

Open entries for GAMES

The International Game Forum DEVHR, to take place on its 7th edition from September 21 to September 24 of this year, at Digital Culture Center on Mexico City, calls for games to be shown on the “**International Game Showroom ArcadeHR**”.

Requirements for Games

- Exhibition of games at **ArcadeHR** is **completely free**.
- We accept to review any proposal of role-playing games, board games, video games, VR and AR, or any other interactive storytelling experience.
- The games would be selected by the DEVHR Staff.
- The DEVHR staff can send recommendations about the way to exhibit the game based on the physical characteristics of the exhibition space. These recommendations must be accepted to exhibit the game.
- Every applicant must follow all the steps indicated on this call, and submit all required information in English. Failure to do so will result in their proposal being rejected.

About the Exhibition space

- The exhibition space of the Digital Culture Center will be divided proportionally based on the number of games accepted for exhibition.
- All the hardware, banners, and promotional material of the game, must be supplied by the exhibitor.
- The Digital Culture Center will only provide electrical sockets and Wi-Fi services.
- Depending on the schedules of the exhibitors and space availability, some games would only be shown on specific days of the event.

About the selection process

- Participants must fill the form on the provided link, in order to register.
- The International game showroom ArcadeHR is divided by our own classification, although your game doesn't need to fit in our categories to participate. Our categories are:
 - **Profesional video games:** Games developed by indie studios or not, who make games for commercial intentions.
 - **Board & Role-Playing Games:** All games created on a physical format that doesn't require any digital support.
 - **VR or AR experiences:** All projects that use AR & VR or any other immersive technology.
 - **Edugames & applied games:** Games for educational purposes or any project that use gamification for work-related, social or political purposes.
- Game synopsis must be of a maximum length of 280 characters.
- Videogames must present an English version playable demo for its evaluation.
- For board games and role-playing games, the participant must send us the rule book and pictures of the product to make the evaluation.
- This call close on May 28th at 23:59 (GMT-5).

Registration of proposals:

<https://goo.gl/forms/4wSAwk9HxTsxXDn2>