Dev.Play Conference, 3-4 June, Bucharest, Romania

Conditions and regulations for the **Dev.Play 2024 Indie Expo and Dev.Play Awards**

All participants of the Dev.Play 2024 Indie Expo and Awards must comply with the following terms and conditions. By participating at the awards, it is considered that you have read and agreed to these rules. If you do not agree to these rules, please notify the organizers using the contact information below..

1. Organizer / Contact Information

Organizer of Dev.Play 2024, including all features and official side events is RGDA (the Romanian Game Developers Association). The Organizer can be reached at the following email addresses:
   info@dev-play.ro
   contact@rgda.ro

2. Award categories

Participating games will compete in the following categories:

1. **Dev.Play's Most Popular Game**
2. **Best Game Design**
3. **Best Visuals**
4. **Best Innovation**
5. **Best Game of the Show**

3. Eligibility criteria

Release date: Only "coming soon" games (final release date is no later than Jun 2025), are eligible for participating at the Dev.Play Indie Expo.

Eligible countries: Albania, Bosnia and Herzegovina, Bulgaria, Estonia, Georgia, Hungary, Kosovo, Latvia, Lithuania, Moldova, Montenegro, North Macedonia, Poland, Romania, Serbia, Turkey, Ukraine.

Past winners: Games which have won Dev.Play awards at past editions are not eligible to participate in a category that they have won in the past.

All games present at the Dev.Play Indie Showcase will automatically be eligible for the Dev.Play 2024 Awards. Studios who do not wish to participate should notify the organizers at the address indicated above.

4. Independent production / studio

Every company or an individual that submits a game must be completely independent meaning that they do not have majority control in the company by a video game publisher, they are not a subsidiary of an international video game publisher, and their production/game is funded in majority through various independent sources.

5. Jury

The Dev.Play organizer will set up an international judging panel that will select the finalist nominees and award winners for the categories mentioned in article 2 (announced during the second day of the conference during the Dev.Play Awards ceremony). RGDA staff and board members are excluded from the jury and have no input in the judging process.

During the judging process, each jury member will decide on their own a shortlist of three titles for each category. Then, all jury members will meet and decide together on a winner for each category. In certain situations (such as a very close call between two titles), the jury may decide to appoint a Runner-Up for a category.

The winner of the category "Dev.Play's Most Popular Game" will be decided by public vote, through a voting form created by the Organizer and made available to Dev.Play participants during the conference days.

6. Award

The winner of each category will receive the Dev.Play award statue / plaque / diploma. The organizer reserves the right to add additional rewards or compensation, as provided by potential sponsors of the Awards. All of the awards are to be delivered to the selected winners in a maximum of 60 days period after the Dev.Play Indie Showcase ceremony.

7. Free participation

Participating at the Dev.Play Awards is completely free of charge, with the only requirement being that every participating team needs to have at least one team member registered for the conference (ticket bought) to be considered during the nominee selection round, and later be present at the conference for any additional questions by the contest jury, as well as present during the Dev.Play Awards Gala.

8. Additional information

The Organizer reserves the right to change these conditions and regulations or to add and remove categories for the Awards, taking into account logistics, public interest and feedback. Any changes which would require awards participants to be notified in advance will be announced to the public in due time.