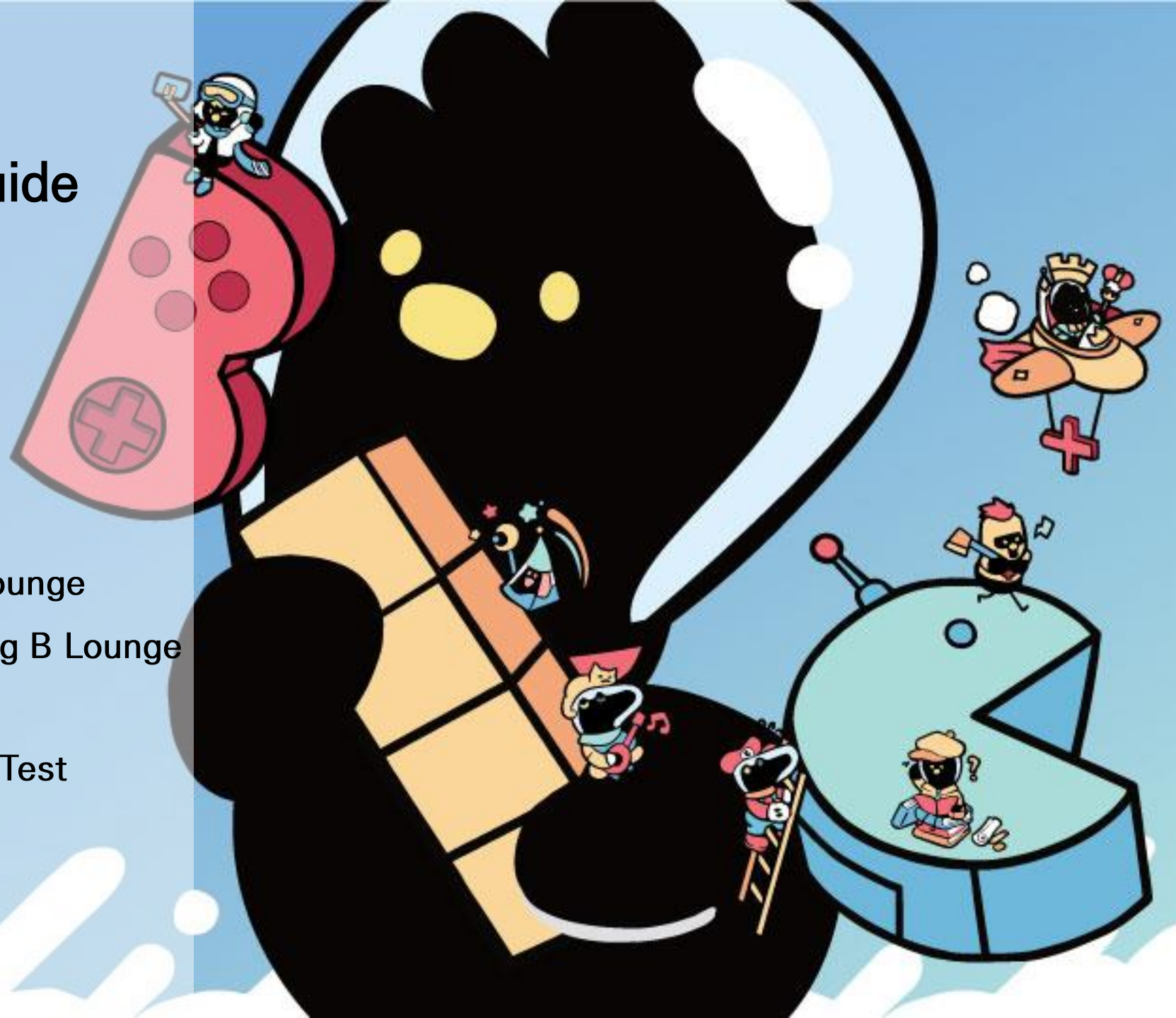
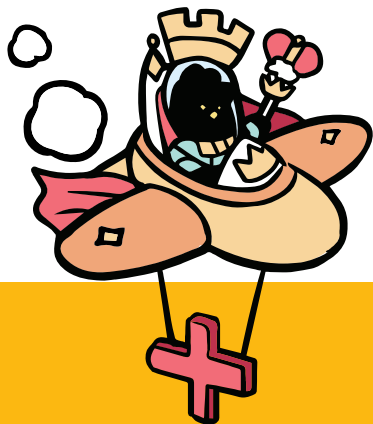
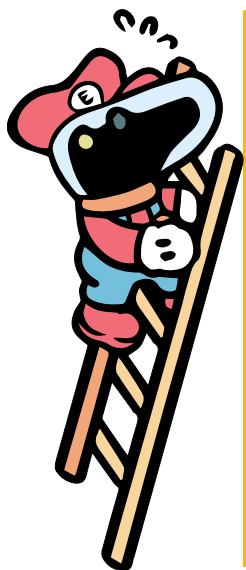


