



15 countries
visions
games

Enter Africa Video Game Co-production Platform

Jointly organised by Enter Africa, Goethe-Institut and Spielfabrique

TERMS & CONDITIONS OF THE FIRST CALL FOR PROJECTS

30 October 2019



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Acceptance of the Terms & Conditions

The following terms & conditions establish the rules of participation in the video game projects selection of Enter Africa in collaboration with the Goethe-Institut and SpielFabrique. Participation in the call for projects implies acceptance of these terms & conditions, with neither exceptions nor conditioning factors and of any decisions potentially made in this respect.

Objectives

The Enter Africa competition seeks to select and promote video game projects of African studios or African game developers from the 15 sub-Saharan African countries of the Enter Africa Network. The Enter Africa competition follows 3 objectives:

- To create a pipeline of African video game studios, start-ups and game developers from the Enter Africa Network;
- To select two video game projects (concept and/or prototype);
- To foster co-production between the selected applicants and European studios and/or video game developers in order to commercialise one or two African video games.

Rules of participation

1. Participants

The competition is mainly intended for:

Entrepreneurs, who must:

- Be older than 18 years as of 30/10/2019.
- Have their legal residence in one of the following 15 African countries of the Enter Africa Network: Burkina Faso - Cameroon - Democratic Republic of Congo - Ethiopia - Ghana - Ivory Coast - Kenya - Namibia - Nigeria - Rwanda - Senegal - South Africa - Tanzania - Togo - Uganda.
- Have the intention to develop their project in a co-production with a European partner.

Studios, which must:

- Be incorporated in one of the following 15 African countries of the Enter Africa Network: Burkina Faso - Cameroon - Democratic Republic of Congo - Ethiopia - Ghana - Ivory Coast - Kenya - Namibia - Nigeria - Rwanda - Senegal - South Africa - Tanzania - Togo - Uganda.
- Have the intention to develop their project in a co-production with a European partner.

Working associations of several entrepreneurs/studios:

- Each entrepreneur has to be older than 18 years as of 30/10/2019
- Each entrepreneur/studio must have their legal residence/registration in one of the following 15 African countries of the Enter Africa Network: Burkina Faso - Cameroon - Democratic Republic of Congo - Ethiopia - Ghana - Ivory Coast - Kenya - Namibia - Nigeria - Rwanda - Senegal - South Africa - Tanzania - Togo - Uganda.
- Have the intention to develop their common project in a co-production with a European partner.

2. Language of the selection

Applications have to be sent in English or French.

3. Projects

Enter Africa seeks to identify the best video game project. The proposals can be:

- A video game concept; **or**
- A video game prototype.

Application framework

1. Call for projects on the F6S online platform - Enter Africa pipeline administrated by SpielFabrique

Every applicant has to create an account on **F6S** in order to apply to the pipeline: <https://www.f6s.com/enterafrica/about>.

The projects can be presented individually or as a team and in English or French. If the project is being presented as a team, each team must appoint a representative, who will be the person in charge to complete the form and the official communication with the Selection Coordination Team.

2. Application period

The call for projects on F6S will be open from 30.10.19 to 15.12.19 23:59h (Central European time, UTC+1).

3. Application form

a. Complete the application form on F6S online platform

Every applicant to the Enter Africa pipeline should complete an application form on the F6S platform, in English or French. The application form will have 10 sections as shown in the following table:

1. Game pitch	1500 signs max.
2. Team description	1500 signs max.
3. Game description	3000 signs max
4. Creative direction	1500 signs max
5. Key features	1500 signs max
6. Target audience	1500 signs max
7. Market positioning	1500 signs max
8. Production plan	1500 signs max
9. Budget	1500 signs max
10. Motivation for co-production	1500 signs max

b. Video

Every applicant must also upload a video of maximum 3 minutes attached to the application form on F6S, so that they can present their project in a more creative way. The video should contain at least a team presentation, a pitch of the game and should present their motivation for a co-production.

c. Prototype

In case of a project with a prototype, the applicants will have the possibility to upload a launchable “Alpha Build” of their prototype in a zip file in the game description section of the application form.

Once the complete documentation has been received, we will send you an email validating your registration to participate in the Enter Africa selection.

4. Conditions of the project content

The participants guarantee that the works and their content voluntarily submitted to the selection (including the different summaries or presentations) do not violate the rights of third parties, and have, where appropriate, all of the authorisations necessary to participate in the competition. They furthermore guarantee that they are not offensive or insulting, that they do not incite violence or racism or violate the fundamental rights or public freedoms recognised by applicable laws, or the laws on the protection of children and youths, and that they neither constitute nor imply interference in the personal or family privacy of individuals or violate the right to honour of third parties or the duty to secrecy of communications or contravene existing regulations. Similarly, the participants guarantee that the projects presented will not use a sexist approach towards language and the processing of images.

