

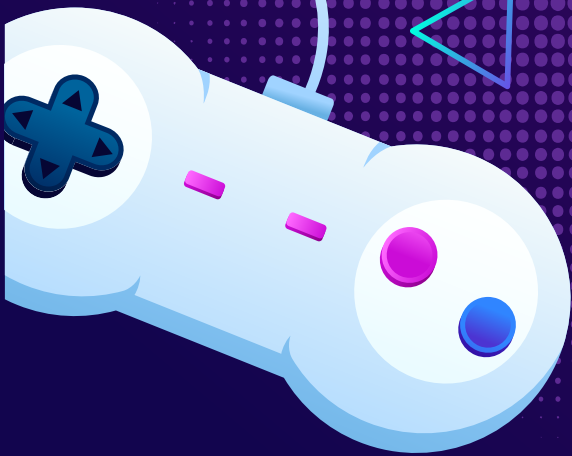
MCNPRENEUR
Future-proofing the Next Generation

GAME

CREATOR

CHAMPIONSHIP

2026



This competition is designed to help children:

- ▶ Think about real-world problems
- ▶ Develop structured problem-solving skills
- ▶ Convert ideas into interactive solutions
- ▶ Build confidence in presenting creative concepts
- ▶ Understand how games can influence positive change
- ▶ Experience the complete game development pipeline
- ▶ Strengthen creativity, logic, and technical understanding

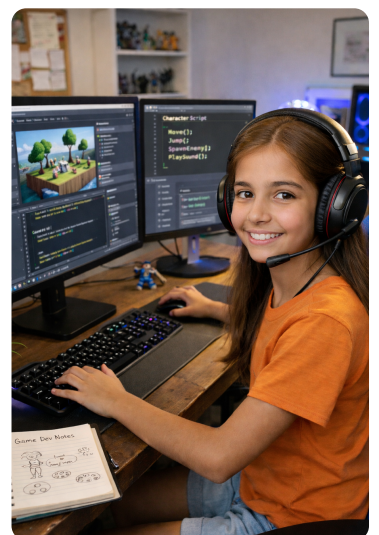
Categories

1. Junior Category (Ages 7–10)

- ▶ Beginner-friendly tools
- ▶ Focus on creativity + structured thinking
- ▶ Guided gameplay mechanics
- ▶ Emphasis on confidence and presentation

2. Senior Category (Ages 11+)

- ▶ More structured gameplay design
- ▶ Emphasis on logic, mechanics & implementation
- ▶ Stronger technical integration
- ▶ Focus on problem-solution alignment

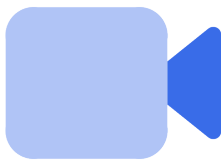


Round Number	Round Name	Process	Purpose / Criteria
0	Registration	<ul style="list-style-type: none"> • Concept • submission • (Problem + Basic Game Idea) 	<ul style="list-style-type: none"> • Theme understanding • Originality • Initial creativity • Problem awareness
1	Idea & Concept Pitch	<ul style="list-style-type: none"> • 3–4 min Presentation + 1 min Q&A/ 3-4 Video Presentation 	<ul style="list-style-type: none"> • Problem identification • Solution thinking • Game integration • Creativity • Structure & clarity • Presentation confidence
2	Game Design & Environment Build	<p>Option A: Build using Game Engine (Roblox / Unity / MakeCode)</p> <p>OR</p> <p>Option B: Paper Prototype Design (Level Map, Characters, Mechanics Flow)</p>	<ul style="list-style-type: none"> • Environment / Level design quality • Structure & player flow • Theme integration • Creativity • Design clarity • Presentation skills
3	Grand Finale (Prototype + Viva)	<p>Option A: Working Digital Prototype</p> <p>OR</p> <p>Option B: Advanced Paper Prototype with Gameplay Simulation</p>	<ul style="list-style-type: none"> • Core gameplay mechanics • Win / Lose logic • Scoring / progression system • Problem–solution alignment • Technical / design understanding • Creativity & innovation • Presentation & confidence

Rubrics

Criteria	Weight
Round 1 – Idea Pitch	30%
Round 2 – Design & Build	30%
Final Round – Prototype	40%

Rules to Maintain Fairness



Camera ON
mandatory during live
rounds



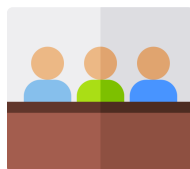
All work must be
original



No AI coding tools
during final evaluation



Parents cannot assist
during live rounds



Teams maximum 3
members



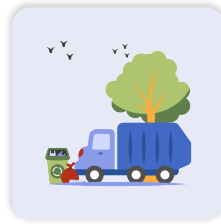
Plagiarism leads to
disqualification

Junior Topics (Ages 7–10)

(Simple real-world problems with creative gameplay focus)



Saving Water
at Home



Keeping Our
City Clean



Reducing
Plastic Use



Protecting Animals &
Pets



Plant More
Trees



Stop Food
Wastage



Road Safety
for Kids



Cyber Safety for
Children



Helping Elderly
People



Healthy Eating
Habits



Kindness &
Anti-Bullying



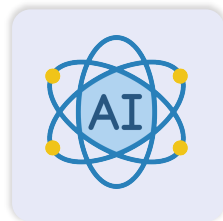
Save
Electricity

Senior Topics (Ages 11+)

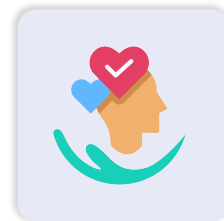
(More complex global or societal challenges requiring structured problem-solving)



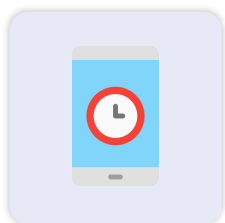
Climate Change & Renewable Energy



AI Ethics & Responsible Technology Use



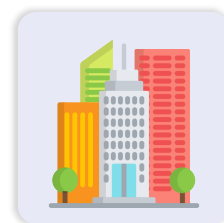
Mental Health Awareness in Teenagers



Digital Addiction & Screen Time Balance



Waste Management & Recycling Systems



Sustainable Cities & Urban Planning



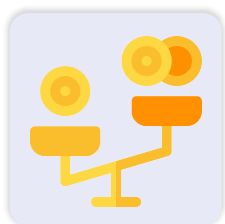
Water Scarcity & Conservation



Gender Equality & Social Inclusion



Cybercrime & Online Privacy



Poverty & Economic Inequality



Food Security & Sustainable Agriculture



Space Technology for Earth Improvement