

REGULATIONS

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**

A MAZE. Museum Online Game Jam "A World in Motion" 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 train jam at the discretion of the organizers. You can reach us at safety@amaze.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 organizer for this event. I agree with the storage of my data for invitations and information in the context of the A MAZE online game jam and can contradict this at any time with effect for the future to the organizer.

- **Game Jam – rights of use**

1. Participant grants a to Leibniz Association a non-exclusive license 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, Leibniz Association 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 Leibniz Research Museums, 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. Leibniz Association intends to make publicly available on its websites and/or its partner organizations' websites (museums etc.) and/or through mobile apps the games created in the course of the Game Jam. The participant therefore grants to Leibniz Association the exclusive license 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 participant will be named as the author when and insofar his/her contributions are used. A further commercial use of the contributions shall be subject to a separate agreement. This applies if one or more contributions are to be implemented and the corresponding team is to be actively involved in the implementation.
3. The team members reserve the right to reference their contributions, referring to the Game Jam and the organizers, e.g., "This game idea was developed for the A MAZE. Museum Online Game Jam 'A World in Motion'."



4. If Leibniz Association does not use participant's items and objects within 18 months after the grant, the rights to implement and further development shall revert to participant. The rights specified in Section 1 shall remain unaffected.
5. All software used by participants must be properly licensed and shall be free of any third party rights. The Leibniz Association is not responsible for software or hardware licenses. In addition, participants warrants and represents 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 him-/herself and do not infringe upon any third-party right. Participant shall indemnify and hold harmless the Leibniz Association, its representatives and partners from and against any damages, liabilities, costs and expenses arising out of any claims asserted by third-parties against the Leibniz Association 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.