



Tabletop Game Design Showcase

2022 Edition

Goals

- To provide a space where independent designers can share their talent and showcase their games
- 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

Regulations

Eligibility Region and Criteria

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. If you have questions about the eligibility of your game, please contact the Director of Tabletop Curation timothy@bostonfig.com.

- 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- Only unpublished games or games that have been initially released after October 2019 can be submitted.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.

All designers, accepted and rejected, will receive detailed feedback from curators that will include advice and feedback on their game based on their category.

Timeline

Phase 1	
July 18	Submissions open. Designers must submit an overview video of their project (details on the video below).
August 19	Submissions close. Curation begins.
Phase 2	
September 19	Finalists for the Showcase are identified and informed that they have been accepted. At this time, designers of accepted games must confirm acceptance, and will be asked to provide all final information necessary for the festival.
September 26	Designers' last date to confirm acceptance.
Fest	
October 15	Festival!

Submission Rules

Requirements

Designers/developers who are interested in submitting a game should prepare and submit the following before August 19, 2022:

1. The submission form, along with the \$20 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 [this article we've published](#).

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

Video Entry

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:
 - Who you are as a designer/designers
 - Number of players and play time
 - Type of game it is (Co-op or competitive? Party? Hobby? Family? etc.)
 - Target audience
- ★ 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
 - Don't be afraid to narrate where applicable. Remember, we don't know anything about your game!
- ★ 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. Designers will not be notified of their acceptance until September 19, 2022.

Showcase Acceptance and The Festival

Accepted designers will be notified of their acceptance on September 19, 2022 and must confirm via an acceptance survey by September 26, 2022. Accepted designers will be given a booth at the festival. Booths in gather.town can fit 2 avatars/team members at a time. There must be one team member at your booth at all times to demonstrate and discuss your game.

Your booth functions as a private audio/video space, with attendees engaging with you in real-time as they visit. You can share audio, video, and/or a browser window to demo your game. Computer audio can be shared with attendees by utilizing a shared chrome tab/window. We encourage creativity! Reach out to our Operations team Operations@bostonfig.com with questions regarding gather.town logistics and setup.

The Figgies

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

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

Materials Requested Upon Acceptance

Upon notification of their acceptance to the Showcase, designers of accepted games will be asked to provide all final information necessary for the festival.

- Name of your game.
- Name of the team.
- Studio logo. If you have a studio logo, please provide one. It must be a PNG with the dimensions **372 x 178 px** (*If you do not have a studio logo, we will provide a BostonFIG placeholder logo with your studio/team name*).
- Game logo. If you have a game logo, please provide one. It must be a PNG with the dimensions **372 x 178 px** (*If you don't have a game logo, please inform us at this time*).
- Name of team lead who will be handling communication and check-in, and their contact information

Additional Information

The submission form will also ask for basic information, and include an area where further technical game information can be described. Submissions open July 18 and close on August 19. Fees for submissions are \$20. The designers of the games that are chosen for the Showcase will receive a notification by September 19. Decisions are final.

Other Information

The intellectual property rights from the games will belong to the designers, independently of their places in the competition, and will be respected. If a designer feels harmed by the Jury deliberation or playtest teams, we remind that the game's quality remains subjective, and that the main goal of the Showcase is to create buzz around the indie game scene. If there are not enough submissions for the Game Design Showcase, the staff reserves the right to cancel the 2022 Showcase. The participation in the Showcase requires the full acceptance of this Regulation.

Terms & Conditions

By submitting this form, 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 but can be applied towards a booth purchase. 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.