

JURY REGULATION

Article 1. Award

- I. "Italian Video Game Awards" (hereinafter referred to as "IVGA") is an event promoted by the Italian Video Game Developers Association (hereinafter referred to as "AESVI") with the aim of enhancing excellence in the video game sector from a cultural and artistic point of view.
- II. The event seeks to award a series of prizes to video games which have been released during the previous calendar year compared to the year of the event.
- III. The prize consists of the award of a statuette called " Drago d'Oro " with the indication of the category of the award. The delivery of the awards is carried out during the award ceremony, which is usually held in the first four months of each year.
- IV. The prizes are determined by a Jury, presided over by a President of the Jury, whose nomination, composition and operational procedures are defined below.

Article 2. Procedure

- I. At each IVGA edition, AESVI proposes to the President of the Jury the categories of awards to be delivered. The categories of awards proposed must be approved by the Jury.
- II. For all categories of awards, except for those indicated in points III, IV and V below, the following procedure is followed:
 - a. At the first stage, the Jury chooses 5 video games to be nominated for each award category, excluding the most important award category (Game of the Year) for which 10 video games should be nominated;
 - b. At the second stage, the Jury votes for the winner among the 5 nominated video games for each prize category and among the 10 nominated video games for the most important award category (Game of the Year);
 - c. The vote of each juror shall have the same importance. In the event of a tie, the vote of the President of the Jury shall count double.
- III. For the categories of prizes that are reserved for Italian videogames, the Jury should nominate 5 video games for each category of award on the basis of spontaneous applications collected by AESVI through a public call that is opened to all Italian developers and advertised through the official communication channels of AESVI and IVGA. Applications may be supplemented by other video games that are recommended by the juror as per Article 3 point IV and, therefore, deserving

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the competition. For details on the voting arrangements for successful candidates reference should be made to the provisions laid down in Article 2 (II)(b) and (c).

- IV. For the "People's Choice" award category, the award is assigned by the public through a voting system on the event's website. The nominations for this award category are defined by AESVI and consist of the most sold newly released video games, both cross-platform and exclusively for each single platform, in Italy during the previous calendar year compared to the year in which the award was held based on the data provided by the research company of reference in the sector.
- V. For the "Best Selling Game" award category, the award is given to the best-selling video game, based on sales data collected by the research company of reference in the sector over the previous calendar year compared to the year in which the award is given.

Article 3. The Jury

- I. The Jury consists of a maximum of 12 members (hereafter "the jurors").
- II. The jurors are selected by the President of the Jury from candidates who belong to the following categories: the general press journalists, journalists of the press specialized in video games, university lecturers and influencers in the video games sector. In the process of the composition of the Jury, the President of the Jury must take care to ensure that the first two categories of jurors are present and to choose the jurors from professionals with proven experience, authority and knowledge of the sector. The President of the Jury has the faculty to nominate, as members of the jury, candidates from the world of culture, art and entertainment. The appointment of the jurors is subject to approval by AESVI.
- III. The term of office of the jurors shall be one year and is renewable. The term of office may be renewed consecutively for a maximum of two years. In this case, the juror may not be re-appointed for a third consecutive time, but may return to the Jury in a subsequent year. In appointing the Jury, the President of the Jury must, in any case, take care to ensure that at least half of the jurors have renewed their term of office from one year to the next, in order to encourage a balanced rotation of the jurors as well as to ensure the widest possible contribution to the cultural and artistic values of the award.

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IV. AESVI reserves the right to appoint a juror-expert in Italian video games. This juror has the task of supporting the President of the Jury in identifying any video games to be included in the nominations for the categories of awards reserved for Italian video games, in case of the lack of the spontaneous application from the part of the video game developer. For the duration of the term of office, reference should be made to the rules set out in point III above.

V. The Jury is given the following powers:

- a. approve the categories of awards to be delivered from year to year, on the proposal of AESVI;
- b. suggest video game candidates for the different categories of prizes;
- c. select the winners among the nominated video games that compete in the different categories of awards;
- d. discussion and decision making as to whether a game belongs to a particular category in case of conflicting opinions.

VI. All decisions of the Jury relating to the powers conferred by the present Regulation are taken by simple majority and with an open vote, except for the votes of the winners of the various categories of prizes, which are carried out through a secret ballot.

VII. When accepting the appointment by the President of the Jury, the jurors undertake to

a:

- a. exercise voting rights with full autonomy and independence of judgement and evaluation;
- b. perform their role with care and diligence;
- c. maintain civil and ethical conduct;
- d. respect the high confidentiality of the information shared, discussions and decisions taken by the Jury.