Blounge User Guide

01. Introduction of B Lounge
02. Application for Using B Lounge
03. Testing
04. Participating to the Test

Get help : support@bicfest.org





01. Introduction of B Lounge

01. Introduction of B Lounge

○ Introduction of B Lounge

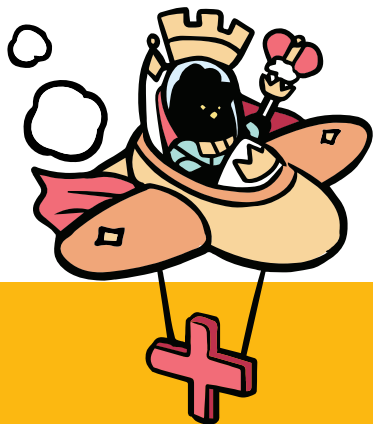
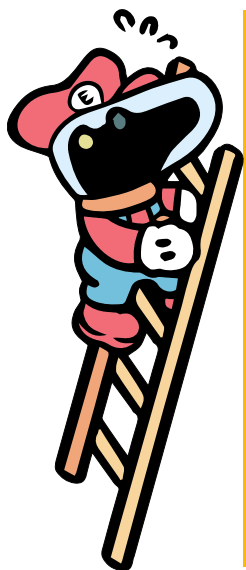
B Lounge is a game test platform for collecting user feedback at the development stage of the games created by independent game studios.

As an open test platform, any member of the BIC website can conduct and participate in the testing. (Only members who have completed the application for the use of B Lounge in [My Page].)

○ Usage Regulations

Members who use BLounge are responsible for creating content provided by this service at their own risk and responsible for all actions and results made through this service.

In the event of a dispute, including infringement of rights, the relevant dispute should be resolved at the member's own responsibility and expense, and the Busan Indie Connect Festival Organizing Committee is not responsible for this.



02. Application for Using B Lounge

02. Application for Using B Lounge

The screenshot displays the 'MY PAGE' of the BIC website. At the top, there is a navigation bar with links for 'BIC Festival', 'BIC2022', 'Game registration', 'Game Judging', and 'Wanted'. On the right side of the navigation bar, there are icons for 'BALANCE', 'MY', 'POINT', 'SHOP', 'FIND', and 'LANG'. The 'MY' icon is highlighted with a yellow box. Below the navigation bar, there is a banner for 'BICF 2022 MY PAGE' with a colorful illustration of a game controller and characters. Underneath the banner, there is a menu of options: 'Exhibitor Management', 'Change company information', 'B Lounge', 'Change Game information', 'Favorites', 'My Articles', 'Message', 'Invitation Confirmation', 'Purchased', 'Change password', and 'Member Withdrawal'. The 'B Lounge' option is highlighted with a yellow box. Below the menu, there is a section titled 'Would you like to apply for the B lounge?' with a 'Guide' button. Below this section, there is a sub-section titled 'Agree whether to use the B lounge' with a list of bullet points:

- B Lounge is a game test platform for checking user feedback at the development stage of Indie Game Studio.
- With an open test platform, any member of BIC can conduct and participate in the test.
- Members are responsible for the creation of content provided by this Service at their own risk and for any actions and consequences made through this Service.

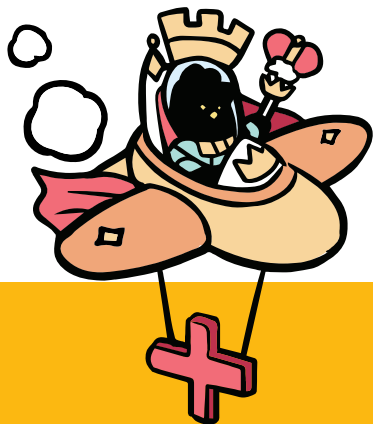
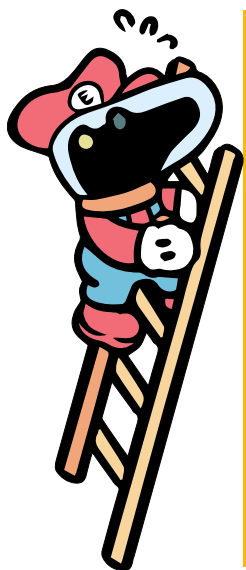
- * You can check out the application for B Lounge on My Page after you complete the access and login to the BIC website.
- * You must apply for the use of B Lounge to participate in the game upload and testing.
- * Please read the pledge carefully to use B Lounge and apply.

