



EPIC MegaGrants Recipient

**NETINFO**  
ÉCOLE D'ART ET DE TECHNOLOGIE

## AfricanGameDev Project : RULES of participation

### Article 1: Organizers and partners

AfricanGameDev is a project initiated by NETINFO, African school of 3D and video game development supported by Epic Games as part of Epic MegaGrants.

This project will be implemented in partnership with companies, schools, universities and organizations from more than 7 African countries who wish to develop the skills of young people passionate of the video games creation and thus offer them new job opportunities and help them creating their StartUps.

This project will be carried out 80% online and 20% face-to-face. It will run from October 2020 to March 2021.

This project is a package including:

1. Training sessions,
2. Program for the prototypes production
3. Events.

### Article 2: Goals

This project aims to:

- Train young Africans in Unreal Engine and nodal coding (blueprints)
- Provide support and adequate solutions to everyone who will strengthen the video game industry on the continent
- Produce video game and immersive application prototypes based on African storytelling
- Being able to present their work, network and interact globally
- Build a community of video game developers, strengthen partnerships and connections between African ecosystems, and organize events across the continent.
- Strengthen interactions, collaboration, creation and innovation between African countries around video games
- Exposing the skills trained in the international video game market in order to get them jobs or future partnership projects
- Bring these young people towards employability and entrepreneurship



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- Create, promote the richness of historical content and the cultural diversity of the continent
- Participate through serious games in the development of African educational content

### **Article 3: Eligibility**

The AfricanGameDev project is open to:

1. Universities: we target universities of IT development, Architecture, Art, etc ...
2. Schools and technological institutes
3. Startups and innovation networks, incubators, video game development associations, ...
4. All young creatives, artists interested in the video game industry

### **Article 4: Calendar**

The key dates of AfricanGameDev are as follows:

- September 15: Launch of the call for applications
- October 30-31: Launch events
- November 06: Announcement of the teams selected to participate in the program.
- November 16: launch of the training cycle.
- January 18: Launch of the production cycle.
- April 10: Closing event.

### **Article 5: Terms of participation**

Access rights to the call for applications for this program are free.

Those who wish to participate in this program will do the following:

1. Compile your application file with the following documents:
  - a) The confirmation of participation form duly completed and signed by the project or team leader



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b) These regulations duly signed by the project manager, indicating their name / surname and the number of their identity document

c) The "Image rights" and "Use of the project for communication" form duly completed and signed by all applicants and the project manager.

NB: The application must not exceed the deadline for receipt of applications mentioned in article 4;

#### Article 6: Composition of the Jury

The team selection jury is made up of professionals from the video game industry and audio-visual production.

#### Article 7: Selection process

The projects will be evaluated according to the following criteria:

Date	Steps
October 30 and 31	Registration to participate in the launch event and presentation of the idea
November 06	Publication of the list of young people who will participate in the training
November 16	Start of training
January 16	Publication of the list of teams who will be supported for the production
January 18	Start of support for production
April 10	Presentation of prototypes
April 17	Closing event

#### Article 8: Engagement of candidates

Applicants agree to:

- Accept in full the terms and conditions set by these regulations;
- Guarantee the sincerity and truthfulness of the information they provide on honor, any imprecision or omission likely to introduce an erroneous judgment will result in the cancellation of the application file;
- Be present at the closing ceremony;
- Participate in public relations and press and media operations relating to the competition;



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- Expressly authorize AfricanGameDev and all its partners to use and distribute their images (via the communication media of this competition);
- Make the source files of the projects available to AfricanGameDev.

### **Article 9: Nature of the prizes**

Training and support will be completely free.

Search for sponsors and investors for the projects to be selected.

### **Article 10: Intellectual Property**

The intellectual property and the rights relating to the creation belong to the participant (s). The participant guarantees that his creation is his own and that it does not infringe any rights of third parties. He notably assures AfricanGameDev and its partners of the following:

- The participant or group of participants is the exclusive author of the creation;
- The creation does not infringe the rights of third parties;
- On the date of presentation of the creation, the participant or the group of participants is the sole owner of the intellectual property of the creation;
- The creation was not created for a professional activity or for the provision of a service to a third person.
- The participant releases AfricanGameDev from any liability in the event of a claim by a third party claiming an infringement of its rights and expressly guarantees AfricanGameDev the reimbursement of all damages, costs, and possible convictions (including legal and legal fees. procedure) in connection with such claims.
- Participants expressly authorize AfricanGameDev, free of charge, to publish, communicate, exhibit and disclose orally, graphically or in writing the creation presented within the framework of this contest.
- Each participant agrees to be publicized (photo, CV, etc.) and authorizes AfricanGameDev, free of charge, to exploit their image rights on all communication media attached to this project.

### **Article 11: Acceptance of the rules**

Participation in AfricanGameDev implies full and unreserved acceptance of these present regulations and any amendments thereof, forming the contractual law between the parties. In the event of force majeure, AfricanGameDev reserves the right to postpone, shorten, extend or cancel this project without its liability being incurred as a result.

Candidates refrain from any claim or request for compensation in this regard.



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Last name and first name	
Institution / School / University	
Date	
Signature	