



AMBASSADE
DE FRANCE
EN MALAISIE

*Liberté
Égalité
Fraternité*

SensARTS 2024



**Rules
and
regulations**

September 2024

1-Background

SensARTS 2024 -Game Jam Laut (GJL) is a friendly competition in favor of ocean preservation, organized and funded by the Embassy of France to Malaysia (“the Organizer”), with the financial contribution of the Fonds Innovation.

GJL takes place in four different locations across Malaysia: KL, Terengganu, Sarawak, and Penang. It will be hosted by four partner universities: MMU, UNIMAS, UMT and USM (“the Partners”). GJL also benefits from the support of three academic institutions for the scientific coordination of the event: UM, Swinburne University, and UMS. GJL includes two main steps:

- **GJL weekend**
 - o KL, Terengganu, and Sarawak (27-29 September, 2024)
 - o Penang (11-13 October, 2024)
- **GJL Festival**
 - o All locations: 23rd of November

During the initial “GJL weekend”, participating teams work together during 48-hours non-stop to develop the prototype of a **fun, science-based video-game, playable on a PC or a smartphone, and aimed at raising awareness on the value of oceans and the need to protect them**. Throughout the “GJL weekend”, participants will benefit from three masterclasses and three tutoring sessions.

At the end of the weekend, a winner will be designated in each local edition. The four laureate teams will have 5 weeks to finalize their video games and present them to the public and a jury during the “GJL festival”. During this period, they will benefit from mentoring through two online sessions (October and November) and financial support (about 1000 €/team, to be invested in the game).

GJL is an inclusive space aimed at fostering collaboration and creativity. Respect, tolerance and courtesy are of the uttermost importance. No disrespectful, aggressive, discriminating or hateful behavior will be tolerated in any location, through Discord or any social media.

Such behaviors will result in immediate exclusion from GJL.

2- Jammers

Participation in GJL is open to everyone, whether they are students, researchers, professionals, entrepreneurs, freelancers, job seekers, etc.

Jammers must be aged 18 (EIGHTEEN) years and over on the day of the event.

The number of places is limited in each local edition:

- Terengganu, Penang and Sarawak: 30 participants in each location;
- KL: 18 participants.

Each multidisciplinary team has a maximum number of 6 members, including a leading scientist.

Teams will be formed on the day of the event (or few days before the event depending on the location), following the Jammers' interests and inclination toward the research projects of the leading scientists. Each team must be multidisciplinary and should include a variety of profiles so that the development of a functional prototype can be achieved:

- Game programmer, programmer, coder;
- Game designer/developer;
- Game artist (animator, 2D artist, 3D artist);
- Digital artist, graphic designer, multimedia specialist;
- Sound engineer, composer, musician;
- Science communicator, outreach or communication specialist.

3-Registration to GJL

Registration is performed individually through the dedicated platform, on a first-come, first-served basis. The organizer will confirm receipt of their registration by email to the address stated by the participant on their online form.

The Organizer and Partners reserve the right to: (1) refuse any registration request which is incomplete or does not meet the requirements and (2) reject any person as a participant for reasons of security or compliance with the present rules.

By submitting the registration, Jammers:

- Commit to be present at the venue during the entire duration of the initial "GJL weekend" and, if they are part of the finalist team of their local edition, to keep working with their team on developing the project over a five-week period, attend the online follow-up sessions and the final "GJL Festival".
- Accept the present rules thoroughly and definitively

Registrations are open from September 8th to 20th (exact dates will be precise on the website). No registration will be accepted after the deadline has passed.

Jammers will be asked for a financial contribution of 50 RM when they register.

Registration includes GJL exclusive goodies and the payment of all the meals during the GJL weekend:

- Breakfast and lunch on Saturday and Sunday;
- Dinner on Friday and Saturday;
- Cocktail reception on Sunday evening;
- Continuous supply of tea/coffee/water and snacks throughout the weekend.

Jammers who have confirmed their registration but wish to withdraw from GJL must notify the Organizers as soon as possible (gamejamlaut@gmail.com). The registration fee is not reimbursable but may be transferred to another participant, provided the request is made before September 23rd.

In order to do so, the registered Jammer must notify the Organizer via an email (gamejamlaut@gmail.com), with the new Jammer in cc. Once the new Jammer fills-in the dedicated form provided by the Organizer, the transfer will be confirmed.

4-Logistics

Jammers must attend with their own equipment and specific software for which they are solely responsible. Participants using proprietary software must ensure they have all the necessary rights so that the developed video game can be used freely. Communication will be mainly achieved via Discord: all Jammers should stay connected throughout the weekend.

Jammers are responsible for their own traveling costs to the venue of GJL, unless otherwise stated by the local Partner.

Each Partner will provide adequate facilities, including working spaces and separate resting areas for male and female jammers. Jammers should bring their own bedding (pillow, sleeping bag, blanket) and personal items (towel, change of clothes, medication, etc.).

