TCEC emotes design contest

TCEC is looking for emotes for its Twitch chat, so a TCEC Emote Design Contest (EDC) is opened.

A. General rules

1. Any TCEC supporter, follower or fan having a TCEC Twitch chat account and attached to the TCEC Official Discord can participate.
2. Designs sent in will be accepted as of 11 November 2018, and the first emote slots will be filled with the first winners. Until decided otherwise by the TCEC CEO AntonMihailov, the contest will be an ongoing one.
3. To participate in the emote design contest, your design(s) have to be sent to TCEC COO and chairman of the emote jury kanchess at *kanchessdom@gmail.com*
4. Entries must be accompanied by at least your TCEC chat name, any further information concerning your identity will remain fully confidential to TCEC CEO and COO only (not the jury therefore).
5. The designs sent in have to be 100% your own original work, or a demonstrable derivative of your own original work; by sending them in you claim to have all rights to them and they contain no copyright violations.
6. By sending in your designs, you grant TCEC the right for their use in its Twitch chat at https://www.twitch.tv/tcec_chess_tv in case one, more or all of these are elected as winning.
7. Each participant can send in several designs, each of which will be judged separately.
8. The designs sent in cannot be shown or published elsewhere until completion of the contest; any prematurely "leaked images" are no longer eligible.
9. The gradual release of winning designs as emotes is up to TCEC, and the winning contestant is bound to not publish or show them elsewhere before release by TCEC.
10. TCEC reserves the right to remove emotes or to replace winning emotes with other newer winning emotes, whether temporarily or more permanently.

B. Design rules

1. TCEC is currently looking for a house style for emotes, so sending in a set of at least 10 emotes is therefore most recommended.
2. Only original work will be accepted (see also A.4)
3. Individual emotes can also be sent in.
4. Emotes sent in as a set will be judged both as a set and as individual emotes.
5. Emotes sent in must be in 3 formats each: 28x28, 56x56 and 112x112 pixels in .PNG format
6. The emotes must be chess related images in general, or engine chess related specifically.
7. The emotes should fit the TCEC visual identity in general.
8. Each of the emotes sent in should be explained briefly to make clear which emotion or idea they represent.
9. A set of emotes sent in should ideally include a palette of emotions, some suggestions for these are: happiness, sadness, cheering, approval, (dis)agreement, surprise, 10/10 emote, boom emote, emotes for top engines, etcetera.
10. The format for sending in should be: explanation with images in 3 formats each in a .pdf, and all images separately as well in the three formats 28x28, 56x56 and 112x112 pixels as .png.

C. Jury rules

1. The first Emote Jury will consist of 5 members, representing staff and community: AntonMihailov, kanchess (chair), CatoTheYounger_TCEC, kkeronen62 and JamesTCEC.
2. If a jury member resigns, or is long time absent without notice, or is misbehaving, he will be replaced by a new one designated by TCEC CEO and COO, and is not discharged from the confidentiality agreed to upon becoming, and connected to being, a jury member.
3. Functioning emote jury members cannot be participants in the contest.
4. The members of the emote jury shall convene in a private channel on the TCEC Official discord.
5. The members of the emote jury shall not disclose any details concerning the evaluation process.
6. The members of the emote jury shall not disclose any details concerning the voting process.
7. Each emote jury member must vote when asked to, abstention is not possible.
8. The criteria for judging and evaluating of the potential sets of emotes shall be weighed against the following criteria:
    a. the images must be well-made and presented in the proper formats;
    b. the images must show a connection to chess in general;
    c. the images ideally also show a connection to chess programming and engine chess;
    d. the images should fit generally in the TCEC visual identity (TCEC logo, and web GUI);
    e. the images should clearly express emotions at a glance, in a funny way;
    f. the images cannot be of an offensive nature (see also Twitch guidelines).
9. The jury process shall be in 3 rounds:
    a. in the first round all entries shall be given a yes Y or a no N for general appropriateness and applicability in TCEC chat of the designs, for both the sets and all of the individual emotes within or without sets, individually by each of the jury members – a majority of Ys suffices for a design to move on to the second round of evaluation;
    b. in the second round of evaluation, each jury member will individually rank the competing designs in order of personal preference, giving number 1 to the lowest ranked and the highest number (depending on the number of entries) to the highest ranked design – this personal preference must also be in the terms of the criteria mentioned under C.8 a-f;
    c. in the third and last round the jury will discuss the outcome when all these points are being added up, and discuss the reasons and observations:
        i. the jury shall convene and discuss until a consensus is reached;
        ii. there can only be a winner if the jury reaches consensus on a truly winning design, if none are usable, ranking the contestants will start at 2nd place;
        iii. a winning design by jury consensus shall be included among the first emotes released for use by subscribers to TCEC Twitch chat;
        iv. the jury has the right to remove certain emotes from a winning collection if they are found less appropriate.
10. The chairman of the jury shall publish the results both in TCEC chat and on the Chessdom website, soon after which winning emotes will become available in chat.