Please review these official rules before entering the contest. Entry to the contest is free and no payment or purchase is necessary to enter to win.

**Description of the Contest**
The goal of the competition program is to highlight the value of experiential learning as an integral component of high quality undergraduate education, by showcasing student reflection on their own experiences with experiential learning. We anticipate the video submissions that describe student experiences with experiential learning and also convey the transformative potential of engagement in experiential learning activities. The College of Social Science is interested in encouraging student participation.

**Sponsor**
The sponsor of this Contest is Michigan State University Federal Credit Union.

**Binding Agreement**
To enter the contest, you must agree to these Official Rules. Therefore, please read the following rules prior to entry to ensure you understand and agree. You agree that submission of an entry in the contest constitutes agreement to these Rules. You may not submit an entry to the contest and are not eligible to receive the prizes described in the Rules, unless you agree to these Official Rules. These Official Rules form a binding legal agreement between you, Michigan State University and the contest sponsor with respect to the Contest.

**Overview**
No purchase, payment or donation of any kind is necessary to enter to win; a purchase, payment, or donation will not increase the chance of winning. By entering, student agrees to be bound by these Official Rules and the decisions of the judges, which shall be final. Entries may be submitted through the online application starting on **February 2nd, 2015**. The deadline for submissions is 5:00pm on **March 16th, 2015**. Winners will be announced no later than **March 30th, 2015**.

**Who Can Enter**
The Contest is intended for Michigan State University College of Social Science degree-seeking students only.

**How to Enter**
1. Entries must be a digital video.
2. Each entry must highlight the following requirements:
   a. The value of experiential learning (including undergraduate research, internships, study abroad, and service learning) as an integral component of high quality undergraduate education, by showcasing student reflection on their own experiences with experiential learning.
   b. Describe student experiences with experiential learning and also convey the transformative potential of engagement in experiential learning activities.
   c. The production quality of the video presentation of the student experience.
   d. The clarity and depth of the student’s effort in the video to convey the importance and/or transformative character of experiential learning in his or her education.
3. The length of the video should not exceed 120 seconds (2 minutes). This includes the 10 second title screen (see #4).
4. All entries should begin with a 10 second full-screen “title screen” that includes the following information:
   a. Name
   b. Title of the video
   c. Major
   d. What type of experiential learning program did you participate in?
5. All information presented in the video must be cited, giving credit to the original source. Plagiarism of any kind will result in disqualification. Submit the properly cited sources through the online application.
6. All video entries must be submitted through YouTube. Then attach the YouTube link on the online application.
7. All portions of the online application form must be completed to be eligible.
8. No copyrighted materials (music, images, etc.) may be used for this contest unless you own the copyright or have a license to use the material for this contest. Written permission must be obtained and provided upon request for all copyrighted materials.
9. No professional assistance is allowed.
10. Content must comply with all local and national laws of the country of origin and the United States. Content must not:
    a. Promote illegal behavior
b. Support racial, religious, sexual or other invidious prejudice
c. Advocate sexual or violent exploitation
d. Violate rights established by law or agreement
e. Invade the privacy of any person
f. Be otherwise inappropriate as determined by Michigan State University in its sole and conclusive determination.

11. The only compensation for submitting a video is the opportunity to be awarded a prize if the entry wins. Michigan State University will pay students no additional compensation nor be liable to the student under any circumstances.

12. Students should keep a copy of their video. Michigan State University is not responsible for any films that are lost, damaged, or that do not upload properly.

**Winner Selection & Prizes**

1. Awards will be presented as follows:
   a. One (1) First Place: $1,000
   b. One (1) Second Place: $250

2. The judges’ decision is final. Entries will be judged and decision will be made based on the judging rubric.
   a. **Content Quality**
      i. Does the video clearly highlight the value of experiential learning by showcasing student reflection on their own experiences with experiential learning?
      ii. Does the video convey the importance and/or transformative character of experiential learning in his or her education?
   b. **Creativity**
      i. How well does the video draw in the viewer and keep their attention?
      ii. Is the video original and innovative?
   c. **Production**
      i. What is the overall quality of production (including visual and sound elements)?
   d. **Guidelines**
      i. Does the video run within the 120-second (2 minutes) time limit?
      ii. Are any copyrighted materials used inappropriately in the video?
      iii. Is any portion of the video inappropriate?
      iv. Does the video begin with a 10 second full-screen “title screen” that includes all the necessary information?
      v. Does the video properly cite all the information presented to the original source?

**Winner Notification**

The winner will be notified by phone and/or email. Michigan State University and the Michigan State University Federal Credit Union reserve the right to examine additional identification and may choose to accept or deny awarding the prize based on the identification presented.

**Intellectual Property Rights & Waiver of Liability**

1. Ownership of the underlying intellectual property of the project remains with the student, with the following exceptions:
   a. Students grant Michigan State University the right to use their names, photographs, statements, quotes, testimonials, and video submissions for advertising, publicity, and promotional purposes without notification or further compensation.
   b. Students also grant Michigan State University the right to use, reproduce, reprint, distribute, perform, and/or display the student’s project video without further compensation or notification to the student.
   c. Michigan State University maintains the right to reproduce, reprint, distribute, perform, display, or exhibit the project for advertising, publicity, and promotional purposes on their website, at conferences, or at any other venues.

2. By accepting the prizes, winners agree to hold Michigan State University and all Michigan State University employees harmless against any and all claims and liability arising out of use of such prizes. Winner assumes all liability for any injury or damage caused from participation in the contest or use/redemption of any prize.

3. Students agree to be bound by the official contest rules and decisions of the judges.