

Terms & Conditions

Mobo Game Jam 2020

Mobo Game Jam is a global game-making challenge. Entrants must create a short game or game idea that fits the brief (<https://www.mobojam.org/>) and showcase it in a video submission that is no longer than two minutes. Entrants can use in-game footage, designs they have made, or a paper prototype.

Please read these Terms and Conditions (“Terms”, “Terms and Conditions”) carefully before participating in the Mobo Game Jam (“game jam”, “jam”) operated by Ukie Digital Schoolhouse (“us”, “we” or “our”). Your participation within the game jam is conditional on your acceptance of and compliance with these Terms.

Teams and individuals who have registered to participate in the jam will be referred to throughout these Terms as “entrants”, “their” or “they”.

By participating in the jam, entrants agree to be bound by these Terms. If entrants disagree with any part of these Terms, then they may not register for or participate in the game jam in any way.

If you have any questions about this game jam, please contact laura@ukie.org.uk.

REGISTRATION

1. Registration for the game jam is accessible via the dedicated webpage (<https://www.mobojam.org/>) and is free of cost for all entrants.
2. Entrants must register between **10.00 GMT on 17 December 2020** and **23.59 GMT on Thursday 4 February 2021**. Entrants that have not registered within this timeframe will be automatically disqualified from the jam.
3. Entrants that have registered their interest prior to 10.00 GMT on **17 December 2020** are still required to complete the full registration form (<https://www.mobojam.org/>) between 10.00 GMT on **17 December 2020** and 23.59 GMT on Thursday 4 February 2021.
4. Entrants are required to complete the full registration form before submitting their game.
5. Entrants can participate in the jam as an individual or as a team of no more than 3. All entrants in a team must be in the same age category (set out in sections 21 and 22 below).
6. Entrants that are part of a team are each required to register separately by the above deadline and each entrant must comply with these terms, in particular the **age restrictions and other eligibility criteria set out below**. Failure to do so will result in disqualification of that entrant's entire team.
7. Upon registration, entrants will receive an email with a link for submitting their game.

AGE RESTRICTIONS AND OTHER ELIGIBILITY CRITERIA

8. This game jam is only open to 8-18 year olds. This means entrants must be at least 8 years old and at most 18 years old on 23.59 GMT on Thursday 4 February 2021 to be eligible to participate in the jam. This is a strict age range and we reserve the right to disqualify any entrants that are not of the specified ages.
9. For clarity:
 - a. Entrants aged 7 years old may register and participate in the jam, but only if their next birthday is before 23.59 GMT on Thursday 4 February 2021; and
 - b. Entrants aged 18 years old may register and participate in the jam, but only if their next birthday is after 23.59 GMT on Thursday 4 February 2021.
10. All entrants must have written parental or guardian consent to register and participate in this game jam. Entrants must provide written evidence of such parental or guardian consent where requested and failure to do so may result in disqualification from the game jam and/or forfeiture of any prizes.
11. This game jam is open to residents from Nigeria and the UK only.
12. Each entrant may only be involved with one game submitted as part of this jam. We reserve the right to verify any entries and winners and may refuse to award prizes and/or disqualify entrants if entrants make or attempt to make any entry to this jam which is in our

reasonable opinion contrary to these terms or by its nature unfair to other entrants (e.g. involves cheating or hacking). Entrants must comply with all applicable laws at all times. This game jam is not open to employees or their immediate families of any parties associated with organising this game jam.

FORMAT

13. Entrants and their parents or guardians accept sole responsibility for adhering to safety measures as outlined by their local authority for COVID-19 during their participation in the Mobo Game Jam.
14. The game jam comprises of three main stages which include "Submission", "Shortlisting" and the "Mobo Game Jam Final" ("Final"). These stages take place online and entrants are not required to attend any physical events in person.
15. We reserve the right to change any dates and schedules in relation to the jam or its stages: "Submission", "Shortlisting" and the "Mobo Game Jam Final". Details of changes will be sent to all entrants at the earliest possible time.