02. Application for Using B Lounge

The screenshot shows the 'MY PAGE' section of the BICF 2022 website. The navigation bar includes 'BIC Festival', 'BIC2022', 'Game registration', 'Game Judging', and 'Wanted'. The main menu has options like 'Exhibitor Management', 'Change company information', 'B Lounge' (selected), 'Change Game information', 'Favorites', 'My Articles', 'Message', 'Invitation Confirmation', 'Purchased', 'Change password', and 'Member Withdrawal'. The 'B Lounge' form is titled 'Modify' and 'Cancel'. It has a 'Basic information' tab selected. The form fields are: 'ID *', 'Company name (Korean or English) - Studio, Institution, Organization, etc. *', 'Company name (English) - Studio, Institution, Organization, etc. *', 'Website URL', and 'Promotional video URL'. A note says '* mark for required information.'.

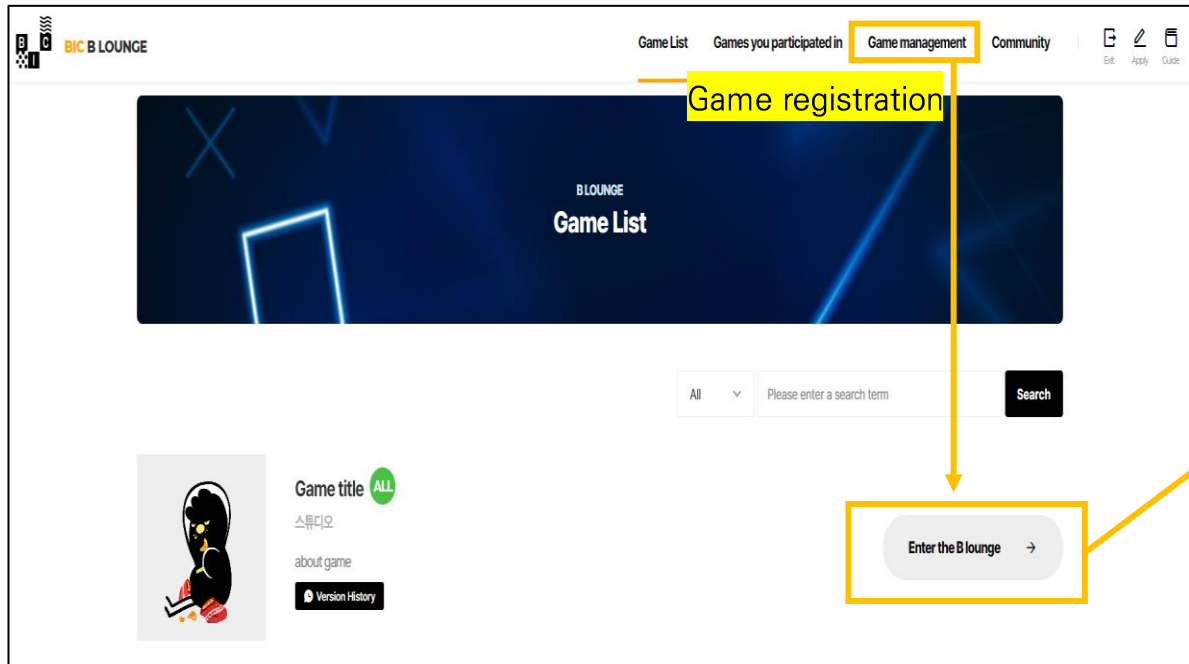
* Please enter the basic information necessary to use B Lounge. The information entered shall not be disclosed.

* If you have participated in the BIC exhibition or have previously entered information as sponsors or partners, some information will be linked. If you are a regular member, please enter the information yourself.

