



## Legal Terms

### International Game Jam

Virtual Soul  
Cologne Game Lab  
Zurich University Of Applied Sciences  
Kingston University



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# Organizers

This event is organized by the student association Virtual Soul of Rey Juan Carlos University (URJC), Cologne Game Lab University of Applied Sciences (CLG), Zurich University of Applied Sciences (ZHAW) and Kingston University London.

# Dates

This event will last one week, during which teams will develop their projects. The Game Jam will begin on **January 31, 2026 at 18:00** via the *Veertly* platform. The submission deadline for projects will be **7 February 2026 at 23:59**. Finally, the winners of this edition will be announced on **19 February 2026 at 17:00** during the closing ceremony of the 11th edition of GameGen, held at the URJC Móstoles campus, and streamed live for participants from the other collaborating countries.

# Participation

The Game Jam will be held remotely, except for the closing event, which will take place in the auditorium of the URJC Móstoles campus. In order to participate, the corresponding registration form must be completed.

Teams may consist of a maximum of 6 members, with no more than 3 members from the same institution per team. Participants external to the collaborating institutions are not permitted.

The objective of this Game Jam is to foster international collaboration, connection, and exchange of work and knowledge among students. For this reason, all teams will be mixed. The event organizers will be responsible for the final team formation, which will be carried out randomly, unless members from different teams express their desire to form a team in advance. The final composition of each team will be announced on the event's Discord channel on the **morning of January 31**, before the start of the Game Jam.

As a distinctive feature of this Game Jam, all developed games must have educational value.

All team members must join the event's Discord server in order to stay informed about updates and activities, and to use it as the primary communication channel with the organisers (questions, support, etc.). Additionally, participants must join the event's itch.io page, which will be the platform used for all submissions.

# Rules and Regulations

The following regulations have been officially approved by all institutions involved in the organisation of this Game Jam. The organisation reserves the right to take appropriate measures in the event of any breach of these rules. Such measures may result in the disqualification of any individual participant or team.

1. Submitted games must strictly adhere to the proposed theme and must have educational value. Educational value is understood as the facilitation of learning of knowledge, skills, or competencies, either explicitly or implicitly. Compliance with this requirement will be assessed by the judges, who will determine whether a game fits the established theme. Failure to comply will result in disqualification.
2. Both the game and its itch.io page must be entirely in **English**. Optionally, translations into other languages may be included.
3. The project must be submitted within the deadline established by the organization. The submission deadline will be **February 7, 2026, at 23:59**. Any modification of these dates will be communicated with a minimum of 3 days' notice through the event's Discord server and other official channels.
4. The game must be an original creation and must be developed during the Game Jam. All elements used in the development of the game must be created by the registered members of the team. Any software may be used, except for artificial intelligence, as specified in Rule 7. The submitted build must run on the Windows operating system, with support for other operating systems being optional.
5. As an exception to Rule 4, external assets may be used provided that they are free and licensed for unrestricted use. Additionally, all such assets must have been created and published prior to the start of the Jam. The authorship of all external assets must be properly credited in the game's credits.
6. Games will be evaluated by judges appointed by each of the organising institutions. Judges will apply impartial and objective criteria, following a scoring rubric detailed later in this document.
7. The use of generative artificial intelligence for the direct creation of visual, audio, or narrative assets is strictly prohibited. The use of AI-based tools for development support must be declared and may be reviewed by the organisation.
8. Any dispute arising among team members must be reported to the organisers, who will be responsible for ensuring the safety and well-being of all participants. Any instances of harassment, bullying, or other inappropriate behaviour will result in the disqualification of the responsible individuals.
9. All participants are required to contribute equitably to the development of the game. Any conflicts related to contribution equity must be communicated to the organisation, which may act as a mediator.
10. The inclusion of the following elements in games is strictly prohibited: obscene language, discriminatory situations based on gender, race, or religion, pornographic content or nudity, as well as any inappropriate comments directed at professors, members of the organisation, or any member of the university community.

11. Project submission must be carried out through the itch.io platform. Only if expressly indicated by the organisation, or in the event of technical issues, may submissions be accepted via alternative platforms. Any submissions made through unauthorised means will be considered invalid and will not be evaluated.
12. At the time of submission on itch.io, a brief explanation must be provided describing how the game follows the given theme, as well as the educational value it offers.
13. The organisers reserve the right to expel any individual or team that attempts to disrupt the proper development of the Game Jam. This includes inappropriate behaviour between teams, misuse of social media to defame individuals involved in the Jam, or any malicious interpretation or action contrary to the spirit of the competition.
14. If any collaborating institution or a superior entity determines that an individual or team has violated any competition rules, said individual or team will be automatically disqualified from the Jam and may have their participation in future events organised by Virtual Soul restricted.
15. **FOR PARTICIPANTS FROM URJC ONLY.** In order to obtain RAC credits, participants must mandatorily submit the project developed during the Game Jam.

## Evaluation Methodology

The jury will evaluate the Game Jam projects according to the following categories. All categories will be scored using a common scale from 0 to 10, being 0 the minimum score and 10 the maximum.

- Thematic Adequacy: evaluation of the suitability with which the Jam's theme has been applied to the video game.
- Educational value: The game's potential to be used as a tool in educational environments.
- Experience: Subjective valuation of the game that reflects the enjoyment the jury experienced while playing the game.
- Usability: How easily a new user can begin playing and understand what is happening in the game.
- Artistic aspect: Evaluation of artistic elements such as character and environment design, modelling, textures, animations, visual effects, resource integration, artistic cohesion with the game concept, lighting, content depth, shader usage, interface aesthetics, etc.
- Sound design: Evaluation of sound-related aspects such as sound effects, soundtrack, sound integration, artistic suitability, content depth, etc.

The final result will be calculated as the sum of the average scores of all categories. In the event of a tie, the categories listed above will be used as tie-breakers in the order presented. If the tie persists, the final decision will be made by the jury.

## Image Rights

By participating in the Jam and/or attending any event organised by Virtual Soul and the collaborating institutions during the specified dates, participants expressly authorise the use of their names and images captured during the event in various media, including newspapers, social networks, literary magazines, informational brochures, and websites, for the purpose of promoting the event and future events.

Likewise, the institutions reserve the right to display the submitted projects on all their dissemination channels at any time they deem appropriate. In all cases, proper credit to the authorship of the project will be guaranteed. This right is granted exclusively for promotional, non-commercial purposes.

## Data Protection Law

In compliance with Spanish Organic Law 3/2018 on the Protection of Personal Data and Guarantee of Digital Rights (LOPD GDD) and Regulation (EU) 2016/679 (GDPR), the organisation informs participants that all collected data will be processed by the organising association for the following purposes:

1. Managing teams and participant involvement.
2. Awarding prizes.
3. Publicize the competition and its results through various media.

All information collected during registration will be processed internally by Virtual Soul and will not be shared with external entities, unless required by a superior authority. For further information, please contact: [virtualsoulurjc@gmail.com](mailto:virtualsoulurjc@gmail.com)

## Project Rights

Participation in the Game Jam does not imply any transfer of intellectual property, publication, or distribution rights of the video game to the organisation. All organising institutions commit to respecting these rights and any licenses granted by the creators for their works.

Likewise, the organization reserves the right to eliminate any project deemed to violate the rules presented in this document.

## Acceptance of the Legal Terms

Participation in the Game Jam implies explicit acceptance of all the terms and conditions set forth in this document.