Open Letter to the BIG Festival organization and to whom it might interest,

- Read the original portuguese letter here: http://bit.ly/OiBIG
- Support our struggle by signing here: https://goo.gl/forms/bdp4xxfpQK0XGsls2

Introduction to the translation

An important element to this letter is the fact that BIG Festival is sponsored by governmental institutions and public funds are its main source of funding. It has also relied on state-owned venues since its start. This is a key information to understand the impact of the lack of transparency and communication pointed in this open letter.

Introduction

We have this prepared this letter because of the relevance and size of BIG Festival (Brazil's Independent Games Festival) and its potential for making changes and determining an important part of the shape of the videogames production chain in Brazil.

Our goal is to officially present our dissatisfaction with the Festival's choices. This dissatisfaction is not new and BIG organizers were informed about them several times in the past years but with little to no response. We are concerned that the BIG Festival (that has *"Brazil's Independent"* in its name) gives almost no space to us, Brazilian independent developers.

This way, we have chosen to unite and write, collectively, this open and public letter, allowing those who read it to become a witness and to contribute with the proposed changes and demanded answers.

1 . Critiques

1.1 Festival

1. Lack of transparency in the criteria for selecting Festival finalists;
2. Lack of feedback for submitted games, especially for those who were not selected as finalists;

3. A big part of the registered games is not even played, which is indicated by data regarding key activation and in-game metrics;

4. Former judges, who opted to stay anonymous, affirmed that they felt their feedback wasn't taken under consideration, and that the festival's organization simply selected what best fitted their interest, based on taste, prejudice, or personal convenience;

5. There are no categories specific for students and no incentives for beginner developers, even though they are a large share of the Festival's participants and public;

6. Lack of a transparency policy to avoid conflicting interests between the event, its sponsors and related associations;

7. Bias on the selection for the Big Booth;

8. The Festival's definition of "independent" is confusing and vague, with small teams competing with studios financed and run by multinational corporations;

1.2 Speeches & Talks (Palestras)

1. The curation and selection process for the talks is not transparent nor accountable;

2. A lot of the talks focus on subjects considered of low relevance for most of the developers, with a lot of institutional talks from sponsors that provide very little practical advice for actual game development and which serve primarily as self-promotion;

1.3 Big Starter

1. It is incoherent that mainstream game industry representatives (such as Bandai Namco) judge independent games. We see no problems in having big sponsors (such as IGF, sponsored by Microsoft and Gamasutra), but they should not be the main ones on judging panels of important awards since this can create conflicts of interests.

2. Lack of diversity on the judges, both culturally and in terms of industry experience. There is a focus on F2P that does not fit what we understand as independent development.

1.4 Big Brands

1. It is questionable that a festival about the celebration of "Indie Developers" has an award for games commissioned by big corporations, but not one for beginners and students.

1. Brazilian speakers have no financial support or expense coverage for travel, accommodation or meal costs during the festival. Finalist developers from outside of São Paulo state are given a total of R$500 (~145USD) for the whole team, for all the event, regardless of which part of the country they come from. Foreign finalists and speakers have full financial coverage with traveling, accommodation and meals.
2. Communication attempts with the Festival organization through their Facebook page or privately with the organization team members were ignored or made irrelevant with empty answers or no clear action from their part. Attempts have been made since the festival's first edition, in 2012, and continually reiterated every year. Most, if not all, of the content of these past attempts is in this letter.
3. There are little to no incentives for local/national developers to bring and show their games (last year, an effort was made in this regard but games were pre-selected by the runner-ups of the Festival with non-transparent criteria as stated above).

2 Suggestions (Sugestões)

2.1 Festival

1. How will grant-supported games be treated since they cannot be compared to games made by completely independent studios?
2. We demand clearer policies to actively reduce conflicts of interest. Jury, board members, directors and finalists of the Festival should not have received support from Abragames and should not be eligible nor allowed to participate in the competition.
3. We ask for more diversity and openness with regards to the judge's panel. Their names should be visible and they should incorporate different regional associations besides Abragames, such as BIND, MIND, RING, AdJogos, PONG, GaMinG, and others.
4. We ask for a clearer definition of what is considered "indie" for the Festival since, at the moment, it seems to be "whichever games are convenient for us".
5. We ask for the creation of different award categories to encourage students and beginner developers as well as "big players" from the national industry.

