

BIC 2026

Submission & Exhibition Regulation

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Busan Indie Connect Festival 2026

Submission Regulations

〈General Division / Rookie Division〉

Common

1. Developer's Pledge

- A. This game was developed by my own creative free will.
- B. I(We) am aware of myself(ourselves) as an “independent game developer,” and if my(our) game were selected for the exhibition, I(we) promise that key developers will participate to the exhibition in person during the entire event.
- C. I(We) confirmed the personal information collection agreement of BIC and agreed with it.
- D. I(We) pledge that this game has never been displayed as a previous BIC competition division(General/ Rookie).

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. The games that have been exhibited in BIC(General & Rookie division) before cannot submit again.
 - ※ Even if there is a difference from previous games, they are not allowed to submit.
 - ※ Re-entry games and the games released for more than a year are accepted separately through ‘Connect-Pick’ division.
- C. 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 division and rookie division at the same time).
- D. 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.
- E. When multiple teams have co-developed, they may designate a representative team upon submission. However, once selected, all participating team names can be displayed.
- F. A playable build must be submitted for evaluation.
- G. The submission may be restricted if the work is deemed inappropriate as an indie game due to the majority of the judges during the final selection review. (e.g., if it is difficult to consider it as an indie game, etc.)

- H. Board games and gambling games cannot be exhibited.
- I. Games with discriminatory 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. A Playable build

1) Upload via Submission System: File size must be under 2GB

2) External Link: If the file exceeds 2GB

- Uploading the build directly to the submission system is highly recommended
- No build update is allowed after the application.
- ※ The game will be excluded from the review if build update is found during the review period.

B. Examples of Cases Not Eligible for Evaluation

- Games that require illegal or unauthorized methods to run
- Exe files that require a developers kit.
- If need any specialized hardware equipment for testing.(e.g., custom controllers, arcade-type devices)
- ※ Controllers for PS, Nintendo, Xbox, and VR devices that are commercially available are permitted.

4. Criteria

A. Common

- 1) Individual who regard himself/herself as an indie game developer 14-year-old and over.
- 2) 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 January 1st, 2025.

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

-If released in Korean market after released in overseas market, based on overseas market release date)

- In case of DLC, it is based on the released date of an original game.

B. General

1) Qualification

- Indie game developed by individuals or groups

C. Rookie

1) Qualification (Should conform either a or b)

a) Indie game developed by individuals/groups who are students or born on or after January 1, 2002

※ All team members must meet the eligibility criteria above.

※ Student: Middle school, High school, University, College, Graduate school and Full time of game-related Institute.

※ If employed to a public/private entity, you are not able to apply. If such case is to be suspected, more documents may be requested.

b) Graduation projects from University/college

※ In case the applicant is a full-time student from a game-related education institution affiliated with universities and state institutions or a university (school/graduate school) to which a game-related degree or certificate is awarded, he or she is eligible to submit the graduation work (game) to BIC.

※ Though still belong to academic institute, if he/she is also employed to a game company, they would be disqualified.

2) Supporting documents need to be uploaded on submission.

a) Game developed by individuals or teams made of those older than 14-year-old, or those that are students, or those younger than Born after 2001, who are not employed for economic activities.

: Upload all team members' related document(Certificate of enrollment(vacation), copy of middle or high school Student ID, a copy of an ID showing date of birth and written pledge)

※ Certificate : Are accepted only documents issued within 1 month from the date of submission.

※ Pledge : Pledge to be unemployed. Additional documents may be requested for verification if deemed necessary.

※ If the applicant is attending a private educational institution, he or she must submit a document proving that he or she has been training for at least 6 months in the institution. (e.g.: certificate of registration)

b) Proof document of Graduation work.

: October 2025 ~ September 2026 Graduation certificate (or certificate for the upcoming Graduation) is necessary.

※ only team representative need to submit. only the documents issued within 1 month of the submittal are valid.

: Professor(advisor professor)'s verification of graduate work.

※ Upload on provided form from BIC Festival.

Busan Indie Connect Festival 2026

Submission Regulations

<Connect-Pick>

Common

1. Developer's Pledge

- A. This game was created based on my/our own original ideas and creative initiative.
- B. I(We) am aware of myself(ourselves) as an “independent game developer,” and if my(our) game were selected for the exhibition, I(we) promise that key developers will participate to the exhibition in person during the entire event.
- C. I(We) confirmed the personal information collection agreement of BIC and agreed with it.

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. Games must be released for more than one year(before 2025. January. 1st) or Games from BIC Festival before
- C. When multiple teams have co-developed, they may designate a representative team upon submission. However, once selected, all participating team names can be displayed.
- D. Exhibitions may be restricted if the judges deem that the game does not qualify as an indie game.
- E. Board games and gambling games cannot be exhibited.
- F. Games with discriminative expressions of explicit gender, race, or age may be restricted for the exhibition.
- G. Games with or prone to having legal problems, such as copyright, license, and plagiarism may be restricted for the exhibition.
- H. Games that are not able to continue with the evaluation process may be excluded from the evaluation.

5. How to select

: The vote of BIC Connecters will confirm the exhibition.

Considering the overall content, such as created content, game-playing footage, or submitted builds, BIC Connecters will select them by vote.

Busan Indie Connect Festival 2026

Exhibition Regulation

Common

1. Exhibitor's pledge

- A. I(We) am aware of myself(ourselves) as an "independent game developer," and if my(our) game were selected for the exhibition, I(we) promise that key developers will participate to the exhibition in person during the entire event.
- B. I(We) confirmed the personal information collection agreement of BIC and agreed with it.

Divisions

BIC aims to be a place where developers can meet users in person.

All exhibitors must attend both online and offline.

