

Pitching Session Rules and Regulations – Reboot Develop Blue 2023

Dubrovnik, Croatia, April 24t - 26th, 2023

Participants of the Reboot Develop 2023 Blue Pitching Session must comply with the terms and conditions defined in the following articles listed in the **Reboot Develop Blue 2023 – Pitching Session Rules and Regulations** document.

Reboot Develop Blue 2023 Pitching Session.

1. Organizer

The organizer of the **Reboot Develop Blue 2023 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 2023. 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 announced only to those who make the final selection after the submission process finishes.

2.1. Pitching Session specifics

- Pitching Session will be conducted live in front of the official Pitching Session Jury
- The pitching session will be conducted in a 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 ten days after the official submission deadline
- Selected individuals/studios will have only 5 minutes to pitch
- Pitching Session Jury will make live feedback and ask follow-up questions immediately after each pitching session
- Selected individuals/studios are enrolled in the Pitching Session competition by default, which means that pitching at the Reboot Develop Blue 2023 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

- The 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
- A 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
- The submission process is conducted through a google form

4. Deadline

The deadline is 1st of April - 11:59 PM 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 providing 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.