SUBMISSION

16. Submissions will be accepted anytime between 10.00 GMT on **17**

December 2020 and 23.59 GMT on Thursday 4 February 2021.

17. Entrants can participate in the jam as an individual or team.
18. Only **one entrant** from each team is required to submit their game on behalf of their team.
19. Entrants are required to submit their game as instructed by us and as outlined in the FAQs (<https://www.mobojam.org/>) between **10.00 GMT** on **17 December 2020** and **23.59 GMT** on **Thursday 4 February 2021**. Entrants that have not submitted their game within this timeframe will be automatically disqualified from the jam.
20. Entrants may withdraw their submission from the game jam at any time by contacting laura@ukie.org.uk.
21. Entrants must submit their game in the appropriate age category: "Category 1: 8 - 11 yrs", "Category 2: 12 - 14 yrs" or "Category 3: 15 - 18 yrs".
22. Entrants that are part of a team must all be within the same age category as each other: "Category 1: 8 - 11 yrs", "Category 2: 12 - 14 yrs" or "Category 3: 15 - 18 yrs".
23. Submissions that have been shortlisted for the Final will be contacted via the email address provided upon registration.
24. Winning submissions will be contacted by Digital Schoolhouse and Kucheza Gaming via the email address provided upon registration.
25. We reserve the right to disqualify entrants if we deem any submission as inappropriate. For example, a submission should NOT:
 - a. use any obscene or indecent images or words including but not limited to nudity, pornography, profanity, drug references or gratuitous violence;
 - b. reflect any political images or stances;

- c. include any defamatory statements (including, but not limited to, words or symbols that are widely considered offensive to individuals of a certain race, ethnicity, religion, sexual orientation or socioeconomic group);
 - d. include threats to any person, place, business, group or nation;
 - e. invade privacy or other rights of any person, firm or entity; or
 - f. violate any applicable law or regulation.
26. Entrants must create a video no longer than two minutes that explains their game. This should include an explanation of their game, how they have addressed the brief and how they have met the success criteria outlined in the brief.
27. Entrants are required to submit a video game prototype or paper prototype alongside their video submission.
28. Entrants should submit their work in accordance with the submission guidelines.

Video Submission Guidelines (PC/MAC)

29. Video submissions should be submitted via a URL (web link) to a YouTube video that is marked as **“Unlisted”** - **this means that only those you share the link with will be able to view the video.**
- a. Entrants that do not have a YouTube account already are required to create one at YouTube (<https://www.youtube.com/>). Please note that third party platforms like YouTube have their own legal terms and conditions (which we suggest you and your parent or guardian read carefully before creating an account) and may have their own minimum age requirements, so entrants may need a parent or guardian to create an account on their behalf.

- b. Entrants can follow the steps outlined in the FAQs (<https://www.mobojam.org/>) to upload their submission.
- c. Upon submission, it is important that videos are marked as “unlisted” so that the video is not available to the public and only those who have access to the shared video URL (web link) can access that video.
- d. Submissions will be shared with Ukie initiative Video Games Ambassadors which is operated by Into Games for the purpose of coordinating entries for judging only.

Itch.io Submission Guidelines

- 30. Itch.io (<https://itch.io/>) is a platform for sharing independent video games and taking part in game jams (like the Mobo Game Jam). It means that other participants, judges, and friends can play the games that entrants have made, directly from itch.io.
- 31. Game submissions should be submitted via a URL (web link) to the Mobo Game Jam itch.io submission page:
 - a. Entrants that do not have an account already are required to create one at itch.io (<https://itch.io/>). Please note that third party platforms like itch.io have their own legal terms and conditions (which we suggest you and your parent or guardian read carefully before creating an account) and may have their own minimum age requirements, so entrants may need a parent or guardian create an account on their behalf.
 - b. Entrants can follow the steps outlined in the FAQs (<https://www.mobojam.org/>) to upload their submission.

