

## **Guidelines for international versions of *Expeditie Moendoes/Expedition Mundus***

De Jonge Akademie and De Praktijk would like the original Dutch-language game *Expeditie Moendoes* to be available in other countries and in other languages. De Praktijk and The Young Academy own the joint copyright in *Expeditie Moendoes* and the translation into English, *Expedition Mundus*. These guidelines explain the conditions that must be met in order to publish *Expeditie Moendoes/Expedition Mundus* in another language in order to ensure the quality of the translation and a responsible approach to distribution.

Because the names of De Jonge Akademie from the Royal Netherlands Academy of Arts and Sciences, SNS REAAL Fonds and De Praktijk are associated with the game, its quality must be guaranteed regardless of the language into which it is translated. By quality, we mean the graphic design, the quality of the translation and the underlying concept as developed by the creative owners.

Interested parties may ask De Jonge Akademie and De Praktijk for permission to translate *Expedition Mundus* and make it available to primary and secondary school pupils (or equivalent) in their country. The parties will then be given a standard contract and must agree to satisfy the conditions below. They will receive either a Dutch or an English version of the game for translation, as well as a set of basic guidelines for translation.

### **Conditions**

#### **GENERAL CONDITIONS**

- De Jonge Akademie and De Praktijk shall retain joint copyright in *Expeditie Moendoes/Expedition Mundus* under all circumstances.
- If the game is produced in another language, any contracts drawn up with third parties/producers will not relinquish rights in the game or the design and illustrations.
- Parties that wish to translate the game must obtain a written licence to do so from De Jonge Akademie and De Praktijk.
- Distribution of *Expeditie Moendoes/Expedition Mundus* must not be for profit.
- No fees will be charged for the licence covering digital use of the texts, concepts, design and illustrations.

- A separate licence is required to produce (parts of) physical games professionally (or to have them produced). This licence will involve a fee.
- The size of the licence fee will be related to the applicant's available production budget. The production budget is the budget spent on printing, materials and assembly.
- The relationship between the production budget and the licence fee is shown in the table below (net amounts, in US Dollars):

<b>production budget</b>	<b>licence fee</b>
\$0 - \$2500	\$0
\$2500 - \$5000	\$100
\$5,000 - \$10,000	\$250
\$10,000 - \$20,000	\$625
\$20,000 - \$40,000	\$1500
\$40,000 - \$80,000	\$3000
> \$80,000	5% of the production budget

- In individual cases, De Jonge Akademie and De Praktijk may decide not to collect the licence fee, for example if the amount would be a critical barrier to distributing *Expeditie Moendoes/Expedition Mundus*.
- Young academies in other countries are the preferred parties for translating and distributing *Expeditie Moendoes/Expedition Mundus*. Next in order of preference are national academies of science; universities; and research and knowledge institutions.

## **TRANSLATION**

- De Jonge Akademie and De Praktijk prefer an official translation company to be contracted to produce the translation. It is possible to deviate from the above in consultation with De Jonge Akademie and De Praktijk. The translator must adhere to the basic guidelines for the translation, which explain the underlying concept of the game.
- The translation must be made available on the Internet in a version that cannot be altered. The translation will also be made available on a website set up by De Jonge Akademie and/or De Praktijk, if possible through a link. Versions that permit alteration must not be made available online in any language.

- Only one translation should be produced per language (however, language variations – for example UK English and US English – can be counted as separate languages where needed).
- The translation must refer to both the correct copyright and the correct attribution – De Jonge Akademie, De Praktijk and the funding bodies SNS REAAL Fonds and the Royal Netherlands Academy of Arts and Sciences.

“The copyright in the original version of *Expeditie Moendoes* for primary and secondary education is owned by De Jonge Akademie & De Praktijk. The original game was made possible by SNS REAAL Fonds and the Royal Netherlands Academy of Arts and Sciences. Illustrations for *Expeditie Moendoes/Expedition Mundus*: Nozzman. Design of *Expedition Mundus*: Tot en met ontwerpen. Translation: .....

- The copyright in the translation (the right of exploitation) must be owned by the party that orders the translation. This must be agreed in writing with the translator. The translator retains the right to attribution as the translator (and other moral rights).

### **EXTENDED VERSIONS**

- Extended versions of the game (extra question and answer sets) will be permitted under certain conditions. These are:

- the extended version must also be made available in English after completion. The conditions stipulated under the heading “Translation” also apply to the translation into English;

- the extended version will be sent to De Jonge Akademie and De Praktijk;

- the extended version may also be used by other countries;

- the extended version must be in line with the existing design; blank answer cards can be used for this purpose.

- If third parties are called in to produce extended versions, it must be made clear that De Jonge Akademie and De Praktijk are not responsible for the additional content.

These guidelines will remain valid for one year. After a year, the guidelines will be evaluated and amended or readopted. After entering into effect, these guidelines may be amended at any time by De Jonge Akademie and De Praktijk acting in consultation.