It is the task of the President of the Jury to ensure that the duties of the jurors are carried out properly. In case of violation of the above duties, the President of the Jury is granted the sole right to remove the juror (s) from his/her role. If the timing allows, the President of the Jury may decide to replace the juror (s) removed from their role, which is subject to the approval of the substitute by AESVI.

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VIII. The role of juror is performed on a voluntary basis and is free of charge.

Article 4. The President of the Jury

- I. The President of the Jury is appointed by AESVI, after hearing the opinion of the leaving President.
- II. The term of office of the President of the Jury is two years and is not renewable.
- III. The leaving President of the Jury is a member of the Jury in the year following his last year of office.
- IV. The President of the Jury presides over the Jury and is assigned the following powers:
 - a. appointment of jurors;
 - b. management of relations with the jurors;
 - c. management of the meetings of the Jury;
 - d. coordination of internal communications among the Jury;
 - e. management of the selection of applications for the different categories of awards;
 - f. management of the votes and assurance of their regularity;
 - g. drafting the reasons for the awards;
 - h. maintenance of the relationship with AESVI;
 - i. reminding the jurors of the deadlines agreed with AESVI;
 - j. execution of the procedure of the replacement of any jurors that should be excluded from the Jury for any reason whatsoever.
- V. The role of President of the Jury is performed on a voluntary basis and is free of charge.

Article 5. Amendments to the Regulations

These Regulations shall enter into force from 24 November 2017, with reference to the 2018 edition of IVGA. AESVI, subject to the opinion of the incumbent President of the Jury, reserves the right to amend these Rules at the end of each edition of IVGA.

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REGULATIONS OF AWARDS DEDICATED TO ITALIAN VIDEO GAMES

- **Italian Video Game Awards** is an event dedicated to the enhancement of excellence in the world of video games in Italy. It consists of a series of award categories, each of which corresponds to the assignation of a statuette called “Drago d’Oro” to the winner.
- The event envisages the assignment of 2 awards for Italian video games in the following categories:
 - **Best Italian Game:** award for the best Italian video game
 - **Best Italian Debut Game:** award for the best debut work before an Italian development studio
- Italian videogames are video games developed by natural persons (or groups of natural persons) of Italian nationality or by legal entities based in Italy. In the case of a legal entity, it is required that the majority of the members of the development team should be of Italian nationality and that the videogame has been created by developers, at least 40%, of Italian or European Union nationality.
- Every natural or legal person may submit **one application only** relating to its own video game published during the period from **1 January to 31 December 2018**.
- The video games released exclusively in the early access will not be ineligible.
- In the case a video game has been released in different years on different platforms, only the first release of the game is eligible.
- Applications are free of charge and must be submitted all at the same time to the following e-mail addresses: **giorgio.catania@aesvi.it** and **elisa.cavallo@fandango-club.com**, indicating in the subject “Candidacy Italian Video Game Awards” and the text of the e-mail should contain the following information: 1) developer's name, 2) title of the game, 3) date of publication, 4) platform. Candidates, in addition to the above, are also requested to submit the information below:
 - an image of the game 1920 px (b) x 1080 px (h);
 - an image of the game 270 px (b) x 350 px (h);
 - the logo of the game (in HD);
 - the logo of the company (in HD);
 - a profile of the developer studio (max 350 including spaces, both in Italian and in English)
 - the YouTube link to the official video trailer of the game (in English, if available);
 - a brief description of the game (max 350 spaces included, both in Italian and in English);
 - 14 copies/codes of the game to be submitted to the jurors.
- Applications must be submitted no later than **Thursday 7 February 2019**.

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- At the end of the nomination collecting process, the Jury reserves the right to select and place on the shortlist of candidates, in one or more categories of the award, any Italian video games, published in the above-mentioned time frame and under the conditions already stated, that were not to be submitted spontaneously during the previous application phase.
- Applications that do not meet the above parameters will not be accepted and will not be submitted to the Jury.
- The Jury - composed of journalists from the general and specialized press, university lecturers and influencers in the video games sector - will evaluate the material relating to all the applications accepted and will put forward by 15 March 2019 from 3 to 5 nominations for the Best Italian Game and the Best Italian Debut Game.
- A game may be considered worthy of award nomination for only one category, all categories or none of them.
- All nominated game will be made public in March and promoted through all communication channels of the award: official website, social network, press release, any other channels.
- During the final award-giving evening, which is scheduled for **11 April 2019** in Rome, the winner in each category will be officially announced. All the representatives of the titles in nomination (and, depending on the space restrictions, also all the representatives of the submitted applications) will be invited to the evening.
- The award-winning video games, in particular the Best Italian Game, will be communicated after the evening through all the communication and media channels of the Italian Video Game Awards.

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