

## UQ Promotional Games

### Terms and Conditions (Games of Skill)

- 1 By submitting your entry and entering this promotion, you accept these Terms and Conditions.
- 2 Instructions and information on how to enter this promotion form part of these Terms and Conditions.
- 3 The promoter is The University of Queensland (ABN 63 942 912 684) of St Lucia, Queensland, 4072 ("**Promoter**").

### Eligible entrants

- 4 To be eligible to enter this promotion, you must:
  - (a) be a currently enrolled UQ Student
  - (b) be registered in the Get Involved program (<https://life.uq.edu.au/get-involved>).

### How to enter

- 5 Entry will be open from 09:00 AEST on 16/05/2022 and closes at 23:59 AEST on 24/07/2022 ("**Entry Period**"). Entries received outside of the Entry Period will not be accepted.
- 6 To enter, you must, during the Entry Period:
  - (a) Create an original sticker design artwork. Your design should celebrate the Get Involved experience in a way that reflects the Get Involved program values (connect, develop, impact, celebrate), and adheres to the UQ values (creativity, excellence, truth, integrity, courage, respect, inclusivity).

Entries (successfully submitted design artworks) will be judged on the following criteria:

**Originality of design** – the design is the unique product of the entrant and demonstrates creativity, innovation and originality in its execution.

**Aesthetics** – the design demonstrates artistic flair and consideration of proportion, colour use, and layout of elements.

**Impact** – the design successfully captures, communicates, and reflects the Get Involved experience and values mentioned above.

- (b) Technical requirements: The sticker dimensions should not be smaller than 60mm x 60mm, and not exceed 100mm x 100mm. The sticker design must be submitted digitally in high resolution JPEG, PNG or vector format via the submission portal. No photos of designs will be accepted. No likeness of any person may be used in the creation of your design. No photographic images may be used in the creation of your design. No stock elements (including ready-made media and content such as icons, vectors or illustrations) may be used in the design.
- (c) Final design files should be saved to a Google or OneDrive folder and the link included in the entry form (details below) with file sharing and viewing options allowed.
- (d) Complete the designer information confirming that you are the original artist and designer of the entry, consent to your design being used by UQ and the Get Involved

program for the purpose of promoting the Get Involved program and include a brief explanation of your design and why you entered this competition.

7 You will receive one entry into the promotion by performing the activities listed in clause 6. You may submit up to three separate entries for the promotion, each with a separate submission form.

8 All entries become the property of the Promoter.

### **Judging**

9 This promotion is a game of skill. Chance plays no part in determining the winners.

10 All valid entries will undergo a shortlisting process with up to six successful entries being judged individually on their merits based on the criteria listed above. The design that is judged to most successfully and creatively meet the design criteria will be the winner.

11 Judging will take place at 9:00 AEST on 26/07/2022 at University of Queensland. Entries will be judged by the Get Involved team, up to three members of the Get Involved Student Advisory Group, one nominated member of Student Engagement, Student Affairs Division.

12 The Promoter may decline to accept any entry which, in its reasonable opinion, does not comply with these Terms and Conditions.

13 The Promoter's decision in relation to any aspect of the promotion is final and the Promoter will not enter into any correspondence regarding the result of the promotion.

### **Prize and notification of winners**

14 The winning design will be printed and distributed in the promotion of the Get Involved program at events like National Student Volunteer Week. The winner will receive a merchandise and prize pack to the value of \$100 that will be available for them to collect in person.

15 Prizes are not transferable and cannot be taken as cash.

16 The winner will be contacted by email from the Get Involved team on or by 27/07/2022. The winners will be announced on the UQ Life social media pages on 27/07/2022.

17 To claim the prize, the winner must reply back to the Get Involved team's email. The prize must be claimed by 12/08/2022.

18 If the Promoter is unable to contact the winner by 12/08/2022, that winner will forfeit the prize and the prize may be awarded to the next best entry (as determined by the judges). The new winner will be contacted by the Get Involved team on or by 13/08/2022.

19 The prize will be available for the winner to collect for 10 days after the prize being claimed.

20 If any prize becomes unavailable for any reason, the Promoter may substitute a prize of equal or greater value.

21 The Promoter accepts no responsibility for any tax implications that may arise for any prize.

### **Intellectual property**

22 You confirm and promise that your entry is original and does not infringe the intellectual property rights of any third party. You agree that the Promoter has an unrestricted, irrevocable, transferable, right and licence to use and modify your entry including for promotional purposes without the payment of any further fee or compensation or further

reference to you, and that the Promoter can authorise other people to do any of these things. If requested by the Promoter, you agree to sign any further documentation required by the Promoter to give effect to this arrangement. To the extent permitted by law, you unconditionally and irrevocably consent to the Promoter modifying your entry as described in this clause, agree that the Promoter is not required to attribute you as author of the entry, and consent to any other act or omission that would otherwise infringe any moral rights in your entry.

### **Withdrawal from promotion**

- 23 You may withdraw from the promotion at any time before notification of the winners by notifying the Promoter in writing via email. If you withdraw from the promotion, the Promoter will remove your entry and will not use your details or entry for media or promotional purposes. If you withdraw from the promotion, you will no longer be eligible to win a prize.

### **Miscellaneous**

- 24 Entries which, in the opinion of the Promoter, are incomplete, incorrect or incomprehensible, contain defamatory or offensive content or infringe intellectual property rights are not eligible to win and may be removed from the promotion and the relevant entrant will be disqualified.
- 25 The Promoter may, in its absolute discretion, disqualify you if, in the opinion of the Promoter, you breach these Terms and Conditions, engage in dishonest or unethical conduct in relation to the promotion, manipulate, tamper or interfere with the conduct of the promotion, do not comply with the entry process, or conspire with others to gain an unfair advantage. The Promoter may investigate the matter if it suspects you of having engaged in such breach or conduct.
- 26 The Promoter may request information from you relevant to entry or participation in the promotion, such as proof of residency or age. The Promoter may, in its absolute discretion, disqualify you if you provide insufficient information, false information or fail to provide information.
- 27 The Promoter is not responsible for any late, lost or misdirected entries.
- 28 The Promoter is not responsible for any delays, problems or technical malfunction of any telephone network or lines, computer systems, computer equipment or software, technical problems or traffic congestion on the Internet or at any website, or any combination thereof, including any injury or damage to your or any other person's computer related to or resulting from entering this promotion. If such problems arise, then the Promoter may modify, cancel, terminate or suspend the promotion.
- 29 To the extent permitted by law, the Promoter is not liable for any loss, damage or injury whatsoever (including, but not limited to, indirect or consequential loss) resulting from this promotion, including the taking of prizes.
- 30 If, for any reason, this promotion is not capable of running as planned, including war, terrorism, state of emergency or disaster, infection by computer virus, bugs, tampering, unauthorised intervention, fraud, technical failures, or any other causes beyond the control of the Promoter which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this promotion, the Promoter reserves the right in its sole discretion to cancel, terminate, modify or suspend the promotion.
- 31 All costs associated with entering the promotion are your responsibility.
- 32 You understand and agree that the Promoter may collect personal information from you when you enter the promotion, and use it for the purpose of running the promotion (which may include disclosure to third parties for the purpose of processing and conducting the promotion), for promotional purposes surrounding this promotion, as well as other purposes, as set out in the Promoter's Privacy Policy (located at

[\[https://ppl.app.uq.edu.au/content/1.60.02-privacy-management\]](https://ppl.app.uq.edu.au/content/1.60.02-privacy-management)). For further information on how the Promoter deals with your personal information, please refer to the Promoter's Privacy Policy.