

Yugo BAFTA Student Awards

Rules and Information 2022

TIMETABLE 2022

Tuesday, February 8	Open for Submissions
Friday, April 8	Submissions Deadline*
Wednesday, May 11	Shortlist Announcement
Wednesday, June 15	Finalist Announcement
Friday, July 22	Awards Ceremony, Los Angeles

* - One week extension can be offered upon request

KEY ELIGIBILITY CRITERIA

Submission summary:

We prefer that projects are submitted by the staff or faculty of an eligible college or university on behalf of the student director or producer.

However, if a student wishes to submit a project, we may be able to accept the project if the director can provide email verification of their student status at the time it was made. However, the project will not be accepted if the director's school has already submitted their maximum number of allowed submissions.

Titles submitted to previous Student Awards competitions cannot be resubmitted.

All projects must be submitted for consideration via an online streaming link. The link may be password protected but must not require membership or the creation of an account for access. Vimeo is the preferred streaming site. Google Drive and DropBox links are not accepted. The links must remain live until July 22, 2022.

Number of submissions: Each eligible institution may submit up to three projects in each of the 12 categories to the Yugo 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 institution.

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).

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: For Games and Immersive, the project must be in a playable, finished state, even if work on the project is technically ongoing. The version submitted will be the only version considered and cannot be updated during submission.

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Submissions should have been completed after April 1, 2021. However, we may be able to make marginal exceptions for projects affected by delays surrounding the COVID-19 pandemic. [Please enquire for more details.](#)

Deadline: All submissions must be submitted via the BAFTA submission portal no later than 11:30pm BST on Friday, April 8, 2022.

Invitation: Eligible institutions must be invited to submit to the BAFTA Student Awards. [A list of invited institutions is available here](#). 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.

CATEGORIES

Ultimately, we will give five category awards: Live Action, Documentary and Animation, Games and Immersive. 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 for advice](#). We will respond promptly.

Participating schools may submit up to 3 projects in the each of the following 12 categories. Each project can only be submitted once, in just one category.

The maximum duration for all films is 30 minutes. There is no maximum playing time for Games, but we expect each reviewer to spend roughly 30-45 minutes on each project.

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**
11. **Games**
12. **Immersive**

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.

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 may be entered as **Mixed Category**.

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. We may suggest a change of category during the selection process, but the decision of the filmmaker will always be respected.

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.

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.

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.

OTHER CATEGORIES

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.

Immersive

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. We ask that all Immersive experiences, including Games, be submitted into this category.

Games

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 Film has an interactive element, where a viewer's decisions can affect outcomes, it can be submitted into the **Mixed Category** section.

[Please reach out to us with any and all queries about categorization.](#)

SELECTION

Once submitted, eligibility of entries and category definition will ultimately be determined by the BAFTA North America Learning, Inclusion and Talent Committee and BAFTA North America 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, subject to the approval of the BAFTA North America Learning, Inclusion and Talent Committee.