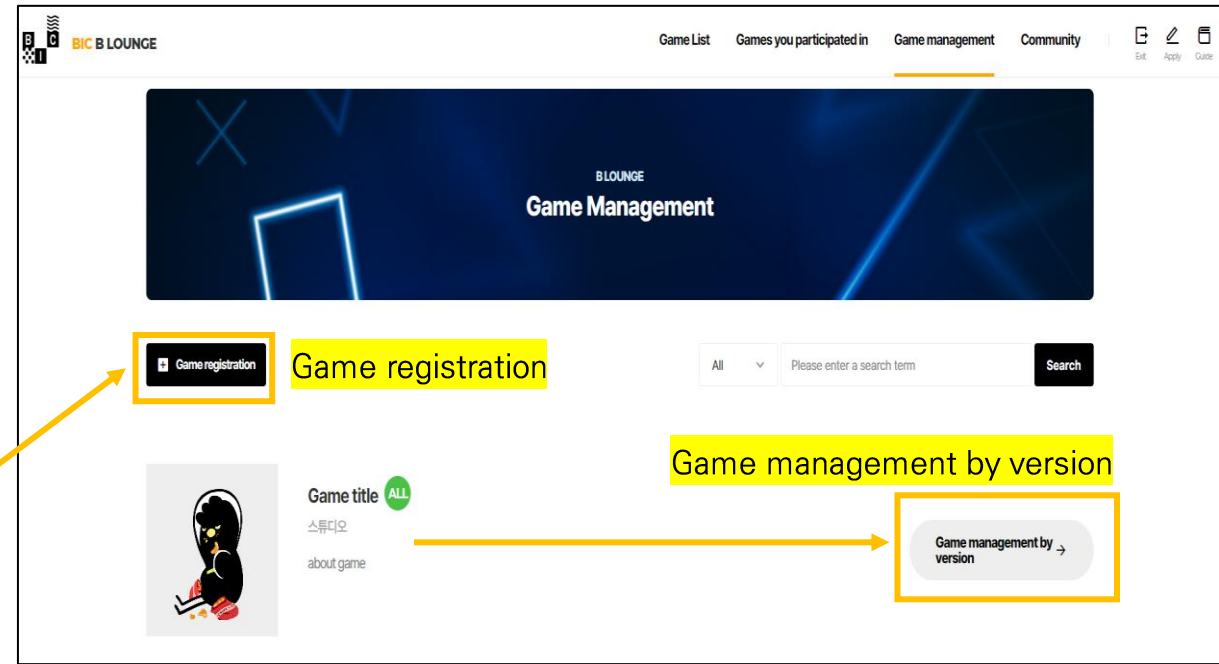


03. Testing

03. Testing



* For the test, the members of the Studio should go to [Game Management] on the top right on the B Lounge website and register your game.



* Go to [Game Registration], enter basic game information (game title, hardware, etc.) and register information and build for collecting user feedback for each version of the game you registered by clicking the [Game Management by Version] button.

* To register a new game that is not a different version of the same game, you must click the [Game Registration] button to add it.

03. Testing

* Game registration › Game management by version

Game development stage *

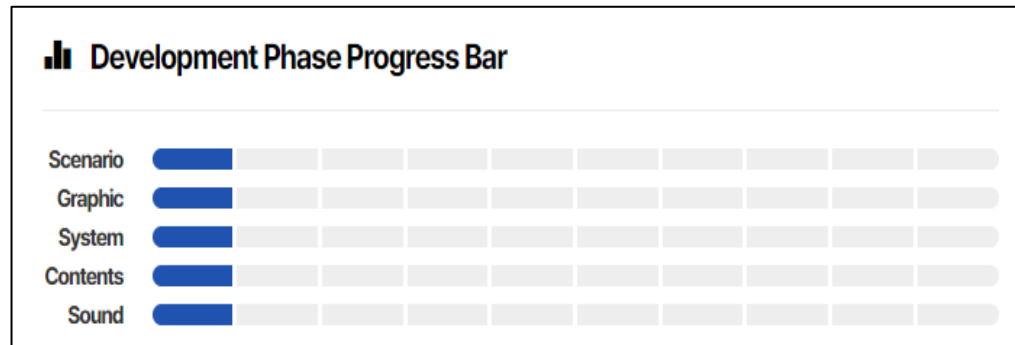
Prototype Under development Beta test Early access Release

Game Development Progress Bar * Setting method: Please record it as a score out of 10.

Scenario: 1 Graphic: 1 System: 1 Contents: 1 Sound: 1

Developer's Note

B I U S | | | Font - Size - ?



- * For accurate feedback collection, please write the game information as detailed as possible for test participants to refer to.
- * Please indicate the progress of each development item separately so that test participants can understand the development status in detail.
- * The numbers you write will show like the picture below on [Game List].

03. Testing

Key Feedback Collections

B I U S | Ω | Font - | Size - | ?

* Write the specific elements that you should collect through this testing.

Review and evaluation disclosure

Disclosure Nondisclosure

* If you set up the review and evaluation to 'Private,' only the account owner who conducts the testing and the review writer can check out the content.

Proper number of people *

10

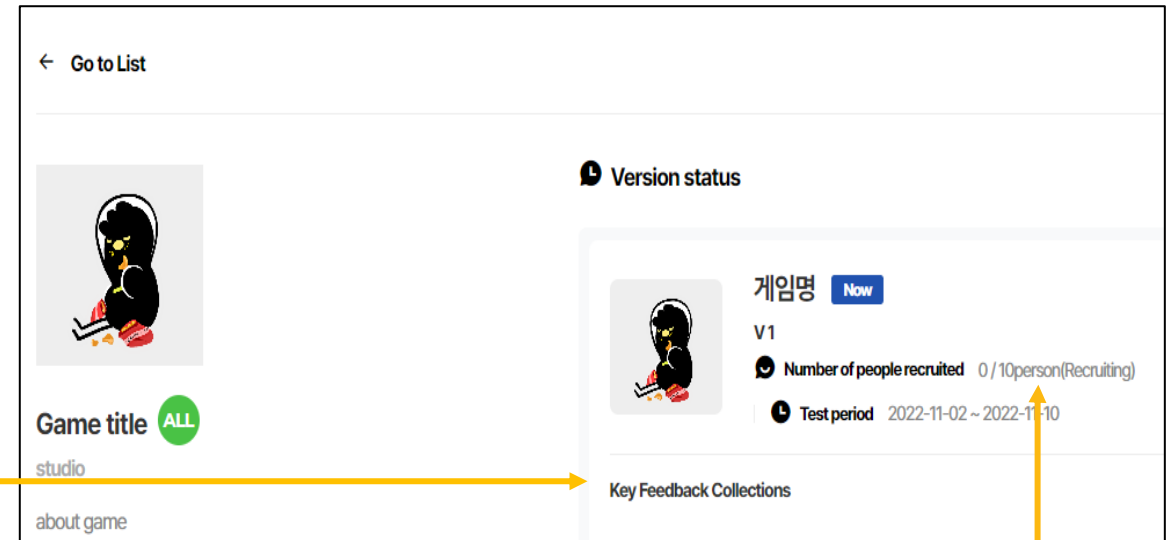
* The application is not automatically close only because the number of participants is recruited.

