<u>Game Expo Participation Rules</u>

<u>Base Rules</u>
1. University teams must be **undergraduates**.
2. Game should only have been proactively worked on during the semester (Minor deviation acceptable).
3. Game concepts should be original and not a clone or a "fan" game of any well-known brands.
4. Games cannot be 18+ NSFW (Children may be present).
5. Art is encouraged to be created by the team; however, free or paid art assets are allowed.
6. Game cannot resemble any tutorials. (Such as Brackey's)
7. Your game cannot contain hateful, derogatory, or bigoted content.
8. You may not use AI art, writing, audio, or code in your game.
9. You may not make NFT games.
10. We have the right to remove any submission for violating submission rules.
11. Your team must consist of no more than 4 people.

<u>Presentations:</u>
1. **The dress code is <u>Business Formal!</u>**
2. Teams must provide their own computers and hardware.
3. Tables will be roughly 2.5 by 4.5 feet.
4. Teams are encouraged to have two computers for visitors to play.
5. Teams should have table decorations that attract visitors to their booth.
   a. Examples include but are not limited to: Large poster, Gonfalon, Balloons
6. Teams should have a quick elevator pitch prepared and pro-actively invite visitors to play their game.
7. All visitors will be given a sheet with all the games present at the game expo – once a visitor plays a game, the team will give them a sticker/stamp or something to indicate that they have visited that team.

<u>Contest and Judging:</u>
1. The visitors will cast votes for popular favorites.
   a. This will only count toward "Public Choice Award".
2. Judges will evaluate the different games with the following criteria:
   a. **Visuals**: How the game looks. Can be a judgement of the general presentation, art, modeling, animations, and more.
   b. **Audio**: How the game sounds. Can be a judgement of the sound effects, ambience, and music of the game, as well as how much it fits with the feel of the game.
   c. **Gameplay**: How fun the game is. How the controls feel with the game mechanics and how fun of an experience the game is.
   d. **Novelty**: How unique the game is. If the game idea fits neatly into a genre and feels like it's been done before, it may score poorly. If the game idea makes you wonder how it wasn't done before, it may score well.