

Indie Prize Showcase is a scholarship program to support indie developers. Casual Connect offers participants an opportunity to learn and network with other indie game developers and showcase their games, talents and ideas to publishers and potential partners.

1. INDIE PRIZE SHOWCASE PARTICIPANTS RECEIVE:

- 1.1. Table space in the Indie Prize Showcase area to showcase their games 60*90 cm along with 100 world's best indie developers
- 1.2. 2 all-access passes to Casual Connect which grants access to the Indie Prize Showcase, lectures and parties
- 1.3. Free accommodation in a local hostel during the event. We order the limited number of free beds (up to 100 for each show), first come - first serve.
- 1.4. A chance to win the trophy and valuable prizes from our sponsors at the Indie Prize Awards Ceremony
- 1.5. A possibility to write a postmortem for gamesauce.com
- 1.6. A possibility to set up meetings with all the attendees of Casual Connect through the Pitch & Match meeting system
- 1.7. Live stream your game on our [Casual Connect Twitch channel](#)

2. CRITERIA FOR SUBMISSIONS:

- 2.1. Game must be in a playable form.
- 2.2. Company is independent with the majority owned by the team. Team has sold less than 50% of the company to outside investors.
- 2.3. At least 50% of the submitted game IP must be owned by the development team.

IMPORTANT: Applicants MUST be able to attend Casual Connect. There are a limited number of spots at each Casual Connect event, so apply early.

3. STEPS FOR PARTICIPATION IN THE INDIE PRIZE SHOWCASE:

- 3.1. Fill in the submission form on indieprize.org
- 3.2. Confirm your participation within 72 hours of receiving a confirmation letter
- 3.3. A member of your team will need to remain at your showcase spot for the duration of the conference during all three days of Casual Connect from 9am till 5pm

4. INDIE PRIZE PARTICIPANTS' OBLIGATIONS:

- 4.1. Showcase your game at the Indie Prize area during all three days of the Casual Connect from 9am until 5pm

- 4.2. Be present at the Indie Prize Awards Ceremony
- 4.3. We encourage Indie Prize participants to wear Indie Prize T-shirt during the showcase time and at Indie Prize Awards
- 4.4. Inform organisers if you are unable to participate. If your team is not able to attend and you do not inform the organizers, your team will not be able to participate in future Indie Prize Showcases.

IMPORTANT: IF YOU ARE SELECTED, AFTER RECEIVING A CONFIRMATION EMAIL YOU MUST CONFIRM YOUR PARTICIPATION WITHIN THE NEXT 72 HOURS OTHERWISE WE WON'T BE ABLE TO PROVIDE YOU WITH A SPOT

Indie Prize judging process consists of two parts:

5. SHOWCASE SELECTION PROCESS

Our judges preview all game applications and we extend invitations to those teams that receive the highest ratings from the judges. Casual Connect provides the chosen participants with a scholarship to participate in the Indie Prize. If your team is selected by the judges, you will receive a letter with further information for your team one month before the conference.

Judges receive a list of the submitted games a few weeks before the deadline so that they can start playing games and take notes (you can find the list of judges on indieprize.org).

After the submission is closed, judges have 10 days to finish with their feedback and send scores for each game that was submitted. Judges have the following information about each game: the game's title, links to a gameplay video and a link to download the game. We have a rating system: each game is evaluated for 5 main categories: Audio, Innovation, Game Design, Art and Narrative. Then all the games are sorted by the highest scores. The first 100 games – they are the lucky finalists – receive the confirmation email with further details on how to receive their scholarship to participate in Indie Prize.

The next 30 games on the list will be put into the first waiting list and will be provided with free passes for two developers to attend the conference to ensure that they will be able to showcase their games if someone from the main list isn't able to come. This is done so that they can start arranging their trip right away! The special developer pass

includes entrance to all lectures, mingles and parties, a special listing in the meeting system under the developer category and access to a shared meeting and lounge area for them to demo their games via pre-arranged meetings.

We have several different ways to have the remaining games still be a part of Casual Connect. We do this by giving different options to visit the conference for free: [volunteering](#), the option to buy a discounted pass for those who applied or the chance to be a part of [Premium Dev Showcase](#) that is an upgraded option of Indie Prize showcase.

We form the list of Indie Prize Showcase participants based on the judges' feedback. We then send confirmation to all of the top ranking applicants. Also, we begin a wait list in case of any cancellations. Indie Prize participants must confirm their participation within 72 hours after receiving the confirmation email to participate in the Indie Prize Showcase.

Please look through the recommendations from our judges for making a good video for the Indie Prize selection <http://bit.ly/buildingabetterpitch>

Please make sure that the link you provide in your submission will allow all judges to access your game build. When judges do not have an access to your build, they are only able to watch your video to decide whether or not to include your game in the [Indie Prize](#) showcase.

6. CHOOSING THE WINNERS

After we receive confirmation from the selected applicants, we form the final list of participants for the showcase and share it with all the judges according to the nomination categories that they will judge.

Judges fill in the form with the games' titles they consider to be the best in the corresponding nomination with the points from 1 to 4 with 4 being the best possible score. We tally up the points from all the judges and the game that receives the most points will win. The games that were taken to the Indie Prize from the waiting list do not take part in the contest for the best game.

7. AWARDING

The attendees will determine the Best Game in Show at the conference by playing the games at the showcase, Indie Prize Awards was created to highlight the games from the Indie Prize showcase so it will be really sad to have an empty spot if we still have those who won't come in the list for Indie Prize. We would better give the opportunity to other developers next in the waiting list to showcase the games.

The winners are announced and awarded at the Indie Prize Awards Ceremony during the Casual Connect conference.

If you have any further questions feel free to mail us at indieprize@greenlitcontent.com
Hope to see you and your games soon at the Casual Connect!