



SPECIFIC RULES OF THE DIGITAL CREATION COMPETITION

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This document aims to inform States, governments and artists about the specific rules of the Digital Creation competition. For any other information concerning the competition as a whole, kindly refer to the Cultural Competitions General Rules.

The Digital Creation discipline is officially part of the cultural competitions of the 10th Francophone Games.

« This document is a courtesy translation. In case of doubt, please refer to the original document written in French »

List of abbreviations:

OIF: International Organization of La Francophonie;

CIJF: International Committee of the Francophone Games;

CNJF: National Committee of the Francophone Games.

1- Rules of the Digital Creation competition

The Digital Creation competition brings together a maximum of 20 artists or selected groups (men or women). 1 artist or group composed of 4 individuals maximum participating per State or government.

a. Creation of the technical file of the artist or group to be attached to the registration file:

- A coherent portfolio related to digital creation:
 - Accepted format: pdf, maximum size: 10 MB
- Video: a link to a platform may be considered (Vimeo, Youtube etc.) which can be password protected. In this case, the link should be mentioned clearly in the file.
 - a descriptive and technical sheet of the work on display:
- Accepted format: pdf, maximum size: 1 MB
- Video: a link to a platform may be considered (Vimeo, Youtube etc.) which can be password protected. In this case, the link should be mentioned clearly in the file.

For the artist's registration file, kindly comply with the General Rules.

2- The running of the Digital Creation competition

The competition will be conducted in two separate phases:

Duration of the competition: 4 days.

1st phase:

DIGITAL ARTWORK

The artist presents a so-called digital work in the form of an exhibition. It can either be an artwork in itself or, in the case of a live performance, showcased through a film/clip.

The competition will start with the inauguration of this exhibition where the works will be evaluated by the Jury. An interview with each candidate will follow the presentation of the works. Candidates have the freedom to choose the theme that should be part of a contemporary reflection, excluding any religious, racist or xenophobic statements.

A certain number of points is awarded to each work submitted, allowing an initial ranking of the candidates.

Artists shall bring their own equipment and materials for this exhibition phase.

2nd phase:

LIVE PERFORMANCE

Definition: any project created live in front of an audience.

It must contain, within the framework of this competition, visual and audio elements, and may include physical elements (e.g. dance) or other elements in order to create an immersive and interactive experience.

In the case of this competition, the soundtrack can be created live, but can also be partly or entirely an already recorded soundtrack.

The Jury will propose a common theme to all artists through which they will have to develop a project.

The artists will have three days to work on their project before presenting it to the Jury. The format of the artwork is free, it must meet the criteria established for works expected from an

audio-visual performance (see definition).

This part will be conducted in two stages (possibility of reusing previously designed productions). All groups will have a maximum of 10 minutes to present their project followed by a 10-minutes interview.

At the end of this first phase, 5 artists will remain in the running for the final.

Following the feedback of the Jury, the artists will have a day to re-work on their project before the final.

During the final, the artists present their projects in 15 minutes maximum. There will be no interviews. After seeing the 5 projects, the Jury members deliberate behind closed doors for 30 minutes in order to establish a ranking.

Selection process:

Day 1

Exhibition installation

Jury visit to the exhibition

Opening

Day 2

Logician workshop

Theme Announcement

Days 3 and 4

Independent work

Day 5

Jury 1st eliminatory ROUND (performance +interview)

Day 6

Project final touches

2nd ROUND: FINAL (performance)

3- Organization

The National Committee of the Francophone Games (CNJF) organizes and ensures the operational holding of the competition: provision of the necessary premises and staff, communication and adherence to schedules, liaison between the organizers, the participants, the Jury. A representative for the Digital Creation competition will be at disposal throughout the competition and able to answer any questions or requests.

A Digital Creation Technical Manual is published 2 months before the Games by the competition Manager (refer to General Rules).

The competition is under the technical responsibility of a President of the Jury appointed by the International Committee of the Francophone Games (CIJF), in consultation with the International Organization of La Francophonie (OIF) French Language in the Diversity of Cultures Department (DLC).

4- Artists' Obligations

Artists are required to be aware of the Rules in force and to comply with them from the moment of submitting their application.

They shall ensure that in all circumstances they behave courteously and respectfully towards themselves and others.

All selected artists are committed to be present from the beginning to the end of the Digital Creation competition. Participants may leave the host country after the final, without any obligation to stay until the end of the Games. Participants who choose to stay will participate in the parade at the closing ceremony.

The artists must comply with the schedule that has been given to them; they must scrupulously respect the time allotted for their performance.

Artists must be punctual and available for rehearsals, interviews and video content.

In addition to their time on stage, artists must make themselves available for any activity related to the Games (participation in meetings, workshops, interviews...).

The artist comes with his equipment (computer, midi controller, screen, VR headset, etc.). The CNJF provides electricity (phase 1 and 2), a video projector and sound system (phase 2) as well as quality equipment for non-profit communication.

Artists must ensure that they dispose of the exploitation rights for the works presented.

5- Material and technical conditions

A specification detailing the technical requirements of the Digital Creation competition is given to the host country, which must comply with it in order to ensure that competitors are offered the best possible conditions.

- The room should be dark enough and free of furniture so that candidates can install their works;
- Provision of a room in which candidates can sit and work for phase 2;
- Provision of a video projector, as well as a control panel equipped with a video output (HDMI) and a sound output (jack);
- Provision of a base of stationary computers, a video projector and a sound system for the phase.

6- Obligations, criteria and evaluation grid of the international Jury

The international Jury is committed to be present throughout the competition. Jury members must know and enforce the Rules of cultural competitions and those specific to their discipline.

The Jury draws up a detailed report regarding the progress of each deliberation and the final ranking.

During the final, the Jury will have 30 minutes to deliberate before announcing the result.

The Jury will rate the projects according to criteria of originality, exploration and experimentation during the presentation of works and during the audio-visual performance.

The Jury will assess the ability to produce a successful work within a short time frame, the relevance of the technical choices made and technical mastery.

See the evaluation grid below:

EVALUATION GRID

DISCIPLINE: DIGITAL CREATION

NAME OF THE ARTIST/GROUP:

STATE OR GOVERNMENT:

CRITERIA	VERY SUCCESSFUL (20-25 pts)	SUCCESSFUL (15-20 pts)	MODERATELY SUCCESSFUL (10-15 pts)	NOT VERY SUCCESSFUL (0-10 pts)
Originality and relevance of the concept	0	0	0	0
Experiments during audio-visual performance	0	0	0	0
Work completed within a short time frame	0	0	0	0
Relevance and mastery of technical choices	0	0	0	0
TOTAL	0	0	0	0
Total of points: 0/100				

7- Workshops-Entertainment

The CNJF can take advantage of the arrival of artists from all over the world to organize meetings, workshops... for the public in Yerevan and/or within cultural institutions present in Yerevan.

The Jury proposes during the second day of competition and before the theme is given, a workshop intended for the candidates around different live software (resolum, madmapper, modul8, touchdesigner... according to the Jury) as well as a round table explaining how they are used in practice.

This round table is open to all audiences and access free.

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