Frequently asked questions

Subscribing to Screen It and entries generally

How do I benefit from subscribing for Screen It updates?

By subscribing, you'll receive regular email communications containing advice, reminders of key dates and other useful information. Subscribe to Screen It now.

Do I need to subscribe to enter Screen It?

No. You need only submit your work when entries open and before the cut off time (Monday 25 September, 2017 at 5pm AEST).

How many entries can I submit?

You can submit multiple entries (as many as you like). Follow the directions on the entry form to help with submitting single/multiple entries. There is also a streamlined process for 5 or more entries.

Is there an entry fee?

No. Screen It is free to enter.

What is the difference between Individual and School entries?

Most Screen It entries come from schools via a teacher - although we have an increasing number of entries from individuals who don't enter through their teacher or school. We recognise that many students will create animations, live action films and games in their own time and not in class. Screen It aims to support the inventiveness of Australian students both in and out of school.

Screen It
The national moving image competition for Australia's students

Frequently asked questions

Subscribing to Screen It and entries generally (Cont'd)

What are the award categories?

This year the age groups for the entry categories have changed.

Foundation to Year 4
- Animated Film
- Live Action Film
- Videogame

Year 5 to Year 8
- Animated Film
- Live Action Film
- Videogame

Year 9 to Year 12
- Animated Film
- Live Action Film
- Videogame

Prizes are awarded to the winners of each category and there are Special Mentions and Encouragement awards as well.

Content and copyright

Do I need to observe copyright?

Yes. Screen It requires that entrants adhere to Australian Copyright Law. This means that any content used as part of the entry must be wholly created by the entrants (i.e. new and original work) or have written permission from the copyright holder agreeing for their work to be included as part of the entry.

It is important that all contact with copyright holders makes it clear that the work will be screened in public and will form part of the ACMI student collection (available both onsite and online).

Frequently asked questions

Content and copyright (cont'd)

For detailed resources and up to date information on Australian copyright, please visit the Copyright Council.

If I use music I've purchased do I still need copyright clearance?
Though you may have bought the CD or paid for the music from an online provider, you still need to obtain written clearance from the owner of the copyright. With music, this may require authorisation from both the record label and the performer/writer as in some cases the rights are held jointly.

What if our school has an APRA|AMCOS licence?
You still need to obtain written clearance from the owner of the copyright. APRA|AMCOS state that for use of synchronised music and sound recording in film that:

"These films may only be shown on school premises to members of the school community. Films made for film festivals or to be screened elsewhere require separate licensing or permissions. Note: this does NOT cover the use of Production Music in films or audiovisual recordings. APRA|AMCOS offers special Production Music licence rates to warranted educational institutions."

Contact details are available on the APRA website. *(Source APRA|AMCOS accessed 1 March 2016)*

Will I be allowed to show my work elsewhere?
Yes. As the creator of the work you maintain the rights to your work. By entering Screen It you agree to allow ACMI to use your work, as outlined in the entry form (Terms and Conditions). This is a non-exclusive licence which means you have the right to enter any other competition or showcase/exhibit the work in any other format/location.

ACMI adheres to a non-exclusive agreement to enable you to maintain the utmost freedom in the display and promotion of your work.

Frequently asked questions

Technical questions - Animation

Are there specific technical formats required for entries?

Yes. With the large number of affordable editing software and possible formats, selecting the right combinations can be tricky. We want you to send in the highest possible format to ensure we can showcase your work in the best way. Things you will need to consider when you output your finished film are:

Video Resolution

The resolution refers to how many pixels are displayed on screen. It is the number of pixels high by the number across and is usually represented like this: 1920x1080 or 720x576. Resolution can vary from camera to camera. Please keep the original resolution (i.e. the resolution the camera shot it in). For example, if your camera shoots 1920x1080 you need to edit it and upload to YouTube in that resolution.

Keeping the file in this format ensures that the best possible quality is maintained and there is no problem with tricky things like aspect ratios.

Frame rate

This relates to how many frames (pictures) are displayed per second of film. The more frames you shoot to capture a movement, the slower the on-screen action will appear. The fewer frames you shoot, the faster the movement will appear. The frame rate of the original video should be maintained.

