



Conditions of participation Deutscher Computerspielpreis 2020

On behalf of the **holders of the Deutscher Computerspielpreis**,

- the **Federal Government**, represented by
 - o the **State Minister for Digitalisation, Ms Dorothee Bär MdB**,
 - as well as
 - o the **Federal Minister of Transport and Digital Infrastructure, Mr Andreas Scheuer MdB**,
 - and
- **game – the German Games Industry Association e.V.**

calls the award office German Computer Game Award

- Developers and publishers of high-quality computer games *made in Germany* as well as
- Developers and publishers of high-quality international games, and
- Pupils and students who have created a game prototype,

in the period from January 6th 2020 to January 23rd 2020

to propose this for an award.

I. Award office

The award office provides comprehensive support and advice to entrants on all questions relating to submission to the Deutscher Computerspielpreis.

AWARDBÜRO DEUTSCHER COMPUTERSPIELPREIS

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II. Eligible games

The following admission requirements must be fulfilled for a prize to be awarded:

First admission requirement:

- In the national categories (see Section III, Categories 1 to 9), games can be submitted which have been developed predominantly in Germany, i.e. as a rule at least 80% of them. This is affirmed in lieu of oath by the submitter(s). The award office will implement a plausibility check.
- In the international categories (see Section III, Categories 10 and 11), games may be submitted which have appeared internationally, i.e. in at least five of the world's most important countries



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of the computer and video game industry, or which will appear in accordance with the provisions listed below. These countries include the United States, Japan, South Korea, China, Germany, France, United Kingdom, Italy, Spain, Russia and Poland.

The award office will carry out a plausibility check and, if necessary, ask the submitters for evidence, e.g. localizations or age ratings of the respective countries/territories.

- In the category Audience Award (see Section III, Categories 15), all nominated matches as well as the additional matches proposed by the award office and the organizers will be put to the public's vote. Submissions directly to the Audience Prize category are not possible.

Second admission requirement:

Ensuring the protection of minors:

In principle, any game in Germany that has an age rating from the Entertainment Software Self-Regulation (USK) can be awarded a prize. If an age rating is not yet available at the time of nomination, the award office will tacitly submit relevant winner titles to the USK for age rating. Furthermore, the award office will tacitly submit the nominees of the category Best Family Game to the USK in advance for age rating if they do not yet have one (max. "released from 12 years according to §14 JuSchG"). The submission fee will be covered by the USK. The award office and USK will forward the age rating to the entrant after the award ceremony.

III. Prize categories

The Deutscher Computerspielpreis is awarded in the following **prize categories**:

- 1) Best German Game
- 2) Best Family Game
- 3) Young Talent Award: Best Debut and Young Talent Award: Best Prototype
- 4) Best Innovation and Technology
- 5) Best Game World and Aesthetics
- 6) Best Game Design
- 7) Best Serious Game
- 8) Best Mobile Game
- 9) Best Expert Game
- 10) Best International Game (without endowment)
- 11) Best International Multiplayer Game (without endowment)
- 12) Player of the Year (without endowment)
- 13) Best Studio
- 14) Special Jury Prize (without endowment)
- 15) Audience Award (without endowment)



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The definitions of the price categories can be found online at www.deutscher-computerspielpreis.de/kategorien.

IV. Submission of computer games

A game may only be submitted once for the Deutscher Computerspielpreis.

Add-ons / Downloadable Contents (DLC), which extend the action and/or equipment possibilities of a game more than only insignificantly, may be submitted.

The submission of a game in several categories is permitted.

The submission must be received in full by the Award Office by January 23rd 2020. If copies and/or documents are sent by post, the postmark will be accepted. Late submissions will not be considered.

Only natural and legal persons who are entitled to the rights of use required for submission are entitled to submit entries. The submission and the procedure are carried out in German or English.

Digital games that have appeared or will appear after the end of the submission phase of the previous award period and no later than the day of the award ceremony of this year's award can be submitted.

For clarification, the release date of the game must be between January 18th 2019 and April 27th 2020.

If a game has not been completed until the relevant jury meeting, it must be in a sufficiently playable, sampleable and assessable condition at that time. This will be assessed by the award office. If the submitted title is not sufficiently suitable for sampling, the Award Office will seek an advisory discussion with the submitters and, if necessary, postpone the game by mutual agreement for the following award period (DCP 2021) if no technically satisfactory solution can be found. In addition, the expert jury is free to defer a title that has not yet been sufficiently completed for evaluation to a possible submission in the following award period. The title is therefore deemed not to have been submitted, so that the ban on multiple submissions does not apply in this case either.

The submission is made using a tool available online at www.deutscher-computerspielpreis.de. Submitters first set up a user account. In a second step, a series of information and assets about the game are queried, which can be made available directly online.

A submission must be justified in each case in order to facilitate a comprehensible selection process. The reasons should refer to the category definition (www.deutscher-computerspielpreis.de/kategorien).



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In the "Best Innovation and Technology" category, in addition to games, other innovations and technologies can be submitted, provided the innovation originates in Germany and is related to computer games. **In these cases it is mandatory to contact the award office to discuss the details of the submission.** For submissions in this category, the concrete innovation or technology must be described in all submissions in order to be considered by the jury.

The award office must be provided with **eight copies of the submitted game per category per game**. These are required for the following purposes:

- One copy for technical review,
- One copy for content review,
- Four copies for expert jurors in the category,
- One copy for presentation at the jury meeting and
- One copy for the archive of Deutscher Computerspielpreis at the International Computer Game Collection.

Games are judged by a jury of four experts. Up to three games per category are nominated, i.e. they are proposed to the main jury for an award.

If a game is nominated, additional copies may be required for the main jury. The award office will contact the submitters of nominated games and request additional copies and/or codes. If the additionally requested copies are not made available in time for the main jury, the game may not win.

