



## 2019 TABLETOP GAME DESIGN SHOWCASE

### Goals

- To provide a space where independent designers can share their talent and showcase their games to the general public
- To bring together game designers and their audience and increase awareness of each other and the game design process
- To encourage and inspire designers to create indie games

**Note:** This year we are trying something new with our Tabletop Game Design Showcase! Based on feedback from past years, there will be no prototype submission phase, but instead, we will beef up the video submission phase to ask for more in-depth videos and give more robust feedback on that phase. Judging for the Figgies will take place on-site at the festival and will take into account a more finished product during judging.

### Timeline

March 1 – Apr 15	Video submissions from designers.
June 1	Feedback based on video is given to all designers.
July 15	Finalists for showcase spots are notified.
July 22	Exhibitors must confirm acceptance.
September 14	Showcase at BostonFIG.

If you have any questions about submissions or this document, please contact [timothy@bostonfig.com](mailto:timothy@bostonfig.com) and [ben@bostonfig.com](mailto:ben@bostonfig.com).

## Eligibility

The BostonFIG Tabletop Showcase is open to all indie game designers worldwide. Since there are no perfect criteria for what an “indie” game is, we will take submissions on a case-by-case basis and work with designers/studios to determine what games make sense from a community standpoint.

- All types of tabletop games (card games, board games, tabletop RPGs) can be submitted.
- Only unpublished games or games that have been initially released after October 2017 can be submitted.
- All submitted materials must be original property of the designers/developers. BostonFIG will not, in any case, be held responsible for counterfeit or plagiarized games.
- Games that have been shown in previous BostonFIG showcases are eligible to re-submit if changes have been made to their game since they last showcased. Games that have won Figgies in past years are ineligible.
- There is no criterion for game length. However, if a game longer than 30 minutes is chosen to be showcased, designers/developers should present a short slice of their game at BostonFIG, as this tends to work best for exhibiting.

If you have any questions about the eligibility of your game, please contact [timothy@bostonfig.com](mailto:timothy@bostonfig.com) and [ben@bostonfig.com](mailto:ben@bostonfig.com). Decisions will be made on a case-by-case basis.

## Video Submission

Designers/developers who are interested in submitting a game should prepare and submit the following before April 15, 2019:

1. The submission form, along with the \$35 fee, through [EventBrite](#).
2. A 5-10 minute video showcasing your game. Videos should:
  - Be **no longer than 10 minutes** in length - If you go over 10 minutes, only the first 10 minutes of your video will be judged.
  - Show the designer talking about the game, concept, and story behind it
  - Show the game itself
  - Show any unique aspect(s) of your game
  - Talk about the target audience for the game
  - Be uploaded to YouTube, Vimeo, or other video sharing site
    - Do not make videos private (we suggest making them "unlisted" instead), as our judges may not be able to view private videos.

**Note:** The quality of the video (editing, entertainment value, etc.) will not be judged, only the content. However, audio should be clear.

For more information about what videos should or shouldn't contain, please see the article we've published here:

<http://www.leagueofgamemakers.com/pitching-your-game-by-video-bostonfig/>

Curation judges will review videos and provide some feedback to designers.

### The Video Itself

Since the videos hold more significance for submissions this year, we are asking that you provide more info in them. We're looking for a more in-depth discussion of the mechanics, as well as showing off some gameplay. Though you don't need to follow this format, a sample video may look like:

- |              |  |
|--------------|--|
| 0:00 - 0:30  | Introduction to you and your game. Please include: <ul style="list-style-type: none"><li>• Who you are as a designer/designers</li><li>• Number of players and play time</li><li>• Type of game it is (Co-op or competitive? Party? Hobby? Family? etc.)</li><li>• Target audience</li></ul> |
| 0:30 - 1:00  | What is the hook of your game? What is innovative about it?  |
| 1:00 - 4:00  | A description of the mechanics   |
| 4:00 - 5:00  | A look at some cool or unique things that can happen in the game   |
| 5:00 - 8:00  | Footage of players playing your game <ul style="list-style-type: none"><li>• Don't be afraid to narrate where applicable. Remember, we don't know anything about your game!</li></ul>  |
| 8:00 - 9:00  | Any additional info you'd like us to know. Has you shown it at other festivals? Has it won any awards? Was it successful on Kickstarter? etc.  |
| 9:00 - 10:00 | Last-minute things you'd like to mention, and a goodbye!   |

Curation judges will provide structured feedback on the following aspects:

- Originality and Innovation
- Gameplay and Mechanics
- Artistic and Visual Direction (including theme)
- Overall Impression of Game

All video submissions will receive feedback by at least five curation judges. Feedback will be sent to the designers after the videos have been reviewed, on or around June 1, 2019. Designers will not be notified of their acceptance until July 15, 2019.

### **Showcase Acceptance, The Festival, and The Figgies**

Accepted designers will be notified of their acceptance on July 15, 2019 and must confirm via an acceptance survey by July 22, 2019. Accepted designers will be given a booth at the festival. Booths will come with a choice of a 6-ft round or 6 ft long table, and 4-6 chairs. Designers/developers are expected to show their game for the entirety of the festival. Games currently available for purchase may be sold.

All accepted games will automatically be eligible for Figgie Awards, to be determined by Curation judges. This year's Tabletop Figgie Awards are:

<b>2019 Tabletop Figgies</b>	
<b>Best in Show</b>	This award will go to the game that judges consider the best overall
<b>Most Dynamic</b>	This award will go to game that best incorporates theme, art, mechanics, and player interactions
<b>Most Innovative</b>	This award will go to the game that uses the best implementation of the most original mechanic, component, or other element
<b>Best Hobby Game</b>	This award will go to the best game that is intended for the hobby game market (euro-style games, 4-X, etc.)
<b>Best Family Game</b>	For the game that plays best with all age groups
<b>Best Game in Progress</b>	This award will be given to the best early-stage game/prototype
<b>Audience Choice Award</b>	This award will be determined by audience voting at BostonFIG

## **Terms & Conditions**

By submitting to BostonFIG, you agree to the above stated process and that failure to comply with it can lead to your game being rejected from submission without refund. You also understand that if your game is not accepted into the BostonFIG showcase, your entry fee will not be refunded.

You agree that BostonFIG will not be held responsible for any damages incurred through participation in the showcase and submission process including, but not limited to: audience, media, and judges' reactions to your game; rejection from the showcase; failure to receive a Figgie; and feedback given by other constituents.

You agree that all game content and other materials are owned solely by you and fellow developers and designers. You agree that you have appropriate permissions from all developers and designers to enter your game into the showcase. You also agree that BostonFIG will not be held liable for any legal disputes that arise from your participation in the showcase and submission process.