Paper Prototype Submission Guidelines

32. Entrants' Paper Prototype should be submitted via a .pdf file that will be uploaded in the submission form you received via email after registering.
33. Entrants can submit any form of paper prototype.

SHORTLISTING & MOBO GAME JAM FINAL

34. After entrants have submitted their game, finalists will be shortlisted by our judges who are UK video games industry professionals from the Ukie Video Games Ambassadors network which is operated by Into Games (<https://gamesambassadors.org.uk/>).
35. Entries will be shortlisted from all three age categories: "Category 1: 8 - 11 yrs", "Category 2: 12 - 14 yrs" or "Category 3: 15 - 18 yrs" against the differentiated success criteria as outlined in the brief.
36. Shortlisted entries will be judged in the Final via a live voting poll which viewers can participate in.
37. The Final will be streamed online via YouTube in March 2021.
38. Winners will be selected from all three age categories:
 - a. Category 1: 8 - 11 years
 - i. UK Mobo Game Jam Winner 2020-2021 (8-11 yrs)
 - ii. Nigerian Mobo Game Jam Winner 2020-2021 (8-11 yrs)
 - iii. Global Mobo Game Jam Winner 2020-2021 (8-11 yrs)
 - b. Category 2: 12 - 14 years
 - i. UK Mobo Game Jam Winner 2020-2021 (12 - 14 yrs)
 - ii. Nigerian Mobo Game Jam Winner 2020-2021 (12 - 14 yrs)
 - iii. Global Mobo Game Jam Winner 2020-2021 (12 - 14 yrs)

c. Category 3: 15 – 18 years

- i. UK Mobo Game Jam Winner 2020–2021 (15 – 18 yrs)
- ii. Nigerian Mobo Game Jam Winner 2020–2021 (15 – 18 yrs)
- iii. Global Mobo Game Jam Winner 2020–2021 (12 – 14 yrs)

PRIZES

39. Prizes for each category include:

	If an individual wins:	If a team wins:
National winners (8–11 yrs):		
Nigeria Mobo Game Jam Winner 2020–2021 (8–11 yrs)	N350,000 + HP Pavillion i5 GTX 1650 Gaming Laptop	N350,000 + Gaming Laptop HP Pavillion i5 GTX 1650 Gaming Laptop
UK Mobo Game Jam Winner 2020–2021 (8–11 yrs)	GBP100 Amazon voucher	GBP100 Amazon voucher per person
Overall winner (8–11 yrs):		
Global Mobo Game Jam Winner 2020–2021 (8–11 yrs)	<ul style="list-style-type: none"> • Residents in UK – GBP150 Amazon voucher per person • Residents in Nigeria – GBP150 per person 	<ul style="list-style-type: none"> • Residents in UK – GBP150 Amazon voucher per person • Residents in Nigeria – GBP150 per person
National winners (12–14 yrs):		
Nigeria Mobo Game Jam Winner 2020–2021 (12–14 yrs)	N350,000 + HP Omen 17" Gaming Laptop	N350,000 + HP Omen 17" Gaming Laptop
UK Mobo Game Jam Winner 2020–2021 (12–14 yrs)	GBP100 Amazon voucher	GBP100 Amazon voucher per person
Overall winner (12–14 yrs):		
Global Mobo Game Jam Winner 2020–2021 (12–14 yrs)	<ul style="list-style-type: none"> • Residents in UK – GBP150 Amazon voucher per person • Residents in Nigeria – GBP150 per person 	<ul style="list-style-type: none"> • Residents in UK – GBP150 Amazon voucher per person • Residents in Nigeria – GBP150 per person
National winners (15–18 yrs):		

