

# all4GAMES Competition Regulations

## Overview

The all4GAMES competition represents an important element of Cnam-Enjmin's support programme. The aim to nurture creative and innovative video game or digital interactive experience production projects, thereby supporting creativity and pushing the boundaries of the sector. The competition is in line with Cnam's values: it is open to everyone, but will favour projects that match with its values, such as inclusivity, accessibility and respect for oneself and others.

## Article 1. Competition Organisers

The organising entities of the all4GAMES competition are:

*Le Conservatoire National des Arts et Métiers* (Cnam), public scientific, cultural and professional institution, governed by the amended French decree n° 88-413 dating from 22nd April 1988, whose headquarters are located at 292, rue Saint-Martin 75003 Paris; represented by Mrs Bénédicte Fauvarque-Cosson, its current Administrator General; acting on behalf of the *Ecole nationale du jeu et des médias numériques* (French National School for Video Games and Digital Interactive Media, Cnam-Enjmin), represented by Mr Axel Buendia, its Director

*Le Cnam Nouvelle-Aquitaine*, a management association governed by law 1901, represented by its current President, Mr Didier Charbonnel, whose headquarters are located at Cité Numérique - 2 rue Marc Sangnier - 33130 Bègles

The above-mentioned entities henceforth collectively called the Organisers, organise a competition called all4GAMES for video game creators, in order to encourage talents to innovate in the sector.

## Article 2. Competition Organisation

There are 4 stages of the competition which follow the calendar in Appendix 1:

1. Call for projects: large-scale call circulated via clusters of video game studios and the all4GAMES website. Starts now, but the application submission period is staggered over several months.
2. Preselection of projects: a jury made up of 5 professionals in the award field pre-select 3 projects per award. This preselection will use a type of voting referred to as *Condorcet randomisé* in French (for more information, consult the French Wikipedia page: [https://fr.wikipedia.org/wiki/Scrutin\\_de\\_Condorcet\\_randomis%C3%A9](https://fr.wikipedia.org/wiki/Scrutin_de_Condorcet_randomis%C3%A9)).
3. Voting: from the pre-selection of projects until a few hours before the awards ceremony, the public can vote via SMS for just 1 project for each prize (only 1 vote per prize per

person from the 3 pre-selected projects for that prize). These are the public votes. In addition to the public voting, members of the preselection jury can again vote for 1 project per prize (including for prizes for which they were not a member of the preselection jury). These are the pro votes. For each prize, the percentage of public votes and the percentage of pro votes is calculated for each of the projects preselected for that prize (calculated to 12 decimal places). The average of these pro/public percentages is calculated for each project (calculated to 12 decimal places). This average is then used to rank the shortlisted projects for each award. The project with the highest average percentage wins the prize. In the event of a tie, the project with the highest public percentage wins. In the event of another tie, the project with the last public vote wins.

4. Prize giving: during SPAWN, each prize is awarded to the winning project (see previous paragraph). One project can win several prizes.  
Appendix 1, revised each year, describes in more detail the key dates.

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## Article 3. Submission of Projects

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### Common Eligibility Criteria for all prizes

To apply, the project promoters must have a legal structure/organisation that brings them together and that is declared in France. To submit a project, supporting documents (which the jury will use to preselect the shortlisted projects) must be uploaded to the indicated platform during the call for projects.

- A Game Document which summarises the following points :
  - Game Intention: 1 page
  - Description of the production team: 1 page
  - Unique Selling Points, what makes this an original project: 1 page
  - A summary of the universe and the narration: 1 page
  - A document/blueprint explaining the game controls to interact with the project! 1 page
  - List of prizes the project wishes to apply for

The document must be in portrait mode, typed with font size 12, 1.5 line spacing, classic margins of 2.5cm.

- A playable prototype and for installations or games that require a different medium to a Windows PC, a 5-minute in-game video
- Specify the award for which the project is competing for, bearing in mind that a project may be submitted for as many prizes as desired
- A document establishing the legal form of the participating structure

To be valid, each project application must respect the following conditions:

- The project must be submitted by a member of the game's development or editing team, who is authorised to submit the game to the competition
- The submitter commits to undertakes to hold all rights to the submitted project, including images, texts, voices and any other content used in the submission, or that

the holder of said rights has authorised the submitter to use said content, in particular in the context of this competition, notably for public distribution.

- The submitter undertakes to respect the intellectual property rights of third parties and in particular all the provisions and obligations of the license agreements for the development environments they may be using.

