

# Busan Indie Connect Festival 2022

## Exhibition Regulations

### <Connect-Pick / Technology Exhibition>

#### 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. When my(our) game is selected, I(we) agree to operate an online exhibition during the online exhibition period on the BIC website and agree to distribute builds for the online exhibition. (Only if applicable)
- C. Upon selection, I(we) agree to participate in the Demo Day(online) before the opening of the event and distribute the build. (Only if applicable)
- D. 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. An individual or organization can submit multiple games. However, it is not allowed to submit a single game under multiple categories.
- 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. Exhibitions may be restricted if the judges deem that the game does not qualify as an indie game.
- F. Board games and gambling games cannot be exhibited.
- G. Games with discriminative expressions of explicit gender, race, or age may be restricted for the exhibition.
- H. Games with or prone to having legal problems, such as copyright, license, and plagiarism may be restricted for the exhibition.
- I. Games that are not able to continue with the evaluation process may be excluded from the evaluation.

### 3. Regulations for Participation in Exhibition

- A. The selected game developers of the Busan Indie Connect Festival 2022 shall run both offline and online exhibitions.
- 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. The exhibitor must operate the online exhibition booth with the selected game.
  - ※The capacity for uploading is limited.
- 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. Exhibitors living abroad must submit evidence of transportation to Korea to confirm their participation.
  - ※ Check out whether you can travel and enter Korea (Please refer to international travel regulations etc.)
  - ※ It may vary depending on the condition of COVID-19.
- 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.