

BitSummit 7 Spirits - FAQ

What's the criteria for attending BitSummit 7 Spirits?

Generally speaking we're looking for developers that range in size from 1 to 50 team members, whose company isn't owned by a parent company. We can make exceptions on a case by case basis, but we're primarily here to help tiny developers get the word out about their games.

I'm not a Japanese developer. Can I still submit my games to BitSummit?

While BitSummit is open to all indie developers, we have a limited amount of space. The purpose of the show is to showcase Japanese indies, so the selection committee will give more weight to those developers in order to make sure we represent that community. That said, BitSummit is an international event, and if space allows we welcome other developers from Asia and around the world to apply and bring an international spirit of collaboration and sharing to the event.

If you are a developer living outside of Japan, you will have to provide your own travel and accommodations expenses to attend the show.

When is the deadline for registration?

Deadline for applications is January 7th, 2019. Late registrations will be accepted until January 11th, 2019 for an additional fee.

Please tell me more about the payment details?

802 Media Works acts as an intermediary regarding entry and booth fees for this exhibition. Please note that when paying by credit card via Stripe, your invoice should show "FM802 WEB SHOP" as the recipient. When paying with PayPal, the recipient should show "DMOARTS".

When will I know if I have a space?

Notification on acceptance will be sent out via email in February. If we require additional information or materials, you will be contacted directly.

Does it cost anything to attend BitSummit?

If you are an independent game developer it costs 2500 JPY to submit your game to BitSummit. If your game is selected to appear at the show, booth fees start at 30,000 JPY.

If you intend to attend both days as a visitor, you must purchase a ticket on each day. Tickets are 2000 JPY for per day. If you are a student with a valid ID, tickets are 1000 JPY per day. Exhibitors will receive two free tickets to the event.

How do you select games/companies for participation?

Games will be selected by a judging committee based on the following factors:

- You should aim to provide as much information as you have available. Do you have a trailer, demo, or screenshots? Will you have a playable demo by BitSummit? Evidence for this could be previously released games, ambitious and/or responsive team members, a successful Kickstarter campaign, etc.
- Does the game present a unique, interesting, or thoughtful design or mechanic? Is the aesthetic style compelling? Does the game address a social issue or offer a unique perspective or philosophy on game design? Does your game represent a larger genre in a compelling way, or an under-represented genre?
- Does the team/individual or company provide value to the indie community? Is the game or developer able to contribute positively to the indie community?
- Is it FUN?

What sort of games can we show?

As BitSummit is open to the public (all ages) we do not allow games of an explicitly adult nature (equivalent of CERO Z). As long as your game does not fall into this category, it should be fine to display. If you have any questions, please contact us with samples and description of your game.

I'm making a game that uses assets from IP I don't own. Can I show it at BitSummit?

To respect IP holders, we can't allow games that make use of assets owned by other entities (i.e. sprites, code, characters, etc.).

Event

How much does it cost?

The submission fee is 2500 JPY and booth fees start from 30000 JPY.

The 2500 JPY submission fee is non-refundable, even in the case of a rejected entry application.

How much space does each developer get?

Each developer receives an equal amount of space, approximately one 180cm x 60cm table and 2 chairs. We can accommodate an extra chair on a case by case basis, but please inquire individually. For power, each developer will have an 800w power drop with two outlets.

Can I project my game on the wall or create a spectacle in my booth?

No. While portions of the games may be used in official BitSummit trailers (displayed at the event, on Youtube, etc.) all manner of presentation, projection, overt display space and beyond is reserved for sponsors only. If you are interested in becoming a sponsor, please contact us (contact@bitsummit.org) and we will provide you with sponsorship information.

If you have questions about unique booth designs, please contact us directly.

Can I share my space with another developer?

Unfortunately we cannot allow you to share your space with other developers. We appreciate the desire for indies to work together, but since all games at BitSummit will be curated, it is unfair to those whose games were not selected for us to allow developers to bring other developers along with them. There are also logistical concerns that arise when trying to accommodate more than one developer at a table.

Can I choose my location on the event floor?

No, BitSummit is a huge event run by a largely volunteer staff, and such requests are too difficult to accommodate. We are designing the layout to ensure everyone has a good seat and isn't marginalized.

Can we sell our games or merchandise at BitSummit?

You are welcome to sell or give away (for free) items that fit on your table, but BitSummit takes no responsibility for lost, stolen or damaged items. Developers are responsible for the storage of any and all items before, during and after the event. BitSummit does not provide support for any commerce.

If you have more elaborate merchandising plans beyond just selling game keys or other smaller items, please contact us for more information on how we can support you at the event.

What should I bring to BitSummit?

Company branding, game branding, flyers with info, swag, explanations on how to play your game in Japanese and English. Don't bring materials that will cause a problem for other developers around you, such as large banners.

Will there be internet access?

Due to the difficulty and cost of providing reliable internet access for the large number of developers, we cannot provide sponsored internet access. Please be sure that your games can be run without a net connection.

Will there be translators present to help speak with the media and attendees?

Yes. Generally speaking, we try to assign our translation staff to foreign media, and have them accompany each media outlet to each developer's area. This is the most efficient way to utilize our volunteer resources, but if you have a special need for translation assistance, we'll work with you on a case-by-case basis.

During the submission process, exhibitors can opt for additional interpreting support for additional costs.

We also have an awesome group of volunteer interpreters that do a great job assisting developers, media, and attendees during the show!

Does my game have to be localized into English/Japanese?

No, certainly not. However, it would of course be helpful if you had some translated materials prepared for the media in Japanese languages. If you are interested in having some materials translated, let us know and we will put you in contact with localization resources.

Will we be able to meet with and talk to sponsors?

Yes, our sponsors will be in attendance throughout the event. We'll also be hosting a private party for developers and sponsors. We're sure you'll discover a lot of helpful technologies, services, and inspiration from meeting with them.

What other opportunities are available to developers who attend BitSummit?

The BitSummit team creates an attractive media package to give out to attendees and media, including a gift bag, t-shirt designed by EDITMODE/King of Games, and sponsor materials. Developers will also have a chance to meet and greet with other developers, publishers, and platform holders at a mixer held the weekend of the event.

I'm involved in the games industry and looking to meet to meet other developers and other industry insiders. Can I attend BitSummit?

Industry figures are welcome to attend BitSummit as regular attendees. There are more options for publishers and other companies interested in participating in a more official capacity. We offer space on the show floor to sponsors, as well as opportunities to meet with developers, publishers, platform holders, and sponsors through our mixers. We've also worked with some sponsors to host lunches and seminars for exhibitors.

Can indie publishers submit games to BitSummit?

Indie publishers may submit games through the normal submission process. However, in order to support a wide-variety of games from different developers and publishers we typically only accept one game per publisher. If you would like to showcase multiple games at BitSummit, please contact us about sponsorship information at contact@bitsummit.org. Becoming a sponsor also shows your commitment to BitSummit and the indie games scene!