However, a limited number of online/offline exhibition sections will be available. Please choose carefully, as any changes to your participation method later may result in disqualification from the exhibition.

<Offline> 2026. Aug. 14th. (Fri) ~ Aug. 16th. (Sun) / BEXCO Exhibition Center 1 Hall 2
<Online> Demo Day : 2026. Jul. 13th. (Mon) ~ Jul. 31st. (Fri) / bicfest.org
Online Exhibition : 2026. Aug. 7th. (Fri) ~ Aug. 28th. (Fri) / bicfest.org

1. Offline

- A. During the event held at the offline venue, the main developer will be present to operate exhibition booths and participate in official events.
- B. Attendees: General visitors, Industry insider
- C. Attending official events is mandatory (Opening Ceremony, BIC Awards, etc.)
- A. Participation in B2B-related events will be announced at a later date.

2. Online ** In the case of competitive divisions(General division & Rookie division), those who only conduct online exhibitions will not be eligible for awards*

- A. The builds that can be played during the event will be provided, and developers will have to run their online exhibition page.
※Demo Day : Demo Day is a period in which you can play the games in advance before the opening, with feedback from users, matching business meetings with sponsors, and promoting.

B. Attendees

Demo day : Build Play-Exhibitors, BIC Connecters / Check Game info – Sponsor, Media

※The others can check the game list

Online Exhibition : Exhibitors, BIC Connecters, General visitors, Sponsors and etc

Participation Confirmation

1. Offline exhibitors(including online + offline exhibitors)

A. Domestic resident : Deposit is required / The deposit will be returned within a month after the festival closing to the account information you filled in when you confirmed participation

※Some or all amounts will be deducted from your deposit:

- The full amount will be deducted if you withdraw your intention to participate in the exhibition
- The full amount will be deducted if you do not participate in the exhibition without prior notice
- The full amount will be deducted If the participant does not use the accommodation provided by the organizer without notification or uses it for other purposes
- The full amount will be deducted if you violate the exhibition regulations (change of exhibition works, booth sharing/transfer/sales, etc.) set by the organizer.
- The amount will be deducted if you fail to pay the additional service fee or incur a reimbursement due to loss or damage

B. Residents overseas : A copy of the transportation to Korea is required such as e-ticket

※ If it is difficult to purchase a ticket during participation confirmation, detailed information, such as expected flights to be used, shall be filled in.

2. Online exhibitor(Not offline exhibition participants, only online exhibition)

A. Uploading the build for the exhibition

: You can upload the builds that will be unveiled during Demo Day and Online Exhibition to confirm your participation. The updated builds can be re-uploaded in the future.

Regulation

1. Participation Regulation - Offline

A. The selected game developers of the Busan Indie Connect Festival 2026 shall run offline booth

B. The participation fee is free, and booths (including online exhibition) are provided only for selected games.

- C. The exhibitor must run the offline booth with the selected game. As items for playing game other than basic items are not provided, the exhibitor should run the booth autonomously.
- D. Exhibitors must comply with the booth operation hours (10:00-18:00) when participating in offline events, and penalties will be imposed for being late, absent without permission, and early booth closing.(full deposit deducted)
- E. The exhibitor must check the terms of compliance when notified the selection and check out the notice/request sent by BIC from time to time. The exhibitor should submit the data requested by BIC before the deadline.
- F. The game information is indicated online according to the information submitted when the exhibitor applies for the exhibition.
 - ※ The exhibitor can modify the information until the first day of Demo Day. You cannot modify it later.
- G. The exhibitor can display the latest version of the game as of the event date, not the version at the time of applying.※ Games and contents other than the selected game cannot be displayed.
- H. The exhibitor must complete information registration and preparation for the online exhibition within the period prescribed by the organizer
- I. Due to the nature of an offline festival, a large audience and high noise levels are expected, leading to potential congestion. Exhibitors must take this into account when preparing for and operating their booths, and complaints regarding these conditions cannot be accommodated.
- J. The exhibition must be held in compliance with the game ratings criteria of South Korea.
 - ※ A separate exhibition plan will be provided for the games that are not allowed for teenagers.
- K. Even if you only run offline exhibitions, you can get basic information for Demo Day and games in online exhibitions.***

2. Paritipation Regulation - Online

- A. If your game is selected in the General & Rookie Division & Connect Pick of BIC Festival 2026, you must provide builds for play during Demo Day and online events.
 - ※There is a limit to upload capacity. (4GB)
- B. The basic participation fee is free. And online exhibition halls will be provided only for selected exhibitions.
- C. The exhibitor must check the matters to be observed by the exhibitor, the notices/requests sent from time to time, and submit the materials requested by the organizer within the period.

- D. Exhibits and basic game information will be displayed as you fill in during game registration. (Korean/English)
 ※ You can modify the information until the Demo Day start date. Unable to change afterward.
 ※ Game and studio introductions, the build updates can be modified during the festival.
- E. You are allowed to exhibit the latest version of the game during BIC Festival.
 ※ Other games and contents not selected shall not be displayed.
- F. The exhibitors must complete the information registration for the online exhibition within the period prescribed by the organizer.
- G. The exhibitors must upload playable builds to confirm their participation.
 ※ If you do not upload a build within a set period, you are considered unwilling to participate.
- H. The exhibitors shall comply with the rating classification standards of the Game Content Rating Board.

Provided Items	Details	General Division	Rookie Division	Connect-Pick
Booth	Minimum 2m	O	O	O
Basic Booth Inclusions	1,800mm table 1ea Chair 2ea Power strip light	O	O	O
Exhibitors Pass	2 per team (Non-transferable, only for developers)	O	O	O
Accommodation	Based on double occupancy (Only for exhibitor pass holders, non-transferable)	O	O	X