



# Call for Applications 3rd GERMAN GAMEMUSIC AWARD 2019

The GERMAN GAMEMUSIC AWARD is calling young European composers (max. 30 years of age and currently living in Europe) to compose music for two different computer or video game trailers.

The GERMAN GAMEMUSIC AWARD is organised by Landesjugendorchester Bremen (State Youth Orchestra of Bremen) in cooperation with the Bremen concert hall "Glocke" and media partner Radio Bremen.

It will be supported by Nintendo Germany and Daedalic Entertainment GmbH.

Patron of the 2019 GERMAN GAMEMUSIC AWARD will be Dorothee Bär, German State Minister for Digitization.

# Musical performers of the GERMAN GAMEMUSIC AWARD:

- conductor: Prof. Stefan Geiger
- orchestra: Landesjugendorchester Bremen (State Youth Orchestra Bremen)
- further musicians (choir and solists)

### Dates & deadlines:

- Deadline for sending in the score and soundfiles of the two compositions: 1 February, 2019.
- The 3 finalists and all other applicants of the GERMAN GAMEMUSIC AWARD will be notified by 15 March 2019. The names of the 3 finalists will be published at www.germangamemusicaward.de.
- Rehearsal times attendance required by the 3 finalists: Thursday 13 June 2019 to Saturday 15 June 2019.
- The public final and award ceremony will take place at the GAME SYMPHONY concert on 15 June 2019 at 7 pm at concert hall "Glocke". The 3 finalists are required to attend this concert.
- There will be an additional GAME SYMPHONY concert for schools on 17 June 2019 at 11 am at concert hall "Glocke". The finalist of the GERMAN GAMEMUSIC AWARD is required to attend this event, too.

## Please enter the following documents for the competition:

- Scores and soundfiles to computer / video game trailers "Splatoon 2" of Nintendo of Europe AND "State of Mind" of Daedalic Entertainment. The compositions have to be for large symphonic orchestra ((3.3.3.3 4.3.3.1, timp, perc, str) instrumentations beyond this scope (including soloists, larger brass and woodwind sections) are acceptable after prior consultation with the organiser.
- Each computer / video game trailer is about 2 to 3 minutes long. Every applicant has to send in scores and soundfiles to both of the above-mentioned trailers.
- The score has to be written using either the software "finale" or "sibelius"
- Artistic CV (pdf document)
- Copy of birth certificate (pdf document)

#### **Prizes:**

- The 3 finalists will be invited to the final rehearsals (13 to 15 June 2019), the GAME SYMPHONY final and award show (15 June 2019) and only for the winner the GAME SYMPHONY school concert (17 June 2019).
- The organizer of the GERMAN GAMEMUSIC AWARD will cover travel to and from Bremen (train ticket 2<sup>nd</sup> class or economy flight). A per diem of 30€ per day will be granted. Accommodation will be paid and organised.

# Prize money:

1st prize: 2,000€
 2nd prize: 1,200€
 3rd prize: 800€

The 2019 winner of the GERMAN GAMEMUSIC AWARD will be awarded a scholarship to attend mediasound hamburg 2019 for free.

## Jury:

- Prof. Stefan Geiger, Artistic Director and conductor of Landesjugendorchester Bremen
- Katrin Anders, head of music education at the Bremen concert hall "Glocke"
- One member of Landesjugendorchester Bremen
- One game music composer or a member of a game production company

#### Further terms and conditions:

- The game music compositions entering the competitions must not be premiered before their presentation at the 2019 GERMAN GAMEMUSIC AWARD. Until the presentation at the GERMAN GAMEMUSIC AWARD they must not be performed elsewhere.
- Opposing rights of third parties towards the organizer or Landesjugendorchester Bremen cannot be applied.
- In case of a nomination (3 finalists) the composers have to send in legible (edited in "sibelius" or "finale") orchestral scores and individual parts of both compositions ready to be printed.
- All participants must consent to the public performances of their compositions on 15 and 17 June 2019 at the two GAME SYMPHONY concerts at the Bremen concert hall "Glocke" (on the basis of public domain use of their compositions).
- The 3 finalists must attend the final rehearsals (13 to 15 June 2019) and the GAME SYMPHONY concert on 15 June 2019, 7 pm at the concert hall "Glocke". The winner must also attend the GAME SYMPHONY school concert on 17 June 2019, 11 pm at "Glocke".
- The 3 finalists are required to do a aural introduction of their compositions to the audience (preconcert) and in written form in the printed concert programme.
- All competition entries are at the expense of the applicants. The organisers of the GERMAN GAMEMUSIC AWARD do not cover any expenses such as postage, customs charges or taxes resulting from the submission of materials to the competition. The material sent in by the applicants cannot be returned.
- All applicants have to consent to the digital distribution of the individual music parts to the members of Landesjugendorchester Bremen, the conductor, soloists and choir members prior to the rehearsals.
- Communication will be held in English or German.
- The decisions by the jury are final, excluding the jurisdiction of a court.
- By sending in their application, all applicants consent to adhere to and fulfill the above-mentioned prerequisites.

## How to register for the GERMAN GAMEMUSIC AWARD:

- All applicants have to register online at www.germangamemusicaward.de/wettbewerb.
- 3 finalists will be selected by the above-mentioned jury by 15 March 2019. All participants including the 3 finalists will be notified by 15 March 2019.
- Registration for the competition is valid only by transferring the registration fee of 80€. Details of how to transfer the money will be communicated after registering online.
- After successfully registering and transferring the registration fee, all participants will be sent the two above-mentioned competition trailers (without tone / music) electronically.

#### **Further information:**

www.germangamemusicaward.de

### contact details:

Landesjugendorchester Bremen e.V. / State Youth Orchestra Bremen c/o Landesmusikrat Bremen Violenstraße 7 28195 Bremen Germany

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# In Kooperation with:





















