

# GSA BAFTA Student Awards

## Rules and Information 2021

### **TIMETABLE 2021**

Monday, March 1	Open for Submissions
Friday, April 16	Submissions Deadline*
Wednesday, May 12	Shortlist Announcement
Wednesday, June 9	Finalist Announcement
Friday, July 16	Awards Ceremony

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\* - One week extension can be offered upon request

## KEY ELIGIBILITY CRITERIA

### **Submission requirements:**

To verify that the projects submitted meet the requirements, and to ensure each institution does not exceed their limit on number of submissions, we ask that projects are submitted by the staff or faculty of an eligible college or university on behalf of the student director/producer.

However, if a student wishes to submit a project and can confirm their institution does not intend to submit on behalf of their students, we may be able to accept the project if the student can provide verification of their student status at the time the film was made.

Titles submitted to previous Student Awards competitions cannot be resubmitted.

All submissions must be submitted for consideration via an online link. The link may be password protected but must not require membership or the creation of an account for access. The links must remain live until July 16, 2021.

**Number of submissions:** Each eligible institution may submit up to three projects in each of the 12 categories to the GSA BAFTA Student Awards (10 film categories, 1 Games category and 1 Immersive category).

This limit is placed on the institution. If multiple departments or divisions submit to our competition, we will ask that they work internally to ensure they do not exceed the limit.

For university systems, we will recognize each institution within the system as an individual

**Director:** All Directors for each project must be a current or recently graduated full-time student in a degree-granting program at an eligible college or university. Only one project can be submitted per director in a submission year (Directors who have submitted in previous years or competitions may have new work submitted on their behalf).

**Definition of Student Project:** Submissions must have been made in a teacher-student environment within the curricular structure of that institution. Projects made by students outside of the curricular structure are not eligible.

**Completion date:** Submissions should have been completed after April 1, 2020. However, if the pandemic-related chaos of 2020 caused a project made after January 1, 2020 to miss out on last year's competition, we may consider accepting it. Please enquire for more details. Works-in-progress will not be accepted.

**Deadline:** All submissions must be submitted via the BAFTA submission portal no later than 11:59pm GMT on Friday, April 16, 2020.

**Invitation:** Eligible institutions must be invited to submit to the BAFTA Student Film Awards. Submissions will not be accepted unless an invitation has been extended. BAFTA will determine an institution's eligibility for an invite based on accreditation criteria that varies by geographic region.

## **FILM CATEGORIES**

Ultimately, we will give three category awards: Live Action, Documentary and Animation. However, we allow submission in additional categories to ensure we are comparing similar types of films in the early rounds of selection.

If you have any doubt about how to categorize your submissions, please reach out to [baftastudents@baftala.org](mailto:baftastudents@baftala.org) for advice. We will respond promptly.

Participating schools may submit up to 3 films in the each of the following 10 categories. Each film can only be submitted once, in just one category.

- 1. Live Action Drama**
- 2. Live Action Comedy**
- 3. Live Action Alternative**
- 4. Animation: CG**
- 5. Animation: 2D**
- 6. Animation: Stop Motion**
- 7. Documentary: Less than 30 Minutes**
- 8. Documentary: Less than 20 minutes**
- 9. Documentary: Less than 10 minutes**
- 10. Mixed Category**

Please note that any immersive projects that utilize 360 or 180 cameras, or that otherwise construct an immersive, interactive experience for the viewer, should be submitted to one of the non-film categories (more details below).

**Definition of Live Action:** Live action film uses imagery created primarily through practical photographic techniques used to capture performances by physical actors, props, sets, and locations. It may incorporate animation or documentary elements, but if those elements are more prominent than live action elements, it

should be categorized accordingly. *Live Action films cannot exceed 25 minutes in duration.*

**Definition of Live Action Alternative:** Live Action Alternative is intended for live action films that do not fit into either **Drama** or **Comedy** categories. If they can be categorized as either **Drama** or **Comedy**, they should be entered into those categories. This category should be reserved for films that experiment or subvert traditional story structure, tone and style in such a way that distinguishes them from traditional narrative pieces. Please note, this category is not a home for dramatic or comedic sci-fi or horror - genre pieces should be placed in Drama or Comedy unless they are clearly surreal or transgressive. If they experiment with form in such a way that means they do not fit into the **Live Action** category at all - they should be entered as **Experimental/Alternative**.

