



# 一點不微小

## 動畫及數碼遊戲創作比賽

### 官方參賽指引

#### 1. 參賽資格及團隊架構

- **居留權**：所有參賽者必須為香港居民，並持有有效的香港身份證（HKID）或本地註冊學校學生證。
- **年齡限制**：參賽者年齡須為 **29 歲或以下**。若以小組形式參賽，**所有組員**均須符合此年齡限制。
- **團隊人數**：接受個人或小組形式參賽，每組人數為 **2 至 5 人**。

#### 2. 比賽項目要求

- **動畫組**：接受 2D、3D、定格動畫或混合媒介。作品總長度必須 **少於 5 分鐘**（包括片頭及片尾）。
- **數碼遊戲組**：平台可為 PC、手機或網頁。作品必須包含至少 **一個完整可玩的關卡或回合**。

#### 3. 評分標準

- **動畫組**：故事敘述與創意 (Story-telling & Creativity)、藝術表現 (Artistic Excellence)、技術表現 (Technical Excellence)、原創性與主題貼合度 (Originality & Theme Adherence)。
- **數碼遊戲組**：遊戲機制 (Gameplay Mechanics)、創意創新 (Creativity)、主題貼合度 (Theme Cohesion)、製作質量 (Production Quality)、玩家體驗 (Player Experience)。

#### 4. 原創性、內容及知識產權

- **版權與獨家性**：作品必須為**原創**，且從未在任何平台公開發表（包括其他比賽或公開個人作品集）；惟學校畢業展及參賽者個人社交媒體之發表不在此限。
- **故事/設計理念**：須於報名表內提交簡介（中文 **500 字以內** 或英文 **400 字以內**）。
- **知識產權**：參賽者保留作品的完整知識產權及版權。惟主辦單位擁有將作品片段、截圖或劇照作賽事推廣及展覽用途之權利。



## 5. 技術規格及作品提交格式

- **影片：**所有影片檔案建議以 **1080p (1920x1080)** 規格提交，檔案大小不得超過 **500MB**。
- **提交檔案及加密方式：**請將所有檔案上傳至 **Google Drive** 同一個資料夾內。為確保資料私隱，請將檔案壓縮為設有密碼保護的 **.ZIP 或 .RAR 壓縮檔**；或將資料夾權限設定為「受限制」並手動加入主辦單位指定的官方電郵。
- **必交檔案清單：**
  - **所有組別共同須交：**一張 **橫向 (Landscape)**、**HD 高清 (1080p)** 的作品宣傳圖片。
  - **動畫組：****MP4 格式**之完整動畫作品。
  - **數碼遊戲組：****MP4 格式**之實機遊戲畫面錄影（展示通關過程）**以及**可供下載玩到的遊戲安裝檔/執行檔（須壓縮）。

## 6. 提交方法

1. 填妥「**Finding Little Finding Giant 一點不微小**」數碼作品創作比賽網上報名表格。
2. 於表格內填寫資料，並附上已加密的 **Google Drive** 連結及存取密碼。
3. 截止日期為 **2026 年 10 月 16 日晚上 23:59 (香港時間)**，逾期恕不處理。

## 7. 比賽結果公布

- 比賽結果將於 **2026 年 11 月 8 日 Act+ 十週年慶祝會** 公布及進行頒獎典禮。

## 8. 法律責任聲明

- **條款：**參賽者提交的作品、內容或言論絕無觸犯或違反《香港國安法》及《維護國家安全條例》等香港現行法例。



## Finding Little, Finding Giant

### Animation & Digital Game Design Competition

#### SUBMISSION GUIDELINES

##### 1. Eligibility & Team Structure

- **Residency:** All participants must be Hong Kong residents holding a valid Hong Kong Identity Card (HKID) or a valid Hong Kong Student ID card issued by a registered local school.
- **Age Limit:** Open to youth and young adults **aged under 29**. This age limit applies to **all** members of a group.
- **Team Size:** Submissions are welcome from individuals or groups of **2 to 5 people**.

##### 2. Category Requirements

- **Animation Track:** 2D, 3D, stop-motion, or mixed media. Total running time must be **less than 5 minutes** (including titles/credits).
- **Digital Game Track:** Designed for PC, mobile, or web browsers. Must feature **at least one fully playable level or round** demonstrating core mechanics.

##### 3. Scoring Criteria

- **Animation Track:** Evaluated on Story-telling & Creativity, Artistic Excellence, Technical Excellence, and Originality & Theme Adherence.
- **Digital Game Track:** Evaluated on Gameplay Mechanics, Creativity, Theme Cohesion, Production Quality, and Player Experience.

##### 4. Originality & Intellectual Property

- **Exclusivity:** The submitted work must be an **original creation** and must **not have been published before on any platform** (including other competitions or public portfolios); however, showcases at school graduation exhibitions and on the participant's personal social media accounts are exempt from this rule.
- **Concept Description:** Within the application form, provide a short description of your story/concept (Max **500 Chinese words** or **400 English words**).
- **IP Rights:** Participants retain full copyright of their work. However, the organizer reserves the right to use short clips, screenshots, or stills for promotional and exhibition purposes.



## 5. Technical Specifications & Submission Format

- **Video Resolution & Size: 1080p (1920x1080)** preferred, and a file size not exceeding **500MB**.
- **File Delivery:** Upload all components to **Google Drive** inside a single folder. To ensure security, compress your files into a **password-protected .ZIP or .RAR archive**, or set the folder permissions to "**Restricted - Only people with access can open**" and add the organizer's designated email.
- **Required Files:**
  - **All Tracks:** One (1) promotional image of the work in **landscape layout, HD resolution (1080p)**.
  - **Animation Track:** The full animation film in **MP4 format**.
  - **Digital Game Track:** A screen-recorded gameplay walkthrough video in **MP4 format** AND the downloadable playable game build (executable/installer folder zipped).

## 6. How to Submit

1. Complete the **Finding Little Finding Giant Digital Work Competition Online Submission Form**.
2. Provide your team details, concept description, and the secure Google Drive link along with its password/access details.
3. Submissions close strictly on **16 October 2026 at 23:59 (HKT)**.

## 7. Award Announcement

- Award announcement and presentation will take place at the Act+ 10th Anniversary Celebration event on **8 November 2026**.

## 8. Legal Compliance Declaration

- **Statement:** All participants must formally declare that the submitted work, its contents, and any expressions made therein absolutely do not violate or breach the *Hong Kong National Security Law* and the *Safeguarding National Security Ordinance*, alongside all current laws of Hong Kong.