Privacy Policy for the "Start-up: Games-Entrepreneurs" Program

I. General Information

1. Controller

Below we explain what personal data we will collect and process when you use our services as part of the "Start-up: Games-Entrepreneurs" program. **This applies in addition to [our General Privacy Policy](#)**. We are:

Stiftung Digitale Spielekultur gGmbH
Marburger Str. 2
10789 Berlin
Germany

Phone: +49 30 29049290

Email: kontakt@stiftung-digitale-spielekultur.de

"Personal data" means the particulars concerning the personal or material circumstances of an identified or identifiable natural person.

2. Legal Basis

We collect and process personal data on the following legal bases:

- Consent pursuant to **Article 6(1)(a) of the General Data Protection Regulation** (GDPR). "Consent" means any voluntary, informed declaration of intent that is unambiguously given for a specific case in the form of a declaration or other clear confirming action with which the data subject signifies that they agree to the processing of the personal data concerning them.
- **We need the data to perform a contract or take steps before entering into a contract pursuant to Art. 6(1)(b) GDPR.** This means we need the data to meet our contract obligations toward you or to prepare to enter into a contract with you.
- **We must process the data to meet legal obligations pursuant to Article 6(1)(c) GDPR.** This means the data processing is compulsory (pursuant to a legal statute or other regulations, for example).
- **We must process the data to protect legitimate interests pursuant to Art. 6(1)(f) GDPR**. This means the processing is necessary to protect our legitimate interests or those of a third party, unless those legitimate interests are outweighed by your interests or basic rights and freedoms that require the protection of personal data.

3. Rights of Data Subjects

Pursuant to the following articles of the General Data Protection Regulation, you have the following rights regarding the data processing we perform:

- Right to information pursuant to Art. 15 GDPR—that is, the right to be informed by us about which of your personal data we are processing, and how,
- Right to rectification pursuant to Art. 16 GDPR—that is, the right to demand that false or incomplete data concerning you be corrected or completed without undue delay,
- Right to erasure ("right to be forgotten") pursuant to Art. 17 GDPR—that is, the right to demand the erasure of your personal data if certain conditions are met,
- Right to restriction of processing pursuant to Art. 18 GDPR—that is, the right to demand that the processing of your personal data be restricted, if certain conditions are met,
- Right to data portability pursuant to Art. 20 GDPR—that is, the right to receive the personal data concerning you, which you have provided, in a structured, commonly used and machine-readable format, and the right to transmit those data to a third party, if certain conditions are met,
- the right to object pursuant to Art. 21 GDPR—that is, the right to object to the processing of your personal data if the processing is based on our legitimate interests, if certain conditions are met.

Without prejudice to other administrative or judicial redress, you have the right to lodge a complaint with a supervisory authority if you believe that the processing of the personal data concerning you breaches the GDPR; this particularly applies to supervisory authorities in the Member State of your place of residence or the place of the alleged breach.

4. Data Erasure and Storage Duration

The personal data concerning the data subject will be erased or blocked as soon as the purpose for their storage no longer applies. The data may be stored beyond this point if European or national legislators have provided for this in regulations under Union law, statutes, or other regulations to which Stiftung Digitale Spielekultur is subject. The data will also be blocked or erased if a retention period prescribed by the aforementioned standards expires, unless continued storage is necessary for us to enter into or perform a contract.

II. Specific Data Processing

1. Application of Funds & Evaluation; Application and Jury Procedures; Networking

a) **Scope of the Data Collection**
   We employ speakers, jurors, and mentors as part of the workshops and events of the "Start-up: Games-Entrepreneurs" program. It they are bound by a contract and receive remuneration, we collect the usual invoice and contract data.

We also carry out an application procedure for potential participants of the program, which requires a personal registration. Finally, we employ various service providers who render different services for our events, such as catering. This means personal data might be processed in relation to those service providers as well, if the data are contained in the contracts and invoices.

The data are stored on a server of an external, US-based hosting provider.

During the application-of-funds audit and the project evaluation, the aforementioned data are also forwarded to Medienboard Berlin-Brandenburg GmbH and possibly to their business administrator, the Investitionsbank des Landes Brandenburg (ILB), who processes those data as the controller.

The names and email addresses of all consenting participants will be provided to other program participants. And members of the program jury will be allowed to inspect the participants' personal data as part of the application and selection process.

b) Legal Basis

The legal basis for processing the data of salaried speakers, jurors, mentors, and external service providers is Art. 6(1)(b and f) GDPR and § 26 of the German Federal Data Protection Act (*Bundesdatenschutzgesetz, BDSG*). Moreover, billing-related data and contracts will be processed pursuant to Art. 6(1)(c) GDPR in conjunction with the Fiscal Code of Germany (*Abgabenordnung, AO*). Collecting data about participants in the application procedure, and forwarding those data, are legally based on Art. 6(1)(a and f) GDPR.

Storing data with our provider is legally based on Art. 28(3, 6) GDPR in conjunction with the use of the standard contract clauses of the European Commission.

The legitimate interests consist in our interest in the projects being funded with public subsidies awarded by Medienboard Berlin-Brandenburg GmbH, which requires a project evaluation and application-of-funds audit.

c) Purpose of the Processing

The address data and invoice data are used to make contact and issue invoices, for the application-of-funds audit and evaluation on the part of Medienboard Berlin-Brandenburg GmbH, and for proper accounting and tax registration. Beyond that, application data are used in selecting participants, in the application-of-funds audit and evaluation on the part of Medienboard Berlin-Brandenburg GmbH, and for other purposes.

Any forwarding of participants' contact data to other participants is done to network the participants who are interested in the topic.

d) Storage Duration

Contract and invoice data are stored in accordance with the statutory retention obligation under tax and commercial law. Applicants' data are stored until the application procedure is concluded. The data from applicants not selected are stored temporarily (in case participants take legal action against the selection process) and then erased. The data of applicants who are selected as participants will be stored indefinitely, based on explicit consent, to maintain the program's alumni network.

e) Options for Objection and Erasure

You may object to the use of your participant data at any time, by sending an email to kontakt@stiftung-digitale-spielekultur.de. If you do so, we will erase your personal data on expiry of the period as per paragraph d). Apart from that, you have no right to object.

2. Communication and Video Conferences

a) Scope of the Data Collection

To communicate and implement project planning with the people named under 1. and with Medienboard Berlin-Brandenburg GmbH, we use the "Teams" software and the "LinkedIn" social network of Microsoft Corp. (USA) and the software LamaPoll of Lamano GmbH & Co. KG (Germany).

Microsoft Corp. processes data outside the European Union.

If these meetings or project planning sessions are held at our invitation, data on participation in the meetings, their duration, the chat or message content, and IP addresses (and if applicable, email addresses as well) will be collected while this service is being used.

b) Legal Basis

The data collection is legally based on Art. 6(1)(a, b, and f) GDPR, in the form of consent to participate in the communication, as part of the exchange of information on contractual topics (if a contract relationship exists) as well as our legitimate interest in documenting our communication, especially if you initiated the contact between us.

The data processing by the service provider is legally based on Art. 28(3, 6) GDPR in conjunction with the use of the standard contract clauses of the European Commission.

c) Purpose of the Processing

The purpose of the processing is to document and hold meetings with the participants.

d) Storage Duration

Meeting data that are collected only to carry out the communication (the IP address, for example) are collected only when the connection is made. Data on participation