

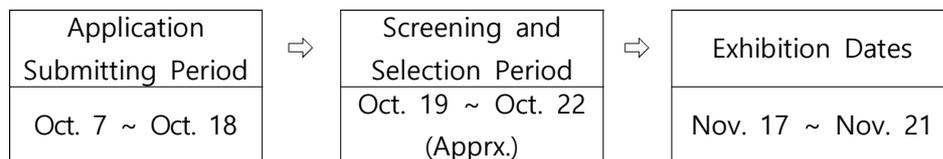
G-STAR 2021 Indie Game Exhibition Overview

1. Overview

- A. Date : 2021. 11. 17. (Wed) ~ 11. 21. (Sun) / 5 Days
- B. Venue : BEXCO, Exhibitional Hall 1(Expected), Busan, Korea
- C. Exhibition Type : Inside of BIC Showcase 2021 Exhibition Booths
(Offline Exhibition)
- D. Exhibition Target : Around 60 excellent local or International indie games
 - Includes about 30 exhibited indie games in BIC Festival 2021

2. Schedules

※Schedules can be changed due to internal matters



3. Exhibiting Games

- A. Selected Local & International Indie Games : 30 Games
 - Application Period : Oct. 7th (Thur) ~ Oct. 18th (Mon), 2021
 - Selection : Separate group of Reviewers will select the game
- B. BIC Festival 2021 Exhibited Games : Around 30 games
 - Currently, 53 Games are applied
 - Internal Selection in Progress
 - : Final Selection based on internal criteria such as direct exhibition and award nominations.

G-STAR 2021 Indie Game Application Process and Selection Rules

1. Application Rules

- A. Eligibility : Any Indie Game developer (company) over the age of 14.
- B. Recruitment Scale : Around 30 Games
- C. Application Rules
 - Domestic Participants (Developer) are required to participate in the Exhibition.
 - Overseas Participants are required to participate in the exhibition with representative in Korea (Required to submit the build)
 - Board Games and Speculative Games are not accepted.
 - Game that may have legal issues such as copyrights, license, plagiarism, and etc will be restricted.
- D. Exhibition Benefits : Exhibition Space, Accommodation Support will be provided.
Accommodation: Nov. 16 ~ Nov. 21, 5 nights (2 persons per 1 room, shared)

2. How to Apply

- A. Application Period : October 7th ~ October 18th 2021
- B. How to Apply
 - Submitted by email : indie@gstar.or.kr
 - Inquiries : +82-2-6203-1997
- C. Required Documents : Introduction of Studio and Game, Game Demonstration Video (refer to the form provided)

3. Selection Process

- A. Application Screening : Approx. October 19th ~ October 21st 2021
- B. Game Screening : Approx. October 22nd, 2021
- C. Standards for Screening

: Comprehensive Evaluation of Direct Exhibition, Suitability for indie games, originality, and completeness

D. Result Announcement : End of October (Results will be sent to individual email)

4. Others

- A. Multiple games can be submitted per team, but only one game can be exhibited.
- B. BIC 2021 exhibition section will be selected separately so duplicate game cannot be submitted twice.
- C. Even after the exhibition is confirmed, the exhibition may be restricted if problems such as plagiarism or copyright issues found afterwards.