

Busan Indie Connect Festival 2021

Submission and Exhibition Regulations

<General Division / Rookie Division>

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 (Offline: September. 9th-11th, 2021).**
- C. I agree that the game submitted to BIC Festival 2021 will be displayed during online exhibition period(September. 9th-30th, 2021).
- D. 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 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] is acceptable, but will be considered re-submission of the original game.
- 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. A playable build

- Under 2GB.

B. Examples of unavailable to judging

- If need any illegal methods for testing.
- Exe files that require a developers kit.
- If need any specialized hardware equipments for testing.

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 April 30th, 2020. (based on the start date of General division submission period)

-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 oversea's market, based on oversea's market release date)

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

3) Standard for the past BIC Festival exhibitors

- a) Exhibited games at BIC Festival from 2015 to 2020

(if with changed titles, it still regards as re-submission).

(The games just being submitted, not being exhibited, are not regarded as re-submission)

- b) You have mention the concrete difference from the previous version.

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 'under 25-year-old (born after '97)'

※ Student: Middle school, High school, University, College, Graduate school and Full time of game-related Institute(excluding Private 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 works from University/college in 2021 Feb.

※ Graduation project by a full time student at a university(Bachelor/Masters) that gives game related degrees or an affiliated game institution of a university/national institute (private institutes shall be excluded)

※ 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 25-year-old (Born after 1997), 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, copy of identification with date and 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.

b) Proof document of Graduation work

: October 2020 ~ September 2021 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

The end.