Busan Indie Connect Festival 2019
Submission and Exhibition Regulations

Common

1. Developer's Vow

A. This game was developed by my own creative free will.

B. **I regard myself as an indie game** developer, and once selected, I promise that the main developers **will be directly participating during the entire festival (September 5th-8th, 2019)**.

C. I understand and agree with the collection of personal information.

2. Requirements for Submission/Exhibition

A. Individuals or groups who regard themselves as indie game developers (cannot submit/participate in the name of a publisher who has not participated in development).

B. An individual or organization can submit multiple games. However, it is not allowed to submit a single game under multiple categories.
(ex. It is not allowed to submit game "A" in the general category and rookie category at the same time)

C. However, if more than two games are selected, only one game between them can be displayed. At this stage, the developer has the right to choose one of their games.

D. When multiple teams have co-developed, they may designate a representative team upon submission. However, once selected, all participating team names can be displayed.

E. A playable build or link must be submitted for evaluation.

F. Exhibitions may be restricted if the judges deem that the game does not qualify as an indie game.

G. Board games and gambling games cannot be exhibited.

H. DLC [Downloadable content] can be exhibited.

I. Games with discriminative expressions of explicit gender, race, or age may be restricted for the exhibition.

J. Games with or prone to having legal problems, such as copyright, license, and plagiarism may be restricted for the exhibition.

K. Games that are not able to continue with the evaluation process may be excluded from the evaluation.

3. Submission File Format

A. Games Under Development: Exe file (APK, Installation file)

 - Not allowed to submit if any illegal method is required to operate

 - Not allowed to submit by any external drive

 (ex. link insertion after uploading on Google Drive)

B. Released Games: (Market) Link

 *In the case of the released games, an executable file will be acceptable when submitting.

 - Games that are already released in Korean, Global or US market

 - For paid games, code keys (steam, redeem key, etc.) must be provided

 - Can not submit Android Google test link (submission in exe file is required)

C. In the following cases, you can submit only in "**Non-Competition**," for a fair evaluation. If it is not possible to proceed with the evaluation depending on any circumstance, it may be excluded from the evaluation.

 - Files that are 2GB or larger

 - Exe files that require a developers kit

 - iOS Test Flight

 - Local market released links outside of Korean, Global, or US market

 - When special equipment is needed (ex. self-developed hardware /controller, hardware that is difficult to attain, installation type, etc.)

4. Category Specific Standards

A. General (competition/non-competition)

1) Digital games that are either "<u>currently under development</u>" or "<u>within 1 year from the release</u>."

   – Within 1 year from the release: Games released after "first" market release date of May 27th, 2018

   (If first released in market "A" and released in market "B" later: based on market "A" release date)

   – However, DLC is based on DLC release date.

2) During the evaluation process, the judges may decide to move the category (competition <-> non-competition).

B. General (re-exhibited games)

1) The games exhibited at the BIC Festival from 2015 to 2018 are classified as "re-exhibited games." (Does not apply to games that have been submitted but not exhibited)

2) Digital games that are either "currently under development" or "released," <u>without release date restriction</u>.

3) For DLC [Downloadable content], it will depend on judges' decision.

4) Can only be exhibited in the non-competition category.

C. Rookie

1) Digital games that are either "currently under development" or "within 1 year from the release."

   – Within 1 year from the release: Games released after "first" market release date of May 27th, 2018

   (If first released in market "A" and released in market "B" later: based on market "A" release date)

   – However, DLC is based on DLC release date.

2) **Qualification** (Teams or individuals consisting of those who meet 1 or more of the following criteria)

   a) Students (excluding graduate students)

   b) Unemployed among those who graduated from college (university) in February 2019

   c) Unemployed under age of 23 (born in or after 1997)

3) Proof of Qualifications

   Submit certificates of all members (certificate of enrollment/leave of absence, student ID, identification) when selected during the evaluation process

1. Busan Indie Connect Festival (BIC Festival)

Q. What is the Busan Indie Connect Festival (hereinafter referred to as BIC Festival)?

The BIC Festival is an exhibition that displays indie games created at home and abroad. Different from other game exhibition events, The BIC Festival's special feature is that the game developers personally decorate the exhibition venue and display. Visitors can have fun playing games while they interact with the developers in person and developers can introduce their games to gamers and receive feedback on the game.

Q. When/Where is the BIC Festival held?

The BIC Festival is held in Busan in September every year. This year, it will be held at the Busan Port International Exhibition & Convention Center (BPEX) in Busan for 4 days from September 5th to 8th, 2019.

2. Submissions

Q. How are the BIC Festival exhibits selected?

The BIC Festival is looking for genuine indie game developers who create their recently released or soon to be released games. Exhibitors must have a playable demo and must personally exhibit at the venue once selected.

Q. Can overseas developers participate?

The BIC Festival is a global indie game festival. Regardless of nationality, any indie game developers can apply. Overseas developers must cover their own trips to Korea, although the BIC Festival supports accommodation for developers (domestic/overseas).

(During the festival. Up to 2 people per team. Depending on the situation, you may be assigned with another developer)

Q. Is there a participation fee if my game gets selected?

No. However, in order to facilitate the festival smoothly, domestic teams (Korean residents) need to deposit 100,000 won to confirm their participation. The deposit will be refunded after the festival. (In the rookie division, the deposit may be exempted if a reference letter (from teacher, guardian, etc.) is provided)

Overseas teams (currently located outside of Korea) must provide round-trip flight ticket booking details to confirm their participation.

Q. Is there any transportation operating to Busan?

We operate a shuttle bus service between Seoul and Busan for the developers selected for the exhibition.

A small deposit (or fee) will be set for smooth operation. More details will be provided later.

Q. Can I share a booth with the other developers?

Only the games selected/approved by the BIC Festival will be exhibited during the exhibition period. Sharing/Transfer of booths with other teams (whether they are selected or not selected by the BIC Festival) is also prohibited.

Q. Can I participate in only some parts of the event schedule?

Only those who can participate in the entire schedule can display. The BIC Festival will select the developers on the premise that they can participate in the entire schedule, and will be providing accommodations, booths, shuttle bus operations, networking, etc.

Q. Where is the exhibition location during the BIC Festival?

The BIC Festival Organizing Committee will arrange exhibition venues according to game types and other factors. We will notify the selected teams about the arrangement plan before the festival.

Q. Are overseas games required to be translated into Korean or English?

It is not necessary to localize games for the exhibition. However, if translated, it will help visitors who can't read the language.

Q. If my game(s) is/are selected, do I have to display the original submitted version?

No. It is recommended that you continue development until the date of the festival and display the latest version.