Nigeria Mobo Game Jam Winner 2020-2021 (15-18 yrs)	N350,000 + Acer Predator Helios 300 17" Gaming Laptop	N350,000 + Acer Predator Helios 300 17" Gaming Laptop
UK Mobo Game Jam Winner 2020-2021 (15-18 yrs)	GBP100 Amazon voucher	GBP100 Amazon voucher per person
Overall winner (15-18 yrs):		
Global Mobo Game Jam Winner 2020-2021 (15-18 yrs)	<ul style="list-style-type: none"> Residents in UK - GBP150 Amazon voucher per person Residents in Nigeria - GBP150 per person 	<ul style="list-style-type: none"> Residents in UK - GBP150 Amazon voucher per person Residents in Nigeria - GBP150 per person

40. Prizes are subject to availability with no cash alternative. Prizes are not negotiable, exchangeable or transferable. Winners will be announced in a Twitter post on Tuesday 23 March 2021 **OR** contacted via the email provided upon submission. To claim a prize, UK winners will be contacted by Digital Schoolhouse and Nigerian winners will be contacted by Kucheza Gaming by email. Winners must claim their prize within 1 (one) month otherwise their claim will become invalid. The decision of the judges is final. We have the right to substitute any prize for an alternative prize of equal or greater value. We reserve the right to request proof of identity and/or to verify eligibility conditions (e.g. parental/guardian consent) before awarding any prizes.

RESOURCES

41. All entrants are eligible to receive access to masterclasses throughout the jam, alongside a video brief (<https://www.mobojam.org/>).

42. All entrants have access to the jam's FAQ page

(<https://www.mobojam.org/>).

OWNERSHIP

43. We do not claim any rights of ownership in your jam entry (e.g. video submissions, game ideas or prototypes) and where entrants are participating in a team, it is solely up to those entrants to agree how their jam entry will be owned between them. We do need certain rights to use your jam entry though in order to allow this game jam to work properly. So, each entrant grants us a non-exclusive, worldwide, perpetual, irrevocable and royalty-free licence to use, display, publish, transmit, copy, edit, alter, store, re-format and sub-licence their jam entry and any accompanying materials as required in order to operate this game jam, as well as our general marketing purposes (e.g. promotional activity on social media, sharing with programme partners and creating digital and physical promotional content including videos and graphics).

LIABILITY

44. To the maximum extent permitted by law, we and our partners will not be responsible or liable in any way for any loss or damages entrants suffer as a result of their participation in this game jam or any aspect of any prize awarded. We are also not responsible for any jam entry submissions that are lost, mislaid, damaged or delayed in transit for any reason or in any way.

GENERAL

45.(a) If there is any reason to believe that there has been a breach of these terms and conditions, we reserve the right at our sole discretion to exclude entrants from participating in the jam; (b) We reserve the right to hold void, suspend, cancel, or amend the competition where it becomes necessary to do so; and (c) These terms and conditions shall be governed by English law, and the parties submit to the exclusive jurisdiction of the courts of England.

DATA COLLECTION

REGISTRATION

1. Personal data or Personally Identifiable Information (PII) will be collected by Digital Schoolhouse at registration and will be used for the purpose of:
 - a. Contacting participants who have been shortlisted to enter the Final.
 - b. Contacting winning participants.
 - c. Communicating important information about the jam.
 - d. Analysing the event audience demographic and to improve participants' experience for future events.
 - e. Where consent has been provided, communicating other Digital Schoolhouse activities relevant to the audience.
 - f. Live streaming videos, judging and participating in the event (please see above).

Further information about how we use PII is available in our privacy policy (<https://ukie.org.uk/privacy-policy>). We will aim to delete all PII six months after the event. We will keep some anonymised information.

2. PII from participants who reside in Nigeria as indicated upon registration, will be used by our event partner Kucheza Gaming. PII may be used in a variety of ways including, but not limited to:
 - a. Providing service communications such as confirmations, program registrations, prizes and community service messages.
 - b. Delivering and process surveys.
 - c. Where consent has been provided, communicating other initiatives from Kucheza Gaming and other organisations relevant to the audience.
 - d. Where consent has been provided, promoting subsequent Mobo Game Jam competitions.

Further information about how Kucheza Gaming uses PII is available in here (<https://www.kuchezagaming.com/policy>).