2.2 Speeches and Talks (Palestras)

1. We propose an open call for speakers and talks which should be contemplated by the program.
2. We ask for an emphasis on more diversity with the participation and inclusion of social and political minorities in the call for speakers.
3. It is important to encourage developers from different areas of Brazil, maybe with full financial coverage for some. The biggest game festival of Brazil should be positive for Brazilian developers, even for those without financial conditions to participate (maybe with a special aid for the North and Northeast region, which are much further to Sao Paulo than the rest of the country).

2.3 Big Starter

1. We ask for an area to show the games (or at least their trailers) competing in the Festival.

2.4 Big Brands

1. We ask that the festival should reward Big Booth or student games instead of rewarding games from big corporations on Big Brand, which presumably were paid by them.

2.5 Communication and Community Relations (Comunicação e tratamento da comunidade)

1. We propose that the festival host an open plenary after every event edition, with staff and developers alike;
2. Big Festival staff could interact openly with developers in their own channels, like facebook and discord channels, even using personal accounts;
3. There should be a staff person or group to act as a contact person with devs and the community;
4. Developers should be invited to participate as curators and judges;
5. The developer community should be invited to take part in discussion involving new awards, grants and Festival areas.
6. We propose the creation of a new area in the Festival with free or cheap admission for developers presenting games. We believe this format would offer an informal space for students and new developers to showcase their work and gather feedback with low to zero cost to them and at a small cost to the event organization.

In this way, we make public our discontent and we express our desire for changes and improvements as early as possible.

Sincerely,

Collective of Brazilian independent game developers, among them (but not limited to):

Abdel de Oliveira Flor	Kolibri Studio
Adm Nya Bang Agung Jr.	-
Adm-Amoy Rfm Vikers	-
ADRIEN LOUIS COMBECAU	Didigameboy.com
Alexandre Chaves	SpaceGiraff3
Alexandre Magno Tortora Heringer	Universidade Anhembi Morumbi
Alexandre Tolstenko	InfiniBrains - infinibrains.com
Aline Job	Acadêmica independente/Ataque
Alvaro Sasaki	Autônomo
Alya Wulan Dari	-
Amora B.	MiniBoss
Ana Antar	ERA Game Studio
Ana Ribeiro	Pixel Ripped
Anderson dos Santos	Bangbloom
Anderson Taborga	Autônomo
Andre Asai	Loud Noises
Andre Chagas Silva	Asteristic Game Studio
André Monello	Perugluglu

André Perez Segato	Freelance
Andrei Rafael Brongel	Hifire Game Studio
Anny Caroline Sousa	Independente
Antonio Mathias Rüdiger Verona	RuVe Game Studio
ardydo	octopedro industries
Arre Colares	Overlord Game Studio
Arthur Ciappina	Mazari Games
Arthur Cordeiro	Autônomo
Arthur Felipe Pallu	Devora Studio / PUCPR
Arthur Zeferino	8AH
Augusto Godinho	GO! Interactive
Bárbara Fernanda Alves da Rocha Blum	PUC PR
Beatriz Blanco	Bonus Stage
Bettina Calmon	Bettina Calmon Music & Sounds
Billy Mello	Estudio Mellancia
Black Brisa	Brisaudio
Brawler Lopes	Braw's Bros.
Bruna Telles	Caciq Digital
Bruno André Mikoski	Paladin Studios
Bruno Costa	Game Audio Academy
Bruno Dias	Independente
Bruno Marques Freire	Artista independente

Bruno Mend	Mend Audio
Bruno Palermo	Diorama Digital
Bruno Pizol Camargo	_
Caio	Blackrose Studios
Canoi Gomes de Aguiar	Expresso Game Studios
carlos henrique leal da cruz	PucPr
Carlos Vinícius	moonRise Studio
Caroline Andrade	BlackRose Studios
Cauê Natalo	atualmente nenhuma
Celso Formiga	Estácio
Cheny Schmeling	Kinship Entertainment
Clarissa Picolo	LOSTALLOY
Cristhyane Ribeiro	Sinergia Games
Cristiano Camacho	Original Studio
Dalmar Durães	Stardust Studios
Daniel Camargo	Daniel Camargo
Daniel Dante	Expresso Studios
Daniel HC Carvalho	Curso Design de Games Anhembi Morumbi
Daniel Maida	Gorlami! Games
Daniel Maróstica	DL
Daniel Marques	Studio Eris
Daniel Minoh Giampaulo	Viajante Dos Sonhos