Any proposals failing to meet this condition will be excluded from the Competition.

Selection

1. Initial filtering process

As observers of the selection, the Goethe-Institut and SpielFabrique will guarantee that the selected projects respect the application conditions and the framework of the Enter Africa selection. Only projects which respect those conditions will be submitted to the short list of projects selection. The initial filtering will submit a long list of projects to an expert panel by 17.12.2019.

2. Short list of projects selection

a. Expert panel

Between 17.12.19 and 10.01.20, a panel of video game experts from Europe and Africa will analyse the applications and create a short list (max. 30% of the long list), which will be presented to the final jury. Depending on the level of participation, the panel may change the number of selected projects in the short list.

The panel of experts should include 6 professionals and experts of the video game and cultural industry from different countries in Europe and in Africa:

- 3 experts chosen from the expert network of Goethe-Institut
- 3 experts chosen from the experts network of SpielFabrique (e.g. from Belgium, Finland, France, Poland, Sweden, Germany)

b. Evaluation

The panel will give a maximum of 25 points to an application and minimum of 0 points. The points are distributed according to 5 evaluation criteria as shown below:

1. Quality of the team	/7 points
2. Quality of the concept/prototype	/6 points
3. Relevance of market analysis	/3 points
4. Ambition as a company	/3 points
5. Interest in co-production	/6 points
Total	/25 points

The note will be given on the base of the application form and video submitted by the applicants to the F6S platform.

3. Final jury

a. Jury process

By 10.01.2020, selected projects will receive an invitation to the final selection process, and the members of the final jury will receive the short list of selected projects. On 13.01.2020, the teams of the selected projects will have to pitch their projects online in front of the final jury for max. 15 min. including questions.

b. Members of the jury

The jury will be composed of 6 video game experts, 3 from Europe and 3 from Africa. They are chosen by the networks of Goethe-Institut and SpielFabrique. Members of the jury will be different from the members of the panel.

c. Evaluation

Each member of the jury will give an overall score of 5 points to the pitch taking into account the same criteria as in the selection of the short-list.

d. Results

The results (two selected projects) will be announced on 15.01.2020.

Relations between the selection organisers and the participants

Each participating team must appoint a representative to complete the project registration form and with whom Goethe-Institut and Spielfabrique will exchange official communications. This person must be over 18 years of age and be able to express him- or herself fluently at all levels in French or English. The person will also act as the business project leader and will proceed with sufficient dedication for the duration of the selection.

The appointed representative for each project will have the sole responsibility for making decisions corresponding to the promotion/studio team during the Competition and related to their project.

Should the selection observer notice a repeatedly negative attitude in the appointed representative, the latter could eventually be expelled from the Competition with no right to compensation or damages of any kind from the Enter Africa video game projects selection and the organisers (Enter Africa, Goethe-Institut and Spielfabrique).

Negative attitudes can include, among others, a lack of availability or communication, failing to attend the pitching event or to provide any additional information requested within the given time and in the adequate format.

Other conditions

The participants undertake to accept and obey the terms & conditions of this Competition. Submitting a business project implies the expression and formal acceptance of the requirements and obligations stated herein.

Enter Africa, Goethe-Institut and Spielfabrique will solve any doubts arising from the interpretation of these terms & conditions. Its decision will be final.

Intellectual and material property of the projects

The intellectual and material property of the projects or ideas developed belongs to the creators of the project; the same applies to their industrial exploitation.

Confidentiality policy

The contents of candidatures presented to the Enter Africa video game projects selection, and all documents and information of any kind provided, will be confidential in nature, and as such will be processed by the bodies promoting the selection. The participating studios and individuals give their general consent for the use of the basic project data by the selection team, the expert committee and the final jury during the evaluation and selection processes envisaged in these terms and conditions.

The participants agree, as a general rule, to the sharing of the basic company data and contact details with a view to disseminating, immersing and connecting the studio with companies and agencies.

Content

The participating studios and entrepreneurs authorise the institutions promoting the selection to use their name and image in advertising material related to the selection, including on the Internet, with no right to any payment whatsoever in exchange.

Communications

All notifications related to the Enter Africa video game projects selection, including the list of finalist projects and the winning project, will be published on the websites of Enter Africa, SpielFabrique and Goethe-Institut as well as associate social networks. The participants will validate all communications sent by the selection team by email to the address of the representative appointed for each project as identified in the registration process.

Complaints

Any doubts arising from the interpretation of these regulations will be solved by SpielFabrique Management.