

Play Indie Game!



BIC Festival 2021
부산인디커넥트
페스티벌 2021



다시 9월, 부산은 인디게임 축제



Overview of BIC Festival

Welcome to Busan Indie Connect!



Independent games push our industry forward. They bring out and showcase the best in us: The blood, sweat, and passion of millions of developers from all around the world.

For Indie Developers!



Korea and Asia as a whole have become new hotbeds of independent development, with talented developers from the stagnant but highly successful mobile and online game industries breaking off to form teams with ambitious goals. New projects of every shade and color are being developed and driving a surge of creativity and growth. The result is an incredible upswell of compelling new games that are completely inaccessible or unknown outside of their region.

For Gamers!



The Busan Indie Connect Festival (BICFest) is a locally curated, inclusively-attended conference held annually in Busan, South Korea. BICFest was created by and for developers to foster a friendly environment for creativity, sharing, and play between cultures and across borders. Each year, dozens of independent studios and hundreds of developers converge to show their projects, share their inspirations, and help foster a growing global developer community.

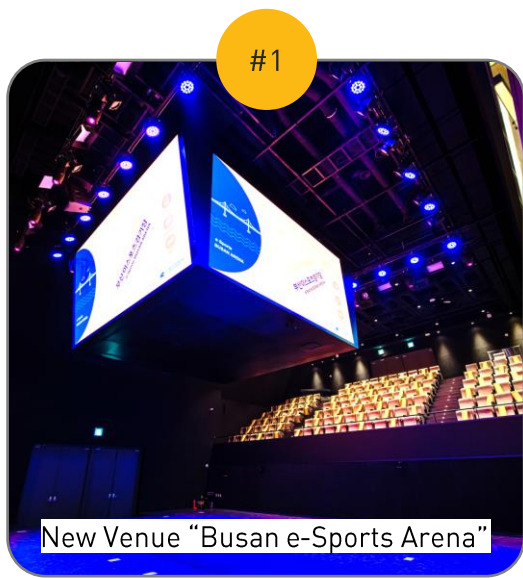
Concept of BIC Festival 2021

BIC Festival은 인디게임을 위한 소통의 플랫폼을 지향합니다.

Communication Platform for Indie Games

온라인과 오프라인 행사의 연결점, 비대면과 대면 행사 사이의 균형을 찾겠습니다.

Connection point of Online&Offline, Balance between Contact&Contactless Events



게임도시 부산의 새로운 게임 스팟!
 부산 이스포츠 경기장에서 여러분을 기다립니다.!



인디게임 덕질에 진심이신 BICF 2021 크루님을 모십니다.



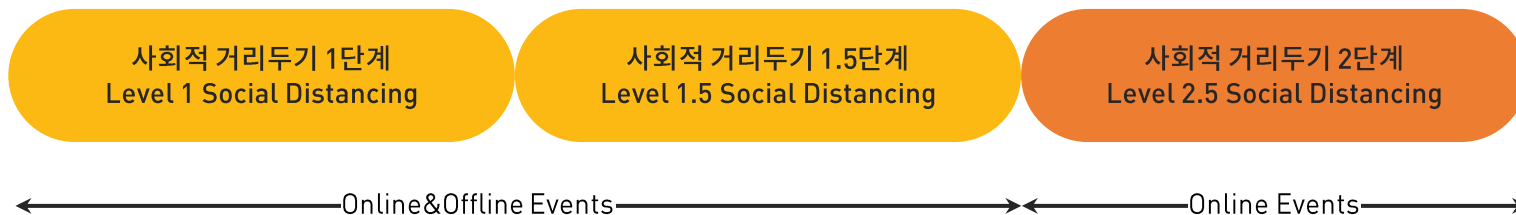
BIC의 새로운 얼굴이 등장합니다.

Overview of BIC Festival 2021

■ Date: Sep. 9th, 2021

* Online Exhibition Duration: Sep. 9th, 2021 ~ Sep. 30th, 2021

■ Venue: Busan e-Sports Arena



Submission

구분 / Division	일반부문 / General	루키부문 / Rookie
접수기간 / Submission Period	April 30 th , 2021 ~ June 2 nd , 2021 KST(한국기준시) 15:00 UTC(협정세계시) 6:00	May 21 st , 2021 ~ June 23 rd , 2021 KST(한국기준시) 15:00 UTC(협정세계시) 6:00
심사발표·전시확정 / Judging Results· Confirming attendance	<ul style="list-style-type: none"> • 발표(Results): 2021. 7월 3~4주차 / Expected at the 3rd~4th week of July • 발표확인(Confirmation Check): 전시자 접수페이지(Website) 	
선정작등록기간 / Registration Period	<ul style="list-style-type: none"> • 등록(Registration): 2021. 7월 4주차 ~ 8월 1주차 / Expected at end of July ~ 1st week of August • 등록방법(How to register) : 전시자 등록페이지(Website) 	

Submission

BICF 2021 세부접수규정은 접수사이트에서 꼭 확인하시기 바랍니다. / Please check carefully all details of Submission Rules on Website.

- ① 스스로 인디게임 개발자라고 자각하는 개인 또는 단체로, 선정되었을 경우 핵심 개발자가 행사 전기간(온라인/오프라인)동안 직접 참여함을 약속함
Any individuals or groups who regard themselves as indie game developers can submit their game, and once selected, make sure the main developers will be directly participating during the entire festival
- ② 한 팀(개인/단체)이 여러 개 작품을 접수 할 수 있음
One team(Individuals or groups) can submit multiple games for BICF 2021
- ③ 여러 단체가 함께 개발한 경우 대표단체를 지정하여 접수함
When multiple teams have co-developed, they may designate a representative team upon submission.
- ④ 심사를 위해 플레이가능한 빌드를 제출하여야 함.
A playable build must be submitted for evaluation.

Submission

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구분 / Division	일반부문 / General	루키부문 / Rookie
자격 Requirements	(만 14세 이상) 스스로 인디게임 개발자라고 자각하는 개발자 (14-year-old and over) Individual who regard himself/herself as an indie game developer	
	<ul style="list-style-type: none"> 개인 또는 팀이 개발한 작품 Indie games developed by individuals/groups 	<ul style="list-style-type: none"> '학생' 또는 '25세 이하(97년 이후 출생)의 미취업자'로 구성된 팀 또는 개인이 개발한 게임 작품 Indie games developed by individuals/groups who are 'students' or 'under 25-year-old (born after 97)' 21년 2월 대학(교) 졸업작품 Graduation works from University/College in 2021 Feb
작품기준 Qualifications	'개발 중' or '출시 1년 이내'의 게임작품 Digital games that are either 'currently under development' or 'within 1 year from the release'.	

Submission File Format

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구분 / Division	일반부문 / General	루키부문 / Rookie
접수파일형식 / File Format	실행 가능한 빌드 파일(2GB 미만) / Build File(Under 2GB)	
유의사항 / Be noted	<p>접수 마감일전까지는 빌드 업데이트하여 재업로드 가능하나 마감일시 이후 재업로드 불가.</p> <p>Until due date, you can re-upload build file. Any modification is unavailable after deadline</p>	

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Thanks a lot!