

## Conditions and regulations for the Dev.Play Indie Festival, Indie Expo and Dev.Play Awards

**Applicable for:** Dev.Play 2025 Anniversary Edition

**Event Date:** June 2-3, 2025

All participants of the Dev.Play Indie Festival, 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 Conference, 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](mailto:info@dev-play.ro)

[contact@rgda.ro](mailto:contact@rgda.ro)

### 2. Descriptions of Events (together, the “Dev.Play Indie Events”)

- The **Dev.Play Indie Festival** is an online showcase of independent games from Central and Eastern Europe countries (see eligibility criteria below). The Festival is hosted by one or multiple professional streamers, who play a curated selection of games throughout the event (typically, over 1 or 2 days, for 10 hours in total). The list of 20 games is curated by Dev.Play’s staff and Advisory Board, and/or any other expert appointed by the Organizer.
- The **Dev.Play Indie Expo** refers to the group of independent developers that are exhibiting their games in-person at the Dev.Play Conference.
- The **Dev.Play Awards** refers to any awards given to games participating at either the Indie Expo or Indie Festival. For the avoidance of doubt, the Dev.Play Awards is feature of Dev.Play and is not part of the Romanian Game Awards gala.

### 3. Eligibility Criteria for Dev.Play Indie Events

Release date: Only recently released (no earlier than 12 months before the Event Date) or “coming soon” games (final release date is no later than 1 year after Event Date), are eligible for participating at the Dev.Play Indie Events.

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

Dev.Play Awards Eligibility:

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

#### **4. Dev.Play Awards categories**

The best game at Dev.Play will be decided through a popular vote by the event participants.

Depending on the number of games available and potential sponsorships, the organizer may introduce additional categories and/or a specialized jury.

Potential categories include: Best Game Design, Best Visuals, Best Innovation, Best Mobile Game, Best Game of the Show.

#### **5. 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.

#### **6. Jury**

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.

Some event categories may require the formation of a formal jury. In this case, 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.

#### **7. 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 Awards ceremony.

#### **8. Free participation**

Participating at the Dev.Play Indie Events is included in the Dev.Play ticket, 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.

## **9. 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.