**Definition of Live Action Drama and Live Action Comedy:** Submissions should be entered according to the category that best matches the overall tone. A film entered as a comedy should primarily use humor and comedic devices for the conveyance of its themes and ideas. A drama may employ comedy, but should primarily use dramatic devices for the conveyance of its themes and ideas. "Genre" films (such as Horror or Science Fiction) may be entered into either category, based on their tone. Ultimately, films will be judged for their overall quality, not merely for their use of comedy and/or drama.

**Definition of Animation:** Animation is primarily animated throughout the majority of the length of the film and has a significant number of animated major characters. Fully animated documentaries can be submitted in either category, according to the wishes of the filmmaker. *Animation films cannot exceed 25 minutes in duration.*

**Definition of CG Animation:** Computer graphics animation primarily using figures, objects and/or backgrounds modeled in a virtual three-dimensional space. This may include the use of motion or performance capture technology.

**Definition of 2D Animation:** 2D animation primarily uses figures, objects and/or backgrounds that are hand-drawn, whether digitally or on paper. It may use computer-generated images and effects, but the primary characters and the animation itself will be two-dimensional.

**Definition of Stop Motion Animation:** Stop Motion Animation primarily uses a camera to capture frames composed in three-dimensional physical spaces, using puppets or other objects, to create an animation.

**Definition of Documentary:** A film will be classed as a documentary if it is predominantly factual in content; this includes reenactments, animation, archive footage and stills as well as documentary footage. Dramatized factual subjects will not qualify as documentaries.

**Documentary Categories:** Documentaries are categorized according to length: between 0 and 10:00 minutes; between 10:01 and 20 minutes; and between 20:01 and 30 minutes. The full length includes all credit sequences.

**Mixed Category:** We expect this category to be used sparingly by all entrants. This category is reserved for short films that do not fit into any of the other categories. They may blend categories, or experiment with form and visual language. However, if the submission is primarily Live Action (primarily photographing physical performers in fictional situations), it should be entered into the **Live Action Alternative** category. If the film uses only 2D, CG or Stop Motion animation, it should be entered into the appropriate Animation category. *Submissions in this category cannot exceed 25 minutes.*

## **IMMERSIVE CATEGORY**

Immersive is defined by forms of media that seem to immerse the viewer in a physical space, where the images escape the boundaries of the traditional screen shape and the view can be manipulated by the viewer either by moving themselves or by other user interface. This may include VR, 360 video, 180 video and augmented reality.

## **GAMES CATEGORY**

Games are defined by the idea that the actions the viewer or player takes, as a result of using a controller, or other device, have a major impact on the outcomes within the experience. If a VR or other Immersive experience has the

characteristics of a Game, it should be submitted into whichever category feels most relevant to the experience. If a Film has an interactive element, where a viewer's decisions can effect outcomes, it can be submitted into the **Mixed Category** section.

Please reach out to [bafastudents@bafala.org](mailto:bafastudents@bafala.org) with any and all queries about categorization.

## **SELECTION**

Once submitted, eligibility of entries and category definition will ultimately be determined by the BAFTA Los Angeles Learning, Inclusion and Talent Committee and Staff. Once submitted, if a film is deemed ineligible, the submitting film school will not be offered an opportunity to submit an alternative film. The entries shall be judged on the basis of originality, craft, entertainment and artistic quality, without regard to cost of production or subject matter.

Final decision on the number and selection of finalists will be decided by the Committee and their decision is final. Such other rules as may be considered necessary for the proper conduct of these awards shall be adopted by BAFTA Los Angeles, subject to the approval of the Board of Directors of BAFTA Los Angeles.