* If you do not wish to recruit additional applicants because you have the appropriate number of test participants, please click the Close Recruitment button below.

Recruitment status

Recruiting Recruitment closed

Test start date * 2022-11-02 **Test end date *** 2022-11-10



* Difference between Close Recruitment and End Test settings

If it is determined that sufficient test participants have been recruited before the end of the test and you do not allow to download and build the game anymore, please use the Close Recruitment button. Then, you will not allow additional test participants later. The participants until then can continue testing regardless of Close Recruitment and write the reviews and answer the survey by the end of the test.

Register for questionnaire (up to 10 can be registered) *

* If multiple choice is selected, a 1- to 5-point answer entry box is automatically created.
* When selecting the subjective expression (short paragraph), it is entered in text mode (up to 100 characters in Korean and up to 200 characters in English).
* When selecting the subjective expression (long sentences), it is entered in textarea mode (up to 1000 characters per letter).

Multiple-choice a subjective formula(short) a subjective formula(long)

Enter questionnaire text here.

Test reward

Enter coupon number with test reward description.

To check the survey

객관식 *

1 2 3 4 5

+ -

* Select the type of questions you want to set up, multiple choices or short answers. And enter the questionnaire.

* When you select multiple choices, the blank circles with the number 1 to 5 are automatically created on the user page as shown below.

* Please fill out the survey on a scale of 5 points.

* You can add survey questions by clicking the button on the right, and you can add up to 10 questions.

* Test Rewards are generated after completing a review or a survey.

* Please fill out the rewards only if you would provide with the reward to test participants, such as coupon numbers.

* Coupon numbers cannot be provided individually for each account, so please add the coupon numbers the account holders are sharing.

03. Testing

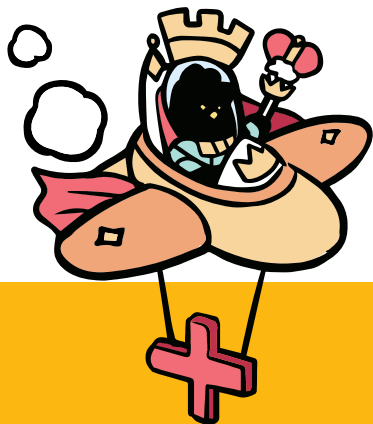
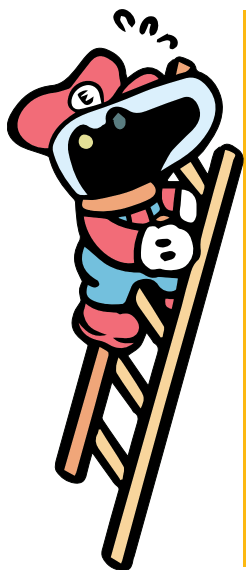
The screenshot displays a game testing interface. On the left, there's a profile section for a studio named '스튜디오' (Studio) with a 'Game title ALL' and 'about game' link, and a 'Modify game information' button. The main area is titled 'Version status' and includes a 'Version registration' button, a search bar with 'All' as a filter, and a search button. Below this, a specific version '게임명 V1' is shown with a 'Now' status and 'Number of people recruited 0 / 10person(Recruiting)'. Three buttons are highlighted with yellow boxes: 'Statistics', 'Build Upload', and 'Modify'. An arrow points from the 'Copy URL' button in the top right of the form to the 'Build Upload' button in the main interface.

* After filling out the test information, click the [Build Upload] button to upload the test build. Now, you are ready for the test.

* After the test is registered, you can modify the contents of the test by clicking [Modify].

