

## Regulations for A MAZE. and SyncReality XR Game Jam

By registering for the Game Jam, participants accept the following regulations and rights of use:

### Submission Eligibility

The participants must be 18 years or older to join.

### Code of Conduct

The game jam "A MAZE. AND SYNCREALITY XR GAME JAM" is dedicated to providing a harassment free social experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, religion or game preferences. We do not tolerate harassment of participants in any form. Anyone violating these rules will be expelled from the game jam at the discretion of the organisers. You can reach us at [safety@a-maze.net](mailto:safety@a-maze.net) or speak directly to the game jam coordinator and their mentors.

### Privacy Policy

With my registration I agree that video recordings and/or photos will be taken during the event, which may be used afterwards for public relations and documentation purposes of the organiser and their partners for this event. I agree that when I call up this form, information is automatically sent to the servers of Google LLC by the browser used on my end user device. I agree with the storage of my data on servers of Google LLC, Barrow Street, Dublin 4, Ireland, for invitations and information in the context of the A MAZE. and SyncReality online game jam and can contradict this at any time with effect for the future to the organiser ([hello@syncreality.com](mailto:hello@syncreality.com)). We trust in the reliability and IT and data security of Google LLC. Google LLC is certified under the US-EU data protection agreement "Privacy Shield" and thus undertakes to comply with the EU data protection requirements. Further information and the applicable privacy policy of Google LLC can be found at <https://policies.google.com/?hl=de/> and <https://policies.google.com/privacy/frameworks?hl=de>.

### Game Jam – Rights of use

1. The participant grants to SyncReality a non-exclusive licence in the items and materials submitted within the Game Jam, including, but not limited to, concepts, codes or prototypes created, for presentation purposes (in whole or in part) in context of the Game Jam. Thus, SyncReality may present all Game Jam contributions online and offline for an unlimited period of time and, in doing so, also sublicense such items or materials to partner institutions such as the A MAZE. Festival and provide the media with objects and materials for publication purposes in connection with a coverage of the Game Jam. This includes, in particular, the rights to reproduce, distribute, make available to the public, exhibit, transmit and reproduce on image/sound carriers.

2. SyncReality may want to make publicly available on its websites and/or its partner organisations' websites and/or through XR app stores all the games created in the course of the Game Jam. The participants therefore grant to SyncReality the non-exclusive licence to implement and make due use of the items and materials submitted, including, but not limited to concepts, codes or prototypes, as well as to further develop, adapt and edit the items and materials. The participants will receive credit as authors in the usual way in case their contributions are used. If the respective item is copyrightable and if customary, the participants will be named as the author when and insofar their contributions are used. A further potential commercial use of the contributions shall be subject to a separate agreement. This applies if contributions are to be implemented and the corresponding team is to be actively involved in the implementation.

## Game Jam – Rights of use

3. The team members reserve the right to reference their contributions, referring to the Game Jam and the organisers, e.g. "This game idea was developed for the A MAZE. Festival with the SyncReality toolset."

4. If SyncReality does not use participant's items and objects within 6 months after the Game Jam, the rights to implement and further development shall revert completely to the participant. The rights specified in Section 1 and 3 shall remain unaffected.

5. All software used by participants must be properly licensed and shall be free of any third party rights. For the use of the SyncReality toolset, Game Jam participants will be provided with test licences - The GTC and NDA of the toolset apply. SyncReality is not responsible for other software or hardware licences. In addition, participants warrant and represent that all items and materials submitted, including, but not limited to, concepts and prototypes (including materials, texts, images, graphics, illustrations, etc. contained therein) were developed by themselves and do not infringe upon any third-party right. Participants shall indemnify and hold harmless SyncReality, its representatives and partners from and against any damages, liabilities, costs and expenses arising out of any claims asserted by third-parties against SyncReality due to an actual or alleged infringement of intellectual property rights resulting from the due use of the items and materials in accordance with the terms specified above.