

RULES AND REGULATIONS FOR THE “INDIE SHOWCASE” COMPETITION AND THE “DIGITAL DRAGONS ARENA” EVENT (hereinafter: “Regulations”)

[GENERAL PROVISIONS]

1. The Organizer of the „Indie Showcase” competition (hereinafter: Competition) and the “Digital Dragons Arena” event (hereinafter: Arena) is Krakowski Park Technologiczny sp. z o.o. based in Kraków at ul. Podole 60, NIP: 675-115-78-34 (entered into the National Court Register under the number 0000058058), hereinafter: "the Organizer".
2. **The aim of the** Competition is to select the best independent game (hereinafter: "indie game") as part of the Digital Dragons 2024 conference.
3. The competition lasts from **December 12, 2023 to May 22, 2024** (hereinafter: "Competition Period").
4. The Competition Period is divided into stages:
 - 1) Online qualifications (hereinafter: Qualifications)
 - 2) Indie Showcase nominations (hereinafter: Nominations) and
 - 3) final round (hereinafter: Final).
5. Creators qualified for the Competition may also present their projects during the Digital Dragons event at the Steam online store. To participate, a product card and a playable demo version available on the website are required. Project submitters can declare their participation in the event on Steam during the submission process.
6. Those submitting projects to the Competition may also submit them to Digital Dragons Arena. Participation in the Arena is optional.
7. **The purpose of the Arena** as an event accompanying the Competition is to present games or studios, in the form of a short pitch, to publishers, investors and the media, as well as to build business relationships between stakeholders.
8. Arena is a two-stage event consisting of:
 - 1) qualifications (hereinafter: Arena Qualifications) and
 - 2) final presentations (hereinafter: Arena Final).
9. The arena is organized in stationary form during the Digital Dragons 2024 conference.
10. The Arena has the same dates as the Competition.

[PARTICIPATION IN THE INDIE SHOWCASE COMPETITION]

1. The Competition is open to all adult natural persons, informal teams with the participation of adult natural persons, persons running a business and economic entities with legal capacity from Poland or abroad (hereinafter: Competition participant).
2. Employees and representatives of the Organizer and Sponsor of Indie Showcase cannot be participants of the Competition.
3. If the Organizer finds that a person who does not meet the participation conditions of these regulations, in particular point 1, took part in the competition, they will be excluded from the Competition and deprived of any prize in the Competition.
4. Participation in the Competition is completely voluntary.
5. Submitted games must not contain illegal content.
6. All submitted games must have a playable version during the final presentation.
7. Only games that have not been presented in previous editions of the Indie Showcase and Indie Celebration held during previous editions of Digital Dragons will be accepted for the Competition.
8. Any digital game can be entered into the Competition, including productions intended for mobile devices.
9. An indie game is an interactive digital production created by an independent studio, individual authors, formal or informal groups. The organizer reserves the right to make the final selection of games if it decides that a given production does not meet the requirements to qualify it as an indie game.
10. The final takes place in a hybrid format, on the premises of the Digital Dragons 2024 Conference at ul. Marii Konopnicka 17, 30-302 Kraków and during the event in the Steam online store. It is not possible to participate in the Final solely online or without physical representation at the Digital Dragons 2024 Conference.
11. The presence of a qualified project during the Steam event does not eliminate the need for physical representation at the Digital Dragons 2024 Conference.
12. If the Organizer finds that a person who does not meet the participation conditions of these regulations, in particular point 1, took part in the competition, he or she will be excluded from the Competition and deprived of any prize in the Competition.
13. Participation in the Competition is completely voluntary.
14. Submitted games must not contain illegal content.
15. All submitted games must have a playable version during the final presentation.
16. Only games that have not been presented in previous editions of the Indie Showcase and Indie Celebration held during previous editions of Digital Dragons will be accepted for the Competition.
17. Any digital game can be entered into the Competition, including productions intended for mobile devices.
18. An indie game is an interactive digital production created by an independent studio, individual authors, formal or informal groups. The organizer reserves the right to make the final selection

of games if it decides that a given production does not meet the requirements to qualify it as an indie game.