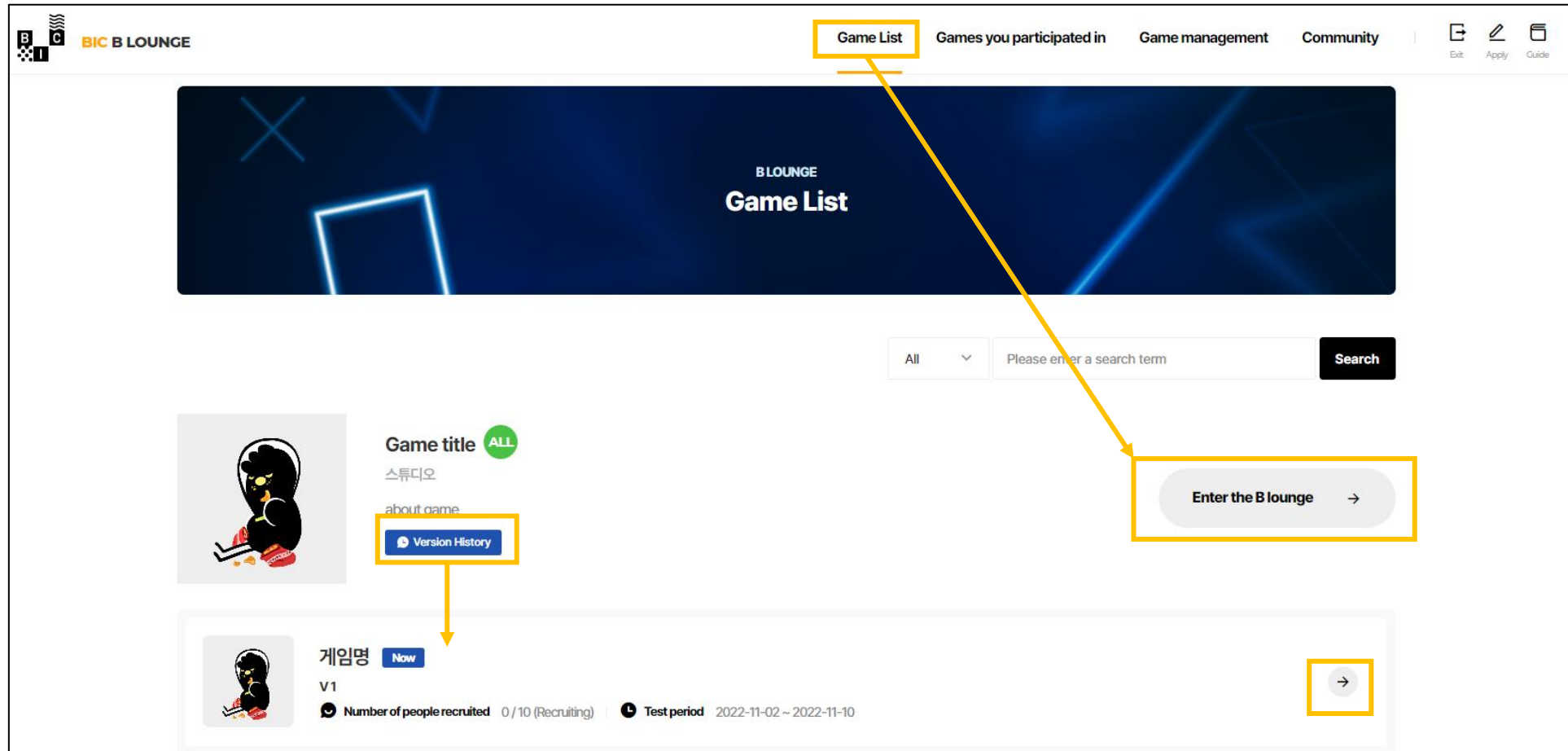
* [Share URL] is linked to the test page, so you can use it for promotion, sharing, etc.

* You can download the test results and data files from Statistics.



