

Next Level Learning Terms and Conditions

1. By entering this competition, you agree to be bound by these Terms and Conditions. The Promoter is Microsoft Pty Ltd (ACN 002 589 460) of 1 Epping Road, North Ryde, NSW 2113 (**Microsoft**).
2. Entry is open to all Australian employees (including contractors) who are employed:
 - a. in the role of Principal (or a similar/equivalent position, e.g. Deputy Principal);
 - b. in a Teaching & Learning role; or
 - c. in the IT department,of an Australian private or government school (primary and high school) who have registered for one of the Next Level Learning roadshow events listed in clause 5 (**Entrants**).
3. **NOTE: Prizes in this competition will be awarded to individuals on the basis that they are provided for the sole use and benefit of the school at which the individual is employed at and not for use by, or for the personal benefit of any specific employee or another individual.**
4. The competition commences at 9am AEDT on 18 September 2015 and closes at 5pm AEST on 19 November 2015 (**Promotion Period**).
5. The Next Level Learning roadshow events (**Events**) will be held on the following dates in the respective cities:
 - a. 5 November 2015 – Gold Coast, QLD
 - b. 6 November 2015 – Brisbane, QLD
 - c. 10 November 2015 – Melbourne, VIC
 - d. 12 November 2015 – Sydney, NSW
 - e. 13 November 2015 – Sydney, NSW
 - f. 17 November 2015 – Melbourne, VIC
 - g. 19 November 2015 – Adelaide, SA
6. To enter, Entrants must:
 - a. Go to the event registration page at <https://www.microsoft.com.au/nextlevellearning> and register for the Event/s;
 - b. Answer the following question in 25 words or less during the process of registration: "If you could embed one element of gamification to level up your classroom, what would it be?"; and
 - c. Attend the Event/s on the date they registered for.
7. A judging panel will assess each eligible entry and select one (1) winner at each Event based on the creativity and relevance to learning of their answer provided per clause 6(b) above (**Judging**)

Criteria). Each entry will be individually assessed based on the Judging Criteria. There will be seven (7) winners in total, one for each Event.

8. Microsoft reserves the right to verify the validity of entries and to disqualify any entrant whom it believes to have tampered with the entry process or submitted an entry otherwise than in accordance with these T&Cs.
9. This is a game of skill and chance plays no part in determining the winners.
10. At each Event, the Promoter will announce the name of one winner and that winner must identify themselves to a Microsoft representative by the end of the respective Event in order to claim the prize.
11. In the event that a prize is not claimed by the end of the respective Event, the judges will select an alternate winner on the basis of the Judging Criteria. The alternate winner will be notified by email and will be required to confirm acceptance within 48 hours by sending an email response.
12. Winners' names will be published on The Australian Teachers Blog: <http://blogs.msdn.com/austeachers>, and selected relevant Microsoft social media channels which may include Facebook, Twitter, LinkedIn, Youtube, and Microsoft digital channels.
13. Each winner will win a prize pack for their school consisting of:
 - a. one (1) Xbox One Console;
 - b. one (1) Xbox One Wireless Controller;
 - c. one (1) Xbox One Kinect Sports Rivals;
 - d. one (1) Xbox Live Gold Membership;
 - e. one (1) soccer ball;
 - f. two (2) tennis rackets;
 - g. thirty (30) sports t-shirts;
 - h. thirty (30) sweat bands;
 - i. thirty (30) water bottles (valued at approx. \$3095.24); plus
 - j. delivery to the Winner's school at which they are employed(**Prize**).
14. There will be seven (7) winners in total throughout the duration of the competition (one at each Event).
15. Total number of prizes = 7. Total approximate prize pool value: \$21,666.65.
16. All entries become the property of Microsoft and may be used in future marketing or publicity materials. Microsoft's decision is final and no correspondence will be entered into. No responsibility is accepted for entries not received by Microsoft. Entrants warrant that their entry in the competition does not infringe the intellectual property rights of any third party. Any costs of entering the competition and accessing the website are the responsibility of the entrant.

Important terms for winners

17. It is the intent of Microsoft that this gift is compliant with all applicable laws, regulations and ethics rules of each winner's employer and/or school. Microsoft makes it without seeking promises or favouritism for Microsoft in any bidding or other arrangements. The Prize may only be accepted if, as a result of the Prize, Microsoft is neither prohibited from any procurement opportunities nor it becomes subject to any reporting requirements.
18. If in doubt, winners should have their employer and/or school ethics officer responsible for the ethics policy review these terms and conditions and any other associated documents we provide you. If not approved by your school and/or employer, please do not accept the Prize and return the Prize to Microsoft.
19. The use of the Prize is subject to the terms of the End User License Agreement or other agreements applicable to the product.