

Pitching Session Rules and Regulations – Reboot Develop Blue 2022

Dubrovnik, Croatia, September 29th to October 1st, 2022

Participants of the Reboot Develop 2022 Blue Pitching Session must comply with the terms and conditions defined in the following articles listed in the **Reboot Develop Blue 2022 – Pitching Session Rules and Regulations** document.

Reboot Develop Blue 2022 Pitching Session.

1. Organizer

The organizer of the **Reboot Develop Blue 2022 Pitching Session** is **Reboot** represented by **Digital Adventure LLC** company.

2. Pitching Session

All participants who hold Indie Package will have an opportunity to apply for the pitching session at Reboot Develop Blue 2022. The opportunity to pitch your project to designate publishers/investors is not mandatory.

Pitching Session will take place at the dedicated place later to be announce only to those who make the final selection after submission process finishes.

2.1. Pitching Session specifics

- Pitching Session will be conducted live in front of the official Pitching Session Jury
- Pitching session will be conducted in the series of five games/studios during each day of the conference
- Selected individuals/studios will be informed about the time (and place) of their pitching session within the ten days after the official submission deadline
- Selected individuals/studios will have only 5 minutes to pitch
- Pitching Session Jury will make a live feedback and ask follow-up questions immediately after each pitching session
- Selected individuals/studios are enrolled in Pitching Session competition by default, which means that pitching at the Reboot Develop Blue 2022 extends beyond just “regular pitching”, and all the selected individuals/studios are competing for the best pitch
- The winner will be announced during the Indie Award Ceremony and will be gifted an award

3. Submission process

- Pitching Session application is completely free of charge
- Submitted game/project can be developed for one or multiple of the following platforms – PC, Mac, Console, VR, AR, XR, handheld system and/or mobile platforms
- Company/studio or an individual is allowed to submit more than one project/game for the exhibition but **only one game will make the final selection.**
- Out of all submissions, only 15 games/studios will make the final selection and be able to pitch in front of the publishers/investors
- Submission process is conducted through google form document at the following URL - <https://forms.gle/kjT1Pa2v5WQXk5Qy8>

4. Deadline

The deadline is 15th of September - 11:59PM CEST time (or GTM+2).!

5. GDPR disclaimer

Reboot/Digital Adventure LLC is committed to ensuring the security and protection of the personal information that we process, and to provide a compliant and consistent approach to data protection. Therefore, all personal information (i.e. contact email, name, and surname) provided through this form will be used exclusively for the purposes of this application and communication with the representative of the legal entity (company/studio) or individual (non-legal entity) who provided the personal information. Personal information provided through this form will not be shared with the 3rd parties and/or Reboot (Digital Adventure LLC) partners (i.e. sponsors, publishers and/or investors) unless explicitly permitted by the company/studio representative or individual (non-legal entity) who provided the aforementioned information. All additional information related to our GDPR compliance can be obtained by contacting info@rebootdevelop.hr.