Daniel Monastero	Garage 227 Studios
Daniel Moreira de Azevedo	Ludic Side
Daniel Ribeiro	Astrum Games
Daniel Silveira do Nascimento	Bitten Toast Games Inc.
Danielle Serranú	Autônoma
Danilo Dias	Joymasher
Danilo Neumann Marques	Pontifícia Universidade Católica do Paraná
DAWISON DA SILVA ALVES	GameDê Studios
Diego Barboza	Unnamed Fiasco Team
Diego Pontes Floriano	Pontifícia Universidade Católica do Paraná (PUC-PR)
Dinart Filho	Ninja Garage
Edson Lima	Universidade Anhembi-Morumbi
Eduardo Lamhut	BitCake Studio
Eduardo Pereira	Pandora Game Studio
Elias José Issa	GO! Interactive
Eloi Ferreira Lacerda Lopes	FATEC Carapicuíba
Emir Lima	Lone Flow
Enric Granzotto Llagostera	Concordia University / Ataque Podcast
Fabio Carvalho	Guaxinim Games
Fabio Gomes	Void Studios S/A
Felicia de Almeida Lobo Guerreiro	feliciagamingdiary.wordpress.com
Felipe Alves	CESAR

Felipe Bock Magagnin	Dotcompany
Felipe Dacal Fragoso	Copenhagen Creators / IT University of Copenhagen
Felipe Diniz	Faculdade das Américas
Felipe Dominguez Crespo Hirata	não tenho...
Felipe Henri	Nebula
Felipe Rodrigues Ferraz dos Santos	Coltec - UFMG
Felipe Silva	Augustus Audio
Fellipe Martins	Fellipe Martins
Fî Qõłbý	-
Filipe Daniel Souza Brizolara	Expresso Game Studio
Filipe Pereira	Aoca Game Lab
Filipe Soares Dilly	Post Mortem Pixels
Fitriyanti Putrytunggal	-
Flavio Creasso	Desenvolvedor Independente
Francisco Fontes	N
Frederico Raiss	Pixel of Galaxies e Streamsoft Games
Gabriel Almeida Savonitti	PUC-SP
Gabriel Alves	TawStudio
Gabriel Cabral	WolfByte Games
Gabriel de Souza Gouveia Oliveira	Pontifícia Universidade Católica do Paraná (PUCPR)
Gabriel Gomes da Silva	Universidade Federal de Itajubá

Gabriel Lima de Souza	CEFET-RJ
Gabriel Naro	Rednoise Music
Giancarlo Lima da Silva	Studio Kraken
Gilberto Faria	FMU/CásperLíbero
Gilberto Prujansky	Senkan
Giulia Yamasaki Souza	REVstudio
Glauber Kotaki	Freelancer
Glauco Lúcius Nobre de Almeida e Castro	Granada Studio
Guilherme	Screw Studios
Guilherme Felipe de Souza	Distintos Estudio
Guilherme Mazzaro	Behold Studios
Guilherme Stutz Töws	Zaratustra Productions
Gustavo Garcia Nogueira	Universidade Federal de Sergipe
Gustavo Gonzaga Ribeiro Dias	PUCPR
Heitor Vasconcelos de Queiroz	Dead Battery Studio
Hélder Lima De Jesus	Sou desenvolvedor independente
Henrique Alves Goyano	Llamaze
Henrique Carrasco Pagnossi	Huddle Brasil
Henry Gosuen	warchild14
Hugo Safatle	Studio Acid Minds
Icaro Pirazza	Pirazza
Igor Cardoso de Souza	DES Studios

Israel Faustino	FATEC Zona Sul
Ivan Garde	SYBO
Jackson Daniel	VooBox
Jairo Lopes	Nocht Communications
Jean Branco	Podcast 1UP/Fatec Carapicuíba
Jean Diego	GO! Interactive
Jean Oliveira Rodrigues de Araujo	Instituto Federal Catarinense
Jefferson Nascimento	UnderSurface Game Studio
Joao Arthur Navarro (Litsoh)	Freelancer
João Brant	Long Hat House
João Ciocca	autônomo
João Luiz Boyadjian	Johnny Makes Games / Anhembi Morumbi
Joao Luiz dos Reis Santos	Site Super Amibos
João Requião	Overlord Game Studio
Joel C. Santos	Unique Entretenimento Digital
Joel Hamon	Ludic Studios
JOHANNES LEANDRO LAEBER JUSTESEN	FURG
Jonas de Lima	VoidLock Studio
Jonas Marconi Silvério	Std. Fritado
Jonata Martins Rodrigues	Pandora Game Studio
José Ulisses de Brito Lira Filho	Instituto Alfa e Beto
josé wilson reis sousa	Artista 2D Freelancer