04. Participating to the Test

04. Participating to the Test



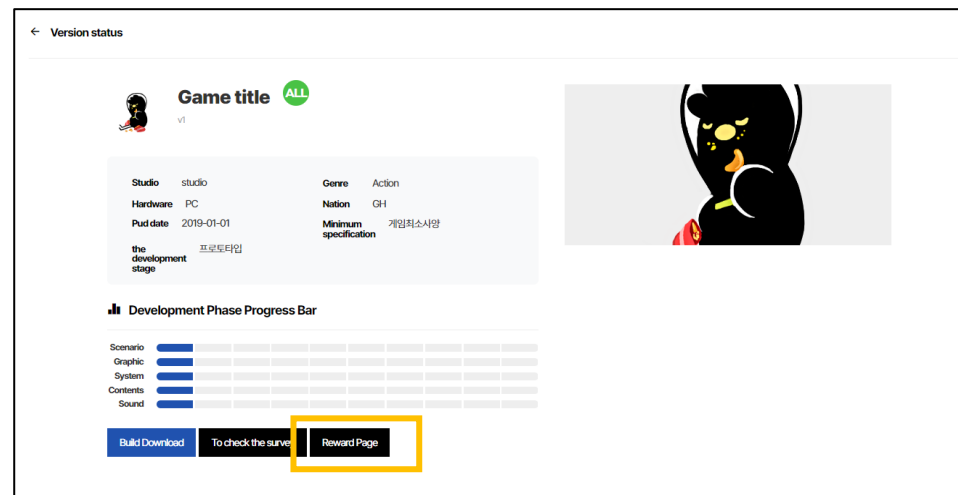
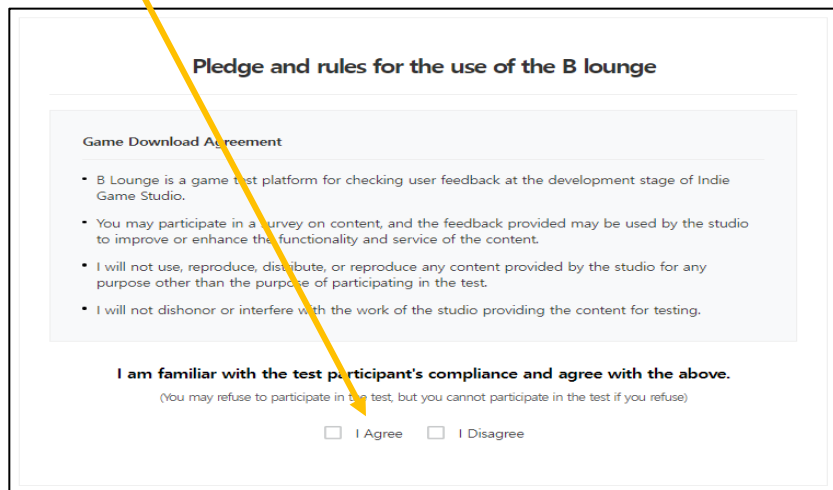
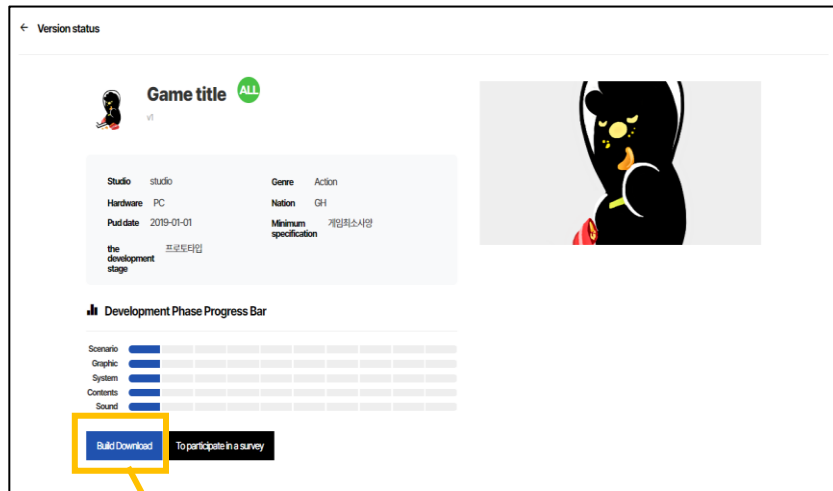
- * Check out the testable games on the game list.
- * Only the latest 3 test versions are shown in the version history, and you can quickly navigate to the test page by clicking the arrow on the right.
- * Click [Enter B Lounge] on the right to view the testing status of all version-specific for the game.

04. Participating to the Test

The screenshot displays a user interface for managing game tests. On the left, there is a sidebar with a game icon (a black character with a yellow mask) and the text "Game title ALL", "studio", and "about game". Below this, the genre is listed as "Action" and hardware as "PC". At the top left of the main area, there is a "Go to List" link. The main content area is titled "Version status" and contains two test entries. The first entry is labeled "Now" and shows "V1" with "0/10person(Recruiting)" and a test period of "2022-11-02 ~ 2022-11-10". Below this entry is a section for "Key Feedback Collections". The second entry is labeled "End" and shows "V1" with "0/1person(Recruiting)" and a test period of "2022-11-02 ~ 2022-11-05".

* Check out the basic game information and the test information before testing and participate in the appropriate test.

04. Participating to the Test



- * After checking out the test information, complete the questionnaire and review considering the development status of the test game you participate in.
- * The Reward button is generated if you have completed a review or a survey after downloading. (Not all tests provide rewards. The Reward button is created only if the provider offers a reward.)
- * Once the test period is over, you will no longer be able to conduct surveys and reviews of the tests you are participating in.

