



**Video Game Bar Association
2017 Writing Competition Submission Guidelines**

Goals: The goal of the Video Game Bar Association (VGBA) Writing Competition is to encourage and reward student interest in the field of interactive entertainment law. Entries will be judged based on writing quality, timeliness of topic, insight offered by submission, strength of conclusion, and overall impression.

Who May Enter: Open to any law school student in good standing, over the age of 21, who is currently attending a law school within the United States or Canada.

Deadline: Entries must be received by the VGBA no later than February 26, 2017.

Entry: To enter, submit an essay on a current topic in interactive entertainment or video game law. "Interactive entertainment law" or "video game law" is a broad category containing numerous practice disciplines. Without attempting to define the area precisely, the subject is intended to include matters such as: Intellectual Property, Right of Publicity, Compliance, Privacy and Data Security, Business Formation, and Taxation. The judges will interpret the scope of the subject broadly to ensure that the competition affords the greatest degree of flexibility in writing on these subject areas. Entrants are encouraged to write on subjects of professional interest. Entrants must submit their own original essay. If the winning entry is found not to be an original it will be disqualified and a new winner will be selected.

Specifications: Entries must be submitted electronically, as an attachment to an email message to Suzanne@vgba.org with the subject line, "Writing Competition Entry", and sent in Microsoft Word format. Essays must not exceed 5,000 words, excluding footnotes. Entrants should write essays that engage practitioners and offer substantial insight into the field. Emails must include a cover page indicating the title of the essay, the submitter's full name, law school and expected year of graduation, mailing address, e-mail address, and employment information (if applicable).

Prizes: The first-place winner will receive a \$2,500 stipend as well as round-trip airfare, accommodations, and admission to attend the VGBA's 6th Annual Video Game Law Summit, May 15-16, 2017 in Los Angeles. This winning submission will be published in the Video Game Law Summit materials book. No substitutions for prizes will be permitted, except at the sponsor's discretion. Any taxes are the responsibility of the winners. In addition to the prizes noted above, The Spivey Consulting Group, will also provide ten hours of free employment consulting and job search services to the winner.

Judging: The entries will be judged based on the overall quality of the paper, including significance of the topic to the field, originality and creativity of topic treatment, quality of analysis, and technical quality of writing. A winner will be selected prior to May, 2017, by a panel of VGBA members. The decision of the judges shall be final. The VGBA shall notify the winner by email.

Restrictions: Void where prohibited. Only previously unpublished essays are eligible. Essays prepared for law school credit are eligible provided they are the entrant's original work. Each entry shall be the original work of a single individual. The VGBA gives no guarantee that there will be winner(s).

Submission: Entries must be submitted electronically in PDF format, as an attachment to an email message to Suzanne@vgba.org with the subject line, "Writing Competition Entry".



**Video Game Bar Association
2017 Writing Competition Rules**

- (1) The competition is open to (i) candidates for a J.D. degree attending law schools within the United States and its possessions as of November 30, 2016, (ii) candidates for a J.D. or L.L.B. degree attending law schools within the Canada and its possessions as of November 30, 2016, and (iii) LL.M candidates attending law schools within the United States and its possessions as of September 30, 2016.
- (2) To be eligible to participate, as of November 30, 2016, all entrants must be: (i) 21 or over; and (ii) citizens or permanent legal residents of the United States or Canada.
- (3) Papers should address a topical issue of interest to the interactive entertainment and video game law community.
- (4) Unpublished papers prepared for law school credit are eligible for entry in the competition. Papers that have been published prior to November 30, 2016 are not eligible for the competition. Papers submitted for publication are not eligible for the competition.
- (5) Eligibility determinations will be made by the editorial board of the Video Game Bar Association; all decisions regarding eligibility are final.
- (6) Joint papers are not acceptable.
- (7) Each entry shall be the original work of a single individual. Multiple submissions are acceptable; however, each author will only be eligible for one award. If an entry is found not to be an original it will be disqualified.
- (8) All authors must certify (a) that the paper submitted is the author's work product without substantial editing by others, and (b) that the paper submitted has not been published in media, nor submitted for publication.
- (9) Papers must be 8-1/2" x 11," double-spaced, and typed in 12-point font, and less than 5,000 words excluding cited material and footnotes.
- (10) Information collected with paper submissions, including name and email, will be used to contact winning author. Names and emails will also be added to the Video Game Bar Association mailing list. If an author would prefer not to be added to the mailing list, the author should specify "For Notification Purposes Only" on the title page. Authors may unsubscribe from the mailing list at any time by either clicking the link in a mailing list email or emailing Suzanne@vgba.org.
- (11) Papers shall conform to the most recent edition of The Bluebook.
- (12) Authors shall include no identifying information in or on any page of the paper submission, aside from the title page. All papers must provide the following information on the title page:
 - (i) title; (ii) author's full name; (iii) email address; (iv) mailing address; (v) author's year in school and expected graduation date; (vi) law school; and (vii) current employment information (if applicable).

(13) Copies must be submitted by e-mail in Microsoft Word format to the following address: Suzanne Jackiw, Project Manager, Video Game Bar Association, Suzanne@vgba.org.

(14) All entries must be received by 11:59 p.m. Eastern Time Zone on February 26, 2017.

(15) The entries will be judged by an impartial panel of judges made up of members of the Video Game Bar Association. Entries will be judged based on the overall quality of the paper, including clarity of the theme or thesis presented, significance of the topic to the field, originality and creativity of topic treatment, quality of analysis, quality of research and authority provided, and technical quality of writing, including organization, grammar, syntax and form.

(16) A winner will be selected and notified by **April 15, 2017**. The first-place winner will receive a \$2,500 stipend as well as round-trip airfare, accommodations, and admission to attend the VGBA's 6th Annual Video Game Law Summit, May 15-16, 2017 in Los Angeles. The winning entry may be distributed to Video Game Bar Association members or published. The first-place winner may also be announced on the Video Game Bar Association website. As a condition of receiving any cash award, the winner must submit a completed W-9. Winners are responsible for all taxes associated with receiving an award. No substitutions for prizes will be permitted, except at the sponsor's discretion.

(17) Judges may withhold some or all of the awards if the submissions are not of notable quality.

(18) Winning entries will be considered for publication or distribution to Video Game Bar Association members; however, publication and distribution decisions are made independent of the writing competition and there is no guarantee that a winning entry will be published or distributed. Winners must relinquish all rights to the Video Game Bar Association to reproduce entries in any medium and without restriction. By entering, the winners give the Video Game Bar Association the right to reproduce any entry material submitted in any medium without time, use, or territorial limitations.

(19) All expenses involved in preparing and submitting an entry are the entrant's responsibility.

(20) Void where prohibited.

SPONSOR:

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