At the end of the submission process, the submitter(s) must generate a PDF with the affidavit (see "Affidavit"). This must be signed and sent to the award office by post or e-mail by the closing date January 23rd 2020. After submission, the affidavit can also be created again in the profile under "My submissions" for all submitted games.

Attention: **If the affidavit is missing, the submission is considered incomplete and cannot be considered.** Questions regarding the affidavit should be directed to the award office via mail or telephone.

V. Submission for the Young Talent Award: Best Debut

Basically, a game may only be submitted once to the Deutscher Computerspielpreis.

The submission is made with the help of an online tool at www.deutscher-computerspielpreis.de. Submitters first set up a user account.



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A debut game is a game of a developer who has brought a relevant game onto the market for the first time or whose game will be published by the day of the award ceremony (April 27th 2020) in accordance with the rules of the prize. The game does not have to be the very first game of the development team.

Otherwise, the general submission requirements for games are valid (see Section IV).

VI. Submission for the Young Talent Award: Best Prototype

A game may only be submitted once to Deutscher Computerspielpreis. A prototype may, even if it has been awarded a prize in a previous year, be submitted once as a game.

Pupils and students of German educational institutions can submit prototypes in the category "Young Talent Award". Individuals as well as groups can submit entries. Company spin-offs of students who have not yet published a game commercially may also submit entries. Submitted prototypes must not have been or will not be published on itch.io or the like by the time of the award ceremony (April 27th 2020), not even as closed alpha. However, the publication of games / project work for the purchase of a sham in education / studies does not exclude a submission.

The submission of a prototype in the category Young Talent Award excludes the submission of games in other categories of Deutscher Computerspielpreis in the same award period. **For clarification: Whoever submits a prototype may not submit a game in another category in the same year.**

The submission will be made using a tool available online at www.deutscher-computerspielpreis.de. Submitters will first set up a user account.

A playable prototype (as a download link) including installation instructions and a description of the game content must be submitted. Design and scope are optional.

The submission must be received in complete to the award office by January 23rd 2020. If copies and/or documents are sent by post, the postmark will be valid. Late submissions will not be considered.

Entrants in the category Young Talent Award: Best Prototype declare on an additional form (affidavit) and under oath that they have made the prototype by themselves and only with the help of the designated tools, and that all features/aspects of the prototype, which have been taken from either this way or from the sense of other available works, have been identified by accurate information.



Attention: If the affidavit is missing, the submission is considered incomplete and cannot be considered. Questions regarding the affidavit should be directed to the award office by telephone.

Five projects will be nominated for the Young Talent Award: Best Prototype and the winner will be awarded with prize money. The remaining four nominees will receive a nomination fee.

VII. Proposal for Gamer of the Year

The prize without endowment "Gamer of the Year" is awarded to eSports Athletes, Let's Players or (ordinary) gamers who have distinguished themselves with special achievements. This can be a gaming performance, but also a commitment to the media of games, the community or society in general. A clear relationship to computer and video games must always be given.

For the category Gamer of the Year, any person may submit reasoned proposals within the published submission deadline.

A complete proposal includes:

- Contact details of the proposer (for queries):
 - Name
 - Mail address
 - Telephone number
- Nominating of a Gamer of the Year:
 - Name or alias
 - Social media account(s), e.g.
 - YouTube
 - Twitch
 - Facebook
 - Twitter
 - Instagram
 - or website(s)
- Link to the performance(s) to be evaluated by the jury
- Justification for the proposal (at least 600 characters)

The award office provides a suitable suggestion tool for this on www.deutscher-computerspielpreis.de.



VIII. Award Winners and use of Prize Money

Award winners may be natural or legal persons. The prize and the associated prize money will be awarded to the developer and, if applicable, the publisher of the awarded computer game. The developer will receive 70 percent of the prize money and the publisher 30 percent of the prize money.

In the case of co-productions in which foreign developers or publishers are also involved, only the developer(s) or publisher(s), who are paying their taxes in Germany will receive the prize and the associated prize money. The exceptions are the international categories and the Audience Award, where foreign developers or publishers can also receive prizes. However, these categories are not endowed.

The date of submission is decisive for the allocation of prize money between developer and publisher. Any existing co-publishers or co-developers must be notified to the award office at the time of submission. Parties that are added later, i.e. after submission, will not be considered for the awarding of the prize money.

For games, the prize money will be paid out under the condition and subject to the following:

- the awarded game will be released by April 27th 2020 at the latest,
- the awarded game in the category Best Family Game gets the necessary USK 12+ age release,
- the award-winner submits a declaration of commitment to the Federal Government by completing a form confirming that the prize money will be used in its entirety for the development of a new computer game complying with the admission requirements and quality criteria of Deutscher Computerspielpreis, and
- the award-winner agrees in written to provide the BMVI with a suitable proof of use for the prize money within two years of payment of the prize money or otherwise to reimburse it.

If one of these requirements is not achieved, the award will be withdrawn and may not be further used.

In the case of prototypes, the prize money will be paid out under the following conditions and proviso:

- the award-winner submits a declaration of commitment to the Federal Government by completing a form in which it is confirmed that the prize money will be used in its entirety for the implementation of the prototype or parts of it or for the development of a new, different computer game, and
- the award-winner agrees in written to provide the BMVI with a suitable proof of use for the prize money within two years of payment of the prize money or otherwise to reimburse it.

If one of these requirements is not achieved, the award will be withdrawn and may not be further used.



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IX. Award Ceremony

The award ceremony will be held on April 27th 2020 in Munich. Entrants of nominated games are invited to send two representatives (usually publishers and developers) to attend the award ceremony. The award office will obtain the appropriate names and addresses from the entrant to send the invitations.