Juliano Ferreira de Lima	lightUP
Juliano Reis	Lurid Games
Julio Cesar Anastacio	Criar Games
Jun Kajii	Konquer Projekt
Kaz Born	LAJE Studio - PUCPR
Léon Walras	Black Ember Games
Leonardo de Mattos Lima	PUCPR
Leonardo Gaudio Carcerelli	Estudante de Publicidade e Propaganda da FAC
Leonardo Rego Ferreira	LNDFRR
Leonardo Soares	Motolov Studio
Levy Abinajm Melero Sant'Anna	Infoproletários
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Lu Bragança	Faísca Jogos
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Luan Moura do Nascimento	Autônomo
Lucas Aguiar Goulart	Acadêmico independente, Ataque
Lucas Alves de Miranda	Deadcat Team
Lucas Antunes Estanislau Ribeiro	UNDEVS
Lucas Coelho	FAETERJ Petrópolis
Lucas Keven	PUC-SP
Lucas Matheus Cardoso da Costa	Lonely Leaf Team / Universidade do Estado do Pará

Lucas Mattos	Long Hat House
Lucas Mendes Leite	Bluespot Gameware
Lucas Perrim	Unspokentown
Lucas Popenke Paes	UNIVALI
Lucas Thiers	Double Dash Studios
Lucio de Godoy	Hissatsu Studios
Luis Gustavo Barbosa Tavares	Ludic Side
Luiz "Ique" Monclar	GGDevCast, Petit Fabrik, ex-Aquiris, ex-Monster Juice
Luiz Augusto Wendt	Autônomo
Luiz felipe avelar	Puc-Rio
Luiz Gustavo Alves	Heavy Sheep Games
Luiz Henrique Pereira da Silva Gama	Onagro Studios / independente
Luiz José Barbosa de Moura Souza	Megazebra
Luiza E. Diniz	GO! Interactive
Lupi Siti Nur Fahiroh	-
Maíra Testa	Tapps Games
Mairon Luz	Dumativa
Marcelo Pelli	REVstudio
Marcelo Rigon	Ilex Games
Marcos Genú	Sinextra Game stúdio
Marcos Seiti Suzuki	HTW Games
Maria Tereza Font Fernandes	Asgardian AGES

Mariana Beilune Abad	Trítonos
Martin Marques	Momentum Entertainment
Mateus Lacerda	Escape Velocity Games / IFRJ-CEPF
Mateus Schorn de Quadros	Autônomo
Matheus Beda	Dont Thing Just Imagine
Matheus Bolognini Nunes	Estudante
MATHEUS BRAGA ALMEIDA	Hungry Bear
MATHEUS FELIPE DO NASCIMENTO RIBEIRO DOS SANT	FMU
Maurício Costa	Autônomo
Mauricio Perin	VIS\DEV Estúdio
Mayara Fortin	Manifesto Games
Michelle Santos Costa	Funbites Game Studio
Midio	Freelancer
Miguel Carvalho	Independente
Miguel Soares	Autônoma
Milo	Faísca
Murilo Romera de Albuquerque	Murilo Romera
Narayan Magar	-
Nayara Brito	Narval Game Studio
Nia Quelsa Ramadani	-
Paulo Andrés de Matos Villalva	Download Games
Paulo Brunassi	NukGames

Paulo Henrique Hidalgo Barelli	FATEC
Pedro Armando Miranda Gomes	PUC-Campinas
Pedro Augusto Supriano Chagas	-
Pedro Damasceno	-
Pedro Henrique	WolfByte Games (CEFET/RJ)
Pedro Lucas Ferreira	Screw Studios
Pedro Monteiro	Freelancer, FURG
Pedro Paiva	Menos Playstation, Ataque
Peter Hansen	FuturLab
Phellipe Lacerda	Marketing Digital para Games
Rafael Chiamenti Martins	Autônomo/Freelancer
Rafael Cupolillo	Wiseworld
Rafael de Freitas	Unisinos
Rafael dos Santos Correia	Bunker 6 Studio
Rafael Fressato Hey Branco	LAJE Studio / PUCPR
Rafael Moco	Lightfarm Studios / Freelancer Texture and Environment Artist
Rafael Ocariz	Hex Onix
Rafael Riva de Ribeiro Barbosa	Rakun
Rafael Tajima	Taj
Rafaella Ryon	Ninja Garage
Ranti Sabilla	-
Raphael Massarente	RM Background Noise