Why is there a time limit on the length of my animation?

Animations may be submitted with a length of between 30-180 seconds. While this might seem short, animation is a time consuming process that demands attention to detail.

Students need to create a storyline that fits within the allocated time and then create the animation to this duration. Often the best works in the Animation category of Screen It are the shorter works.

Frequently asked questions

Technical questions - Live Action

Are there specific technical formats required for entries?

Yes. With the large number of affordable editing software and possible formats, selecting the right combinations can be tricky. We want you to send in the highest possible format to ensure we can showcase your work in the best light. Things you will need to consider when you output your finished film are:

Video Resolution

The resolution refers to how many pixels are displayed on screen. It is the number of pixels high by the number across and is usually represented like this: 1920x1080 or 720x576. Resolution can vary from camera to camera. Please keep the original resolution (i.e. the resolution the camera shot it in). For example, if your camera shoots 1920x1080 you want to edit it and upload it to YouTube in that resolution. Keeping the file in this format ensures that the best possible quality is maintained and there is no problem with tricky things like aspect ratios.

Frame rate

The frame rate of the original footage from the camera should be maintained.

Why is there a time limit on the length of my live action film?

For Foundation – Year 4 and Year 5 – Year 8 categories, a maximum length of three minutes applies to live action works, while for Year 9 – Year 12, a maximum length of five minutes applies. These time limits may seem incredibly short, but the time required to create quality moving image works of these lengths cannot be underestimated. The works should concentrate on the quality and engagement of the story and be timed accordingly. Do not try to stretch a three minute work to five minutes (it never works), however a longer work can often be shortened with improvement to the viewer experience.

Frequently asked questions

Technical questions - Games

What programs/software can I use to create my game?
There is a large range of software available for making videogames. Some popular free software includes Unity, Yoyo Game Maker, Scratch and 3D Game Maker. Refer to the Screen It Education Kit for more information.

All game entries have the following submission requirements:
The videogame must be playable on a Windows computer (XP or later), Macintosh computer (OS 10.4 or later) or on an Apple iPad.

No third-party software should be required to play the game except for commonly available free plugins (e.g.Java).

What do I need to supply with my game?
Details of the software you used to create the game. Details of the software required to play the game (e.g. Windows 10, or IOS 10).

You must indicate on the entry form that you own or are licensed for all copyrighted elements of your game. Finalists are required to supply their game's project file with all code and assets.

Why is there a file size limitation on the game?
The file size of the game itself must not exceed 500Mb. No external files can be used or referenced by the game. This means you cannot link to a music or image file outside of the game file to get around the 500Mb limit.

This limitation is to both cut load/download times and to create a level playing field. The complexity of the game and its fun value is forced to be relative to game mechanics and flow rather than high quality graphics and music.

Frequently asked questions

Technical questions – Games (cont'd)

What are the judges looking for?

Screen It guidelines state that entries are judged on creative merit, technical difficulty, theme, and stylistic elements. For games we are also looking for clever, simple and original works. Though the requirements of both simplicity and technical difficulty may seem contradictory, what we are looking for is a game that is simple in its playability and ease in learning, while also difficult or challenging in the way it has been created, e.g. in technical aspects such as its coding.

Submission of entries

I've finished my work, what are the next steps?

First, save and make a back-up file of your work.

Submit your entries via YouTube or Dropbox:

If you have created an Animated Film or Live Action Film, you need to submit your entry via YouTube.

Each year we upload a YouTube Instruction Manual for film entries to the Screen It landing page, so keep checking it for further details.

If you have created a Videogame, you need to submit your entry via Dropbox.

Each year we upload a Dropbox Instruction Manual for videogame entries to the Screen It landing page, so keep checking it for further details.

What are the submission dates for my entry?

Screen It 2017 entries close Monday 25 September 2017 at 5pm AEST.

If you have any issues uploading your work please email screenit@acmi.net.au.

More information

If you have a question that isn't answered here please email us at screenit@acmi.net.au.