2018 John Hinde Award Information Kit

The John Hinde Award for Excellence in Science-Fiction Writing was established to encourage, reward and foster creativity in the development and showcasing of Australian science-fiction writing for feature film, television, web-series and interactive media.

Funded by a bequest from the late Australian film critic John Hinde, the award offers $10,000 for the best produced script and professional support for the best unproduced script submitted each year.

John Hinde began his career as a journalist and was a correspondent in the Pacific during World War II. He became a film reviewer for the ABC in 1966 working in radio before making the transition to television in 1983. Later in his career, Hinde gained a new generation of fans through appearances on programs such as *McFeast*. In 2002 he received an award in the Queen's Birthday Honours for his services to the film and media industry. He died aged 92 in 2006.

The Prizes

Produced category:

- $10,000 cash prize
- Eligibility for entry into the AWG's Pathways Program

Unproduced category:

- The winning script will be read by an experienced genre producer and the writer will be set up with a meeting with an industry professional hand-selected for your specific piece of work. Associated travel expenses (domestic only) will be covered by the AWG/John Hinde Bequest.
- Eligibility for entry into the AWG's Pathways Program

Entrant Guidelines

- Open to current financial AWG Full or Associate Members. Membership must be valid at the time of entry and for the duration of the competition.
- AWG offers to waive the joining fee for new members joining to enter the John Hinde Award. To take advantage of this special offer please become a new member online and enter the discount code "JohnHinde2018" when prompted when you select your membership tier.
- New members will need to join for a minimum of 12 months.

Entry Guidelines

- Entries close **midnight Sunday 5 August 2018**
- Entrants must own all the rights to the script being entered
- Up to three entries per member may be entered
- The entry fee is $35 (GST inclusive)
- All entries for the John Hinde Award are to be completed online, including uploading synopsis and script documents
- The script must meet the definition of science-fiction as outlined in the definition below
- To ensure a fair judging process, the writer's name should not appear on any part of the synopsis/script or as a header or footer within the script. Entries that include the writer's name will not be eligible to enter
- **Unproduced Category**: Each entry must include a logline, one-page synopsis and the full script, uploaded as PDF documents
- **Produced Category**: <u>Works must have completed principal photography or principal production between 1 January 2017 and 31 December 2017.</u> Each entry must include the full script, uploaded as a PDF document. Entrants must also provide the following information: principal photography dates, producer(s) names(s), production company and broadcaster

The Australian Writers' Guild expects that the winners of the John Hinde Award in either category will assist in publicly promoting Australian science-fiction writing, and these Awards. For this reason recipients should be prepared to participate in a small number of media opportunities at the time of their award.

Judging

- A industry panel with experience in genre writing will judge the scripts.
- The judges will select the winner by assessing the script for:
    - Originality and the excellence of the idea
    - Excellence in craft and skill
    - The writer's grasp of the science-fiction genre.
- For the **unproduced category,** the entries will initially be judged upon a synopsis and the first 20 pages (of the fully submitted script) before progressing to the short list.
- The judges' decision is final and no correspondence will be entered into regarding the decision.

Definition

For the purposes of this award, science-fiction is a genre in which speculative scientific discoveries or developments or technological developments, major social or environmental changes, space or time travel, or life on other planets, form part of the plot or background.

Science-Fiction elements include:
- A time setting in the future, in alternative timelines, or in a historical past that contradicts known facts of history.
- A spatial setting or scenes in outer space, on other worlds, or on subterranean earth.
- Characters that include aliens, mutants, humanoid robots and other characters arising from a future human evolution.
- Futuristic or plausible technology such as ray guns, teleportation machines and humanoid computers.
- Scientific principles that are new or that contradict accepted physical laws, for example time travel, wormholes or faster-than-light travel or communication.
- New and different political or social systems, e.g. dystopian, post-scarcity or post-apocalyptic.
- Paranormal abilities such as mind control, telepathy and telekinesis, that are specifically due to fictional science and not magic/fantasy.
- Other universes or dimensions and travel between them.

Science-fiction is as much a genre as it is a setting. A world of advanced technology can be a setting to a story about crime and would thus be a hybrid Sci-fi/Detective Story, for example *Blade Runner*. Alternatively, science-fiction can be employed into a plot point – for example characters in the 'real world' coming into contact with something futuristic, such as *ET*.

There are many hybrid and subgenres, all of which incorporate some element of sci-fi, be it setting, plot devices or central concept. Some examples of these are Science-Fantasy, Cyber-Punk and Apocalyptic or Post-apocalyptic narratives.

Science-Fantasy is probably the most common of the hybrid genres and involves the mixing of Science-Fiction and Fantasy – usually in the form of Magic Technology, which is technology that runs on magic, as opposed to technology that runs on fictional science.

Cyber-Punk is centered on the transformative effects of advanced science, information/communication technology, computers and networks ("cyber") and their role in a breakdown or radical change in the social order ("punk"). Apocalyptic fiction is concerned with characters having no technology due to the downfall of civilization however they usually revolve around some kind of fictional virus or cosmic/geological event.

There are numerous other hybrid and subgenres including Sci-Fi/Horror, Sci-Fi Thriller, Space-Opera, Space or Sci-Fi Westerns, Tech-Noir and Sci-Fi Comedy. To encourage and promote Sci-Fi the way John Hinde intended the scope of eligible entries has been expanded. Subgenres and cross genre pieces will be accepted and encouraged, from horror-hybrids or post-apocalypses – we want to see it!