Adequate internet and Wi-Fi connection will be available at each location.

5- Mentoring

The Organizer will provide Jammers with three online Masterclasses (MC), delivered by Malaysian and international experts. All participants should gather at the auditorium or the dedicated conference room at their location to attend all three MC.

For the Pitching workshop (PW), attendance of the entire team is recommended, but is only compulsory for 2 members/team.

Each Partner will organize Mentoring sessions (MS) on Friday afternoon, Saturday morning and Sunday morning – along with the pitching rehearsal session:

- MS#1: attendance of the entire team is compulsory;
- MS#2 and MS#3: attendance of the entire team is recommended, but is only compulsory for 3 members/team.

6- Winners of GJL

GJL aims at fostering the creation of fun, science-based video-games, playable on a PC or a smartphone, aimed at raising awareness on the value of oceans and the need to protect them.

At the end of the GJL weekend, on Sunday, the prototypes will be uploaded on the platform (itch.io) no later than 3pm. The teams' projects will be presented to a local jury in each host location. Each team will have 8 minutes to pitch their game and four local winners will be selected.

The projects will be assessed on the basis of:

- Functionality and accessibility of the submitted prototype;
- Scientific robustness (concepts, data, etc.);
- Potential impact of the game in terms of environmental awareness;
- Quality of the pitch;
- Potential and attractivity of the finalized game.

The winners of the local editions will benefit from a financial support to finalize their game over a 5-week period. Final projects should be submitted on the platform (itch.io) by the deadline:

- Finalist team from KL, Terengganu and Sarawak: October 4th (midnight)
- Finalist team from Penang: November 18th (midnight)

The final projects will be presented on all four locations during the GJL Festival (November 23rd).

The public and a jury will select a winning team.

An award will be offered by the Embassy of France.

7- Intellectual property rights

6.1 Jammers undertake to produce, during GJL, original creations which are not subject to third-party franchising, distribution or publication of any type under any conditions or format. They guarantee that the prototypes/video-games have not won awards or been sold elsewhere and that these will be original works of which they are the authors and do not infringe any intellectual property or other rights. Any Jammer infringing this guarantee will be immediately disqualified.

Jammers undertake not to hold the organizer liable in case a complaint is pursued by a 3rd party.

6.2 The Organizer and Partners will not acquire any property rights over the developed video games. The Organizer and Partners undertake to acknowledge and cite the Participants as the original contributors.

6.3 GJL is about experimentation, sharing, collaboration and learning from each other. All Jammers are expected to upload and share their prototypes/games, assets, source code etc.

Initial prototypes/games are uploaded under the Attribution-Non-Commercial-Share Alike 4.0 Creative Commons license (<https://creativecommons.org/licenses/by-nc-sa/4.0/>). This means that each team owns the original content and that GJL retains an original copy that may be made available for other people to download, modify and distribute for non-commercial purposes.

The finalized games, developed with the financial support of the Embassy, will be promoted by the Embassy during a one-year period; they will be made available, free-of charge, to structures including Alliance Francaise de Kuala Lumpur, Alliance Francaise de Penang, public libraries, universities, museums and schools.

6.4 GJL reserves the right to remove any uploaded games if the content is offensive or unsuitable. This includes but is not limited to: games with harmful or prejudicial themes related to gender, sexual orientation, age, ability, appearance, ethnicity, national origin, citizenship, socioeconomic status, or religion

8-Liability

Jammers must take all appropriate measures to ensure their own data/software stored on their IT equipment is protected against cyberattacks. They participate to GJL at their own risk.

The Organizer and Partners reserve the right to exclude any person disrupting the event or damaging the equipment or facilities.

Partners will ensure adequate security measures are implemented in each hosting venue. However, the Organizer and Partners are not liable for any items which are lost or stolen.

9-Personal data an image rights

8.1 The Organizer will need to collect and process personal data to ensure GJL proceeds smoothly. Data related to Jammers will be retained for as long as necessary to perform the operations for which they were collected, in accordance to the legislation in force. The Organizer and Partners are authorized to distribute the name of the winners, the name of the developed projects as well as their description via any medium for information purposes.

8.2 Jammers have the right to access, request and rectify or update their personal data. They may also erasure, object to and restrict, for legitimate reasons, the processing of their personal data. These rights may be exercised by Participants by sending an e-mail to the Organizer, accompanied by a proof of identity. The organizer will update, rectify or delete the jammer's data as soon as possible.

8.3 By registering to GJL, Jammers authorize the organizers to distribute and reproduce images of them and, if applicable, recordings of their voice captured during their participation at GJL, for internal and/or external communications with the exception of any purely commercial advertising. For a period of two years from the acceptance of the present rules. The beneficiary of this permission expressly states that they will not exploit it in any way which could be illegal or damaging.

If Jammers do not want their image or voice to be captured during GJL must, from the moment they are first present on GJL location, notify the Organizer and Partner.