

# Call for Participation: The 6th International Graphic Shakespeare Competition (GSC 6).

Submission deadline March 31 (Tue), 2026

Contact: [graphicshakespearecompetition@gmail.com](mailto:graphicshakespearecompetition@gmail.com) (Yukari Yoshihara)

Please visit Asian Shakespeare Association website <https://asianshakespeare.org/resources/> for  
GSC 3~5 virtual exhibition.



From GSC 4 (2024)

Yves Po-hsun Huang, "Hamlet as a Necromancer (Mage of the Undead)," *Unlock Your Shakespeare Adventurer*

# Schedule

1. March 31, 2026: submission deadline.
2. Results to be announced by early July, 2026.

## Entry Groups

### 【Graphic Narrative and Illustration】

Page numbers: 1 to 8 pages. Please indicate on which work / scenes your work is based on. You can give your work in Shakespeare's original English, modernized version, or any language you choose (in this case, please provide simple explanation in English), or you can do without words so far as your images can tell the story.

The style could be in any graphic novel / narrative style, American comics style, *manga*, four-panel, bande dessinée, cartoon, or illustration, as you choose.

Please submit your entry digitally to [graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com) by March 31, 2026

#### Specifications

The entries can be either in black-and-white or in colours.

Paper size --- A4.

Please submit your work either a jpg or a pdf 300 dpi --- one page (A5) in 1748px × 2480 px, 2 page spread (A4) in 3496px × 2480.

### 【Play or Comics Script】

Word counts: 3,000 words in English or equivalent in other languages.

Please indicate on which work / scenes your work is based on.

You can use Shakespeare's original English, modernized version, or any language you choose (in this case, please provide simple explanation in English).

Please submit your entry digitally to [graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com) by March 31, 2026.

### 【Cosplay Photography】

Please send us the pictures of you cosplaying / costume playing Shakespearean characters / scenes in up to 8 images.

Please submit digitally to [graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com) by March 31, 2026

## 【Game group】

1. Contest entries should be a simple "table-top" game.

- This can involve a board, cards, dice, tokens, or other generic accessories.
- It must be a multiplayer game (from 2 to 6 players) with simple rules for basic play that is good for 20 to 30 minutes. Advanced/expanded gameplay is optional.
- While online/digital games are not qualified, the proposed game can have digital paraphernalia. This may include printables, including cards, player sheets, or paper tokens.
- If the creator cannot or does not wish to share all game art (e.g. all cards), then placeholder captions may be shared to represent parts without visual design.

2. Contest entries should include a player manual. This will also represent the submission as a whole in public exhibits of the contest.

- Unlike the design sheet, this is for players' direct use. The creator has freedom to design the manual to match the game.
- The manual should be 1 to maximum of 4 A4 pages.

3. Contest entries must include a general design sheet, which gives the judges insights about the game's construction.

- This should include a conceptual introduction of the game, clarifying its relations to Shakespearean texts adapted.
- It should provide the rationale behind gameplay, among other "behind the scenes" information.
- This design sheet should be in straightforward language (not thematic or flavor text). Maximum length would be 1000 words, including citations and notes.
- Creators should declare any non-original resources used through proper citation. This can include existing board games used as inspiration or model for the gameplay, or images not owned by the creator.
- It should declare any use of AI, and give details as to what AI tools are used.

Notes.

- Submitted player manuals will be displayed publicly (online).

- It is the contestant's prerogative to make game paraphernalia or designs downloadable for others after the contest winners have been announced.

Please submit your entry digitally to [graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com) by March 31, 2026.

## Sub-categories

Entries are sub-divided into 3 age sub-categories.

- a. under 15 years old.   b. between 15 and 24 years old.   c. over 25 years old

## Ai Transparency Declaration

- Creators should declare any use of AI, and give details as to what AI tools are used.

Please write to me, Yukari Yoshihara (U. of Tsukuba,) at  
[graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com) if you have any questions.