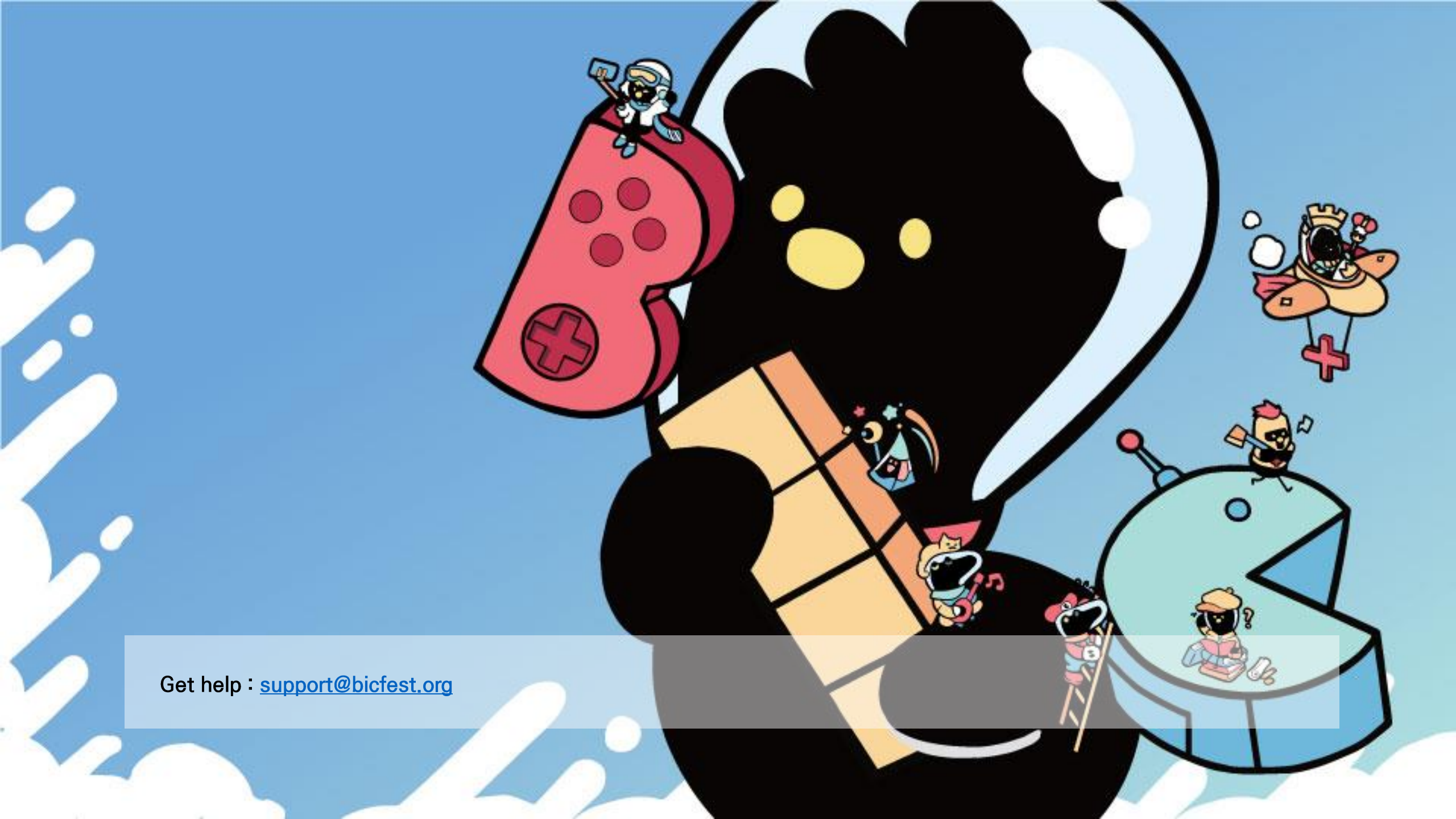
* Only the members who have agreed the pledge related to downloading can participate in the testing.

* Please read the guide carefully and choose whether you agree or not.

04. Participating to the Test

The screenshot displays the BIC B LOUNGE interface. At the top left is the logo with the letters B, C, and I. The main navigation bar includes 'Game List', 'My test game' (highlighted with a yellow box), 'Game management', and 'Community'. On the right side of the navigation bar are icons for 'Exit', 'Apply', and 'Guide'. Below the navigation bar is a large blue banner with the text 'BLOUNGE Games you participated in'. Underneath the banner is a search bar with a dropdown menu set to 'All', a text input field containing 'Please enter a search term', and a 'Search' button. The main content area features a game card for '게임명 studio'. The card includes a profile picture of a character, the name '게임명' with a 'Now' badge, and the name 'studio'. A row of action buttons is highlighted with a yellow box: 'Version V1', 'Download 0', 'Participate in the survey 0', 'Create a review X', and 'Check Rewards'. Below the card is a section titled 'Key Feedback Collections'.

* You can check out your progress on the My Test Games menu for the game you are participating in or the game you have completed testing.



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