19. The final takes place in a hybrid format, on the premises of the Digital Dragons 2024 Conference at Maria Konopnicka 17, 30-302 Kraków and during the event in the Steam online store. It is not possible to participate in the Final solely online or without physical representation at the Digital Dragons 2024 Conference.
20. The presence of a qualified project at the Steam event does not eliminate the need for physical representation at the Digital Dragons 2024 Conference.

[STAGE 1A: INDIE SHOWCASE QUALIFICATIONS]

1. Participation in the Qualifications is free of charge. Applications for an independent game can be submitted by completing the online form at: www.digitaldragons.pl
2. The submitted independent game must be an original work free from third-party claims.
3. Game entries for the Competition are valid until March 4, 2024.
4. The Competition Participant may submit any number of indie games for qualification.
5. In addition to completing the application form, it is necessary to attach at least a 5-minute gameplay video presenting the game and the game build. Applications without gameplay and build will not be taken into account.
6. Gameplay videos must be provided in the form of a link to a non-public video on YouTube.
7. A working build of the game, which must be provided in the form of a link to the downloadable file placed on Google Drive. If the applicant does not have such a build, he or she is obliged to attach at least 10 license keys for one of the digital platforms.
8. Game keys provided in the Qualification application must be active at least until May 22, 2024.
9. From all eligible indie game entries, the Digital Dragons Jury will select a maximum of 50 games that will receive the right to be presented at Digital Dragons 2024.
10. At the qualification stage, the Digital Dragons jury consists of KPT employees.

[STAGE 1B: DIGITAL DRAGONS ARENA]

1. During Stage 1, those submitting projects to the Competition may also optionally submit them to the Digital Dragons Arena (hereinafter: Arena).
2. Participation in the Arena Qualifiers is free of charge. Arena qualifications take place during Stage I of the Indie Showcase and are covered by the same dates. Applications are made by completing the appropriate fields on the Indie Showcase application form.
3. Participation in the Arena Qualifications is not obligatory for those submitting projects to the Competition.
4. Teams that took part in previous editions of the Arena may take part in the Arena again during Digital Dragons 2024.
5. From the received applications, the Digital Dragons Jury from KPT will select those that will receive the right to present themselves during the Arena Final.

6. The Digital Dragons jury from KPT will select the final presentations by internal voting.
7. The list of participants qualified for the Arena will be announced by the Organizer no later than April 10.
8. The organizer will inform you about qualifying for the Arena by e-mail, the message will be sent to the e-mail address provided in the application form.
9. By agreeing to participate in the Arena qualification process, participants agree to send information about their game and contact details to Publishers and Investors after the end of the Event. They will be included in the form of "Libretto" - completed data about the participants qualified and presenting during Arena Digital Dragons 2024.

[STAGE 2: NOMINATIONS]

1. From among the 50 productions selected during the Qualifications, the expert Competition Jury will select an additional 20 games that will qualify for the Indie Showcase Final (hereinafter: Finalists). The jury consists of representatives of gamedev, its composition is public and published on the website digitaldragons.pl.
2. Finalists receive a place in a special zone intended for independent games during the Digital Dragons 2024 conference. Finalists will be assessed by the Final Jury during the conference.
3. The requirement to participate in the Competition is to come to Krakow for the Digital Dragons 2024 conference on May 19-21, 2024. The inability to come, regardless of the reason, will be considered as the participant withdrawing his/her candidacy.
4. The list of qualified Competition participants will be announced by the Organizer no later than April 10, 2024.
5. The Organizer will inform about qualifying for the Competition and the Final by e-mail, the message will be sent to the e-mail address provided in the application form.