Reinaldo Augusto de Oliveira Ramos	T4 Interactive
Renato Degiovani	TILT online
Renato Mota	RMAL
Ricardo Costa	Magistral Games
Ricardo Pires Fernandes	RiFez - AMGM
Ricardo Urbano	Senac Lapa Tito
Robson Marques	Demerara games
Robson Saes dos Santos Junior	Dead Battery Studio
Rodolfo Valezin	Mad Viking Studio
Rodrigo Dorta Marques	UNESP
Rodrigo Faleiros	Wagging Tail
Rodrigo Grego	Freelancer
rodrigo massanori	The Vax Studio
Rodrigo Oliveira	Dead Body Outline
Rômulo Gomes de Souza Marques dos Santos	Reload Game Studio
Ronan Tavares de Souza Santos	Pixel vs Pixel
Rubens Beraldo Paulico	PUCPR
Sergio Stellet	Nebula
Tainá Felix da Silva	Game e Arte
Tales Sampaio	Grumpy Panda Studios
TARCISIO DE SOUZA REZENDE	MUP STUDIOS
Tathiana Sanches Tavares Silva	BraveSoul Studios

Tatyane Souza Calixto da Silva	Universidade Federal de Pernambuco
Thais Weiller	JoyMasher
Thayllor Peres Devos dos Santos	Universidade Federal de Rio Grande
Theo Tanaka	Autônomo
Thiago "Beto" Alves	Ex-Aduge, ex-Aquiris, ex-Black River Studios
Thiago Adamo	Game Audio Academy
Thiago Albuquerque Kozusko	Kozuskoo
THIAGO AREAL PORTELLA	Hungry Bear
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Thiago Henrique Menezes Ferronatto	Aquiris
Tiago Alvez	Tiago Alvez (profissional freelancer)
Tiago Fernando Barbosa de Sousa	Demerara Games
Tiago Moraes	Ovni Studios
Tiago Oliveira	SharkByte
Tiani de Noronha Tejo	Studio Pixel Punk
Tiani de Noronha Tejo	Studio Pixel Punk
Tim Fabril	Lab.ArtGame
Tito Marques	YesDEV
Tobias Ulrich	UNISINOS
Vagner Aparecido da Silva	Estudante de Jogos Digitais - Uninove
Valéria Macabelli	UnderSurface Game Studio
Valquiria Geib K.	PUCPR

Victor Bento	-
Victor Follador	Vikintor
Victor Leão	MIND
Victor Moreira	UFPR
Victor Soares Côrtes	ERA Game Studio
Vinicius Federighi	Chimp Chips Studio
Vinicius Rovtar Pinton	Tactile Entertainment
Vinicius Yokomizo Pires	Izotonic Studios
Vitor Cruz	Freelancer, FURG
Vitor de Aguiar Soares	Expresso Studios
Vitor Hugo Ferreira	PutzStudios
Vitor Ishimura	Rockgames
Vitor Santana	Karma Tapp / FunFill / Dash Team
VítorMendes	Penguin Tower Studios
Waldir Rodrigues Junior	Tapps Games
Well Gomes	King's Orders
Wilkinson Da Rolt de Souza	Jamtastic
William Botura	Arcadya Studios/Freelancer
William Lucena	Estudante - UFRN
Wilson Melo	Estúdio Vaca Roxa
Wilson Oliveira	ex - Messier Games
Ygor Amaral	Infnet

Stone Soup Games

Future

Universidade Católica de Pernambuco

Site Bonus Stage

Adam	
Carolyn Jong	Concordia University
Cyril Focht	University of California Santa Cruz
Daniel Korn	
Deven Blake	Independent developer
Emma Kinema	
Felipe Zappia	
Fernando Ramallo	Independent developer
Florencia Rumpel Rodríguez	Independent
Jesse Sosa	Dinosaur Games
Júlia Flausino	-
Maurício Heberle da Silva	
Pol Clarissou	Independant
Rafael Françoi	
Richard Phillip Rücker Silva	LLamaze
Rory O'Day	
Taylor Morris	
Terri Vellmann	Autônomo
Thiago Carvalho de Sousa	ABXY ENTERTAINMENT
Zio	Zio (K. S.)

Last updated at 11:03 on April 25th