

XIPRIZE2016

GAMING CREATIVITY



Rules for “Creastoria Challenge” - Kreyon Prize 2016

The Kreyon project (www.kreyon.net) of Sapienza University of Rome, announces the "Creastoria Challenge". The "Creastoria Challenge" is an online contest for the most creative collective stories, composed within the online game "Creastoria" hosted on the XTribe web platform (www.xtribe.eu).

Stories will be judged by a panel which will select winners at its sole and unappealable discretion. The panel will confer a final cash prize of €500 to the best story in each language (Italian and English), and eight interim prizes (four for each language) of Amazon vouchers, awarded every four weeks to the best story fragments composed during the previous four weeks.

Participation in the contest is moderated by the following rules.

Objectives

“Creastoria Challenge” aims to encourage creativity of “Creastoria” players to collect data for scientific purposes, increasing the number of stories composed and monitoring players’ interactions within the game.

Terms of Participation

All registered players contributing story fragments in the online game “Creastoria”, until 2nd October 2016, will automatically be entered to compete in the contest. Registration takes place at www.xtribe.eu, and registered game play of “Creastoria” will constitute entry into the contest. Participation is free.

Selection Criteria, Communication, and Awards

Eight interim prizes (4 in English and 4 in Italian) will be awarded in the form of Amazon vouchers worth €25 to the best story fragments composed during the previous four weeks. Two final cash prizes of 500 euro each (taxes included), will also be awarded (one for Italian and one for English).

Every four weeks an author will be chosen from players active in the previous four weeks by a panel of jurists with sole discretion for selecting winners. Criteria used to judge story fragments may include: originality, continuation by other players, number of “likes” and “dislikes” on the Creastoria visualisation, and number of shares on social networks. Authors will be judged on the body of fragments contributed to the game in the previous four weeks, so players who write many story fragments may increase their chances of

winning. Once every four weeks, the panel of judges may propose, via publication on the game's site and on social networks, a theme or several restrictions for the upcoming four weeks.

At the end of every four week period, the names of five nominees for the interim prize will be published on www.kreyon.net and on social networks. Interim nominees will have to log into the game within three days of their nomination to provide their data to receive a prize in the event they are chosen as an interim prize winner. Three days after the publication of the nomination, the winner of the interim prize will be informed via email, and his/her name will be published on www.kreyon.net and on social networks.

In the case where none of the five nominees supplies their data within the three day interval, the prize will be considered unassigned.

Among all fragments of stories composed during the contest period a specially appointed jury will choose, at its sole discretion, eight finalist authors in each language. The jury will choose two winners among the finalists (one in English and one in Italian), who will receive a 500 euro (taxes included) cash prize and an invitation to the award ceremony during the KREYON DAYS 2016 event in Rome, Italy in October 2016.

Authorizations

Any material created by authors will become the sole property of the Kreyon Project (www.kreyon.net), and may be used for scientific research purposes and any other purposes related to the project.

Participation in the contest implies complete agreement with the above stated rules.

Privacy

According to Italian art. 11 D. Lsg. N. 196/03, personal data supplied and collected, including story fragments created, will be used for purposes related to this announcement and could be published during events related to the contest. Each participant gives his or her explicit consent, according to art. 23 D. Lsg. N. 196/03, for these purposes by registering to the Xtribe platform.

Competent Court

The law governing this contest is the Italian civil code. Disputes, that could arise between parties due to interpretation or application of these rules will fall under the jurisdiction of "Foro di Roma," excluding all other alternative competent courts.