otherwise use (unless prohibited by applicable law) the language board games (including all material embodied therein) in any way or in any media now or hereafter known for educational, advertising, promotional, or other purposes as the organizer determines, in its sole and absolute discretion.

Sign-up Period

March 1 - 31, 2017

Sign-up Procedure

The Key Person ie the teacher-in-charge or group leader is to: -

- a) Sign up for the competition online on the team's behalf, using the password given to them earlier.
- b) Print out the competition form and have it endorsed by ALL team members.
- c) Bring that form along to the festival and submit it to the secretariat before the competition starts.
- d) Give an undertaking that the team members taking part in the competition are those listed in the competition form.

Failing which, the team may not be allowed to participate.

Organizer

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Competition Enquiry

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