## License Concession

Participation in the competition implies that the projects submitted may be communicated, in particular by the Organisers and their partners. Submitters grant the Organisers a free, non-exclusive license to use the submitted project for editorial and promotional purposes, but not for commercial purposes, for the duration of the competition as defined in Appendix 1 of these Regulations, extended by 12 months at the end of the competition, and worldwide. This licence allows the Organisers to reproduce the preselected projects and present them in all forms of communication – press releases, publicity documents, brochures – or any other form of communication or promotional material for the all4GAMES competition. The Organisers are free to distribute any preselected project or element of a preselected project on different written or electronic press mediums, provided the name of the Finalist is mentioned and that this does not grant a form of financial compensation or advantage.

## Application Procedure

To apply, candidates must create an account on the following website: [all4games.eu](http://all4games.eu). A virtual application portal will be available for them to upload the necessary documents. There is a total limit of 10GB for documents per project.

## Criteria taken into account for jury votes

The following criteria will be taken into consideration by the jury members, regardless of the prize for which the project is being submitted:

1. Originality of the proposal: innovation in technology, use, art, control, gameplay, etc.
2. Respect for inclusivity, both in the production team and in the game's themes and controls (accessibility).

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## Article 4. Prizes

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The preselected projects will benefit from a free 6m<sup>2</sup> stand during the annual public event, SPAWN. There, they will be able to let people play their game. In addition, the preselected projects will receive communication support from the moment they are preselected to the SPAWN event: SPAWN STORIES shine the spotlight on the project and the teams behind it. The preselected teams can also use the logo “Nominé {Prize Name} all4GAMES {Year}” (“Nominated {Prize Name} all4GAMES {Year}”) corresponding to the year of the competition in their communication.

The winning project of the prize can use the logo “Prix {Prize Name} all4GAMES {Year}” (“Prize {Prize Name} all4GAMES {Year}”) corresponding to the prize and the year of the competition in their communication.

For 2022/2023, there is one prize as follows:

1. Name: PRIX JEUNES TALENTS 2023 (“2023 YOUNG TALENTS AWARD”)

Constraints: Game in the prototype stage with a team of less than 50 people behind it  
Holders: Presented by Epic Games, supported by Ubisoft Bordeaux and Magelis Pôle Image  
Prize: Cash prize of €50,000 for the organisation who submitted the application

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## Article 5. Personal Data

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In accordance with the French Data Protection Act of 6th January 1978, as amended, and the General Data Protection Regulation (RGPD), submitters are hereby informed that the personal data provided at the time of registration and in the application file will be processed for the purposes of organising the competition in which they have consented to participate.

The aforementioned data will be kept for a period of 2 years from the end of the competition.

Personal data will be communicated to the Organisers and their partners, to the Jury and to the technical and legal service providers required to organise the contest.

Submitters may exercise their rights of access, rectification, deletion, opposition, limitation and portability in accordance with applicable regulations on the protection of personal data by sending their request to the following email address: [rgpd@lecnam.net](mailto:rgpd@lecnam.net).

It is further specified that, for the purposes of the voting system as defined in Article 2.3 of these Regulations, voters' telephone numbers will not be collected by the Organisers and will be deleted immediately after the final selection of the winners.

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## Article 6. Consultation of the Regulations

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The regulations will be available on the competition's website: [all4games.eu](http://all4games.eu)

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## Article 7. Applicable Law

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The competition is governed by French law. French courts will have jurisdiction over any disputes.

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## Article 8. Acceptance of the Rules by Participants

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Taking part in the competition implies pure and simple acceptance of the rules in their entirety and of any amendments that may be made to them.

1. The prize-winners authorise the Organisers to publish the commercial name of the project and its description, as well as any documents provided by the submitters, in the context of any communication activities related to the competition, without being able to claim any rights whatsoever in this context.
2. Submitters agree to be photographed and authorise the use of their image in

promotional and communication events linked to the competition. They also undertake to take part, at the request of the Organisers, in any event that may be useful for promoting the competition.

3. The Organisers may not be held liable in the event of technical difficulties (in particular viruses, Internet network malfunctions, problems with data transmission or loss, not receiving at all or not receiving completed application forms, or acts of external attacks).

The Organisers reserve the right to make additions, modifications, changes or improvements to the conditions of the competition, in particular by amending the Regulations, or to terminate the competition, with or without prior notice. Any question regarding the application or interpretation of the Regulations, or any unforeseen question that may arise, will be settled amicably with the Organisers.

This agreement does not create any agency, partnership, joint venture or franchise relationship between the Organisers and the Finalists. No Finalist is or becomes an employee of the other party by virtue of the existence or operation of these Rules.

Any misrepresentation or fraud will result in the disqualification of the entrant or the team they represent.

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## Appendix 1. Calendar

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For 2022-2023, the calendar is as follows:

- Start the call for projects: 8th September 2022
- Application period: 4th January 2023 to 5th February 2023 (11pm)
- Pre-selection of projects by a jury: 13th February 2023
- Votes: 14th February 2023 to 29th April 2023 (6pm)