[STAGE 3A: INDIE SHOWCASE FINAL]

1. The Indie Showcase Final takes place during the Digital Dragons 2024 conference in Krakow on May 20-21 at the ICE Kraków Congress Center.
2. Competition participants qualified for the Final are obliged to confirm their participation in the Indie Showcase by April 20, 2024 by sending confirmation by e-mail to the following address: mśliwinski@kpt.krakow.pl. If confirmation is not received, the Organizer will qualify the next project from the list.
3. During the Digital Dragons conference, the games will be presented by their creators/representatives of the creators in a special zone. In addition to the Indie Showcase, productions by graduates of the Digital Dragons Incubator program and games submitted by gamedev associations and game developers from around the world will be presented under the name National Showcase.
4. All qualified games will be presented live during the exhibition at the Digital Dragons Conference and online during the event on the Steam platform.

5. Participation in an event on the Steam platform requires that the game in question has a visible product card in the store and - if you have such a version - a demo version of the game available on the product card, active during the event.
6. Participation in the Digital Dragons event on Steam is not mandatory. Lack of product card and/or demo version on Steam does not disqualify from participation in the Competition.
7. The Digital Dragons event on Steam will last from May 17 to 21, 2024.
8. Finalists will receive a special recognition during the conference.
9. During the Digital Dragons Conference, games participating in the National Showcase exhibition and graduates of the Digital Dragons Incubator and Accelerator will also be presented in the independent games zone.
10. The National Showcase is a special zone where national associations of digital game producers and distributors from around the world present themselves. The selection of games participating in the National Showcase takes place in a separate mode pursuant to arrangements with the associations participating in the Digital Dragons Conference.
11. Graduates of the Digital Dragons Incubator and Accelerator present themselves in a special zone dedicated to them. In this zone dedicated to graduates of Digital Dragons incubation and acceleration programs, games from studios selected by the DDI&A team will be presented in a separate mode. The selection is made according to internal criteria. For foreign entities - in the event of simultaneous qualification for two sections during the Digital Dragons 2024 conference, i.e. the Finals of the Indie Showcase and the National Showcase, the entity must select and confirm participation in only one section of its choice. Confirmation of participation in the final is equivalent to resignation from participation in the National Showcase zone.
12. Entities qualified for the finals are obliged to purchase tickets to Digital Dragons 2024 for all members of the team presenting the game.
13. The organizer grants the right to purchase Regular Pass tickets with a 50% discount to four members of the team presenting the project.
14. For each qualified game, the Organizer provides a stand in the form of a table, two chairs, a computer with a monitor and peripheral devices, access to electricity and the Internet. Further preparations of the stand are carried out by the Competition participant on his own after consultation with the Organizer. This includes the need for cabling or additional peripherals.
15. It is prohibited to use roll-ups and other advertising materials that block the visibility to promote the stand.
16. In the case of non-standard methods of presenting your game or organizing additional competitions, the Competition Participants are asked to inform the Organizer about this.
17. The Organizer provides the Competition Finalists with an additional stand mark or a place in the designated final zone during Digital Dragons 2024.
18. During the two days of the Digital Dragons 2024 conference, independent games qualified for the Final will be assessed by the Final Jury composed of gamedev representatives. The composition of the Final Jury is public, published on the website digitaldragons.pl and does not coincide with the composition of the Competition Jury. The Final Jury will select and award prizes

for 1st, 2nd and 3rd place in the Best Indie Game of Digital Dragons category, which will include statuettes and prizes. The jury also has the right to award a maximum of three distinctions.

[STAGE 3B: ARENA FINAL]

1. Qualified participants will be able to present their game or studio to Investors, Publishers and other participants of the Digital Dragons 2024 conference on May 21, 2024.
2. Qualified participants will receive presentation tips from the Organizers, as well as the opportunity to consult the pitchdeck during an scheduled online meeting preceding the presentation during DD.
3. Each presentation will last 3 minutes and may be followed by a short question and answer session. Qualified participants will be able to present their game or studio in front of Investors, Publishers and other participants at the Digital Dragons 2024 conference on 21.05.2024.

[COMMUNITY VOTE]

1. The Community Vote award will be awarded during the Final.
2. The Community Vote is awarded by Digital Dragons conference participants by voting during the event.
3. Voting will take place via an online survey available and active during the Digital Dragons conference.
4. Only ticket holders for the Digital Dragons conference have the right to vote.
5. All submitted games presented at Digital Dragons 2024 are nominated for Community Vote, including games presented as part of the National Showcase and graduates of the Digital Dragons Incubator and Accelerator.
6. A game may receive more than one prize.

[PROCESSING OF PERSONAL DATA]

Pursuant to Art. 13 section 1 and section 2 Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation) (Journal of Laws EU.L No. 119, p. 1) hereinafter referred to as: GDPR, we would like to inform you that:

1. The administrator of the personal data of the Competition participants is Krakowski Park Technologiczny sp. z o.o. based in Kraków at ul. Podole 60, 30 – 394 Kraków, REGON 351381295, entered into the register of entrepreneurs of the National Court Register kept by the District Court for Kraków - Śródmieście in Kraków, 11th Commercial Division of the National Court Register under KRS number 0000058058, share capital: PLN 25,372,000, e-mail contact: biuro@kpt.krakow.pl,
2. The Administrator has appointed a Data Protection Inspector, who can be contacted at the following e-mail address: iod@kpt.krakow.pl
3. Personal data will be processed for the purposes of:

- a) participation in the "Indie Showcase" Competition, including registration via the application form, posting the list of Competition winners on the event website in social media, conference application and Steam website, and administrative service of the Competition. The basis for the processing of personal data is voluntary consent, i.e. Art. 6 section 1 letter a GDPR,
- b) receiving marketing and promotional information regarding the Administrator's activities solely on the basis of a separate consent (legal basis: Article 6(1)(a) of the GDPR).
4. Providing personal data is voluntary, but necessary to participate in the Competition or event.
 5. **We would also like to inform you that participation in the Competition means that the participant consents (legal basis: Article 6(1)(a) of the GDPR) to the dissemination of his/her image in terms of placing photos and recordings from the Competition on the websites of the Administrator and partners (social media and website), as part of information and promotional activities.** The image will not be used for commercial purposes, therefore the participants are not entitled to any claims, in particular the right to remuneration.
 6. Participants have the right to access data, the right to rectify data, the right to limit the processing of personal data, the right to request deletion of data, to object to data processing, as well as the right to withdraw consent at any time without affecting the lawfulness of the processing carried out on the basis of based on consent before its withdrawal - if processing is based on the consent granted to us - in the cases and under the conditions specified in the GDPR. The rights listed above can be exercised by contacting the Administrator or Data Protection Inspector.
 7. The participant has the right to lodge a complaint with the competent supervisory authority - the President of the Personal Data Protection Office, when it is justified that the participant's personal data are processed by the Administrator contrary to the provisions of the GDPR.
 8. The recipients of the participant's personal data will only be entities authorized under the law. Participant data may also be transferred to entities processing them on behalf of the Administrator, e.g. organizers and patrons of the Competition, IT service providers and other entities processing data for the purposes specified by the Administrator - such entities process data only on the basis of an agreement with the Administrator.
 9. Personal data will be processed no longer than it is necessary for the proper organization of the Competition or until the consent to their processing is withdrawn or the objection to the processing is expressed. If you consent to receiving marketing information, your data will be stored in the Organizer's databases for a period of 10 years or until you withdraw your consent to processing.

[COPYRIGHT]

1. All participants of the Competition must own the copyrights to the games they submit.
2. All participants of the Competition retain full copyright to the games they create.
3. The Organizer reserves the right to use selected materials provided during the registration process free of charge for the purposes of promoting Digital Dragons and the Competition for the period from the moment of qualification for the competition to the start date of the next Digital Dragons Conference.
4. The participant takes full responsibility for the presented game.

[OTHER PROVISIONS]

1. The Organizer reserves the right to change these Regulations at any time without giving a reason, provided that it does not affect the acquired rights of the participants.
2. During the Competition, the content of the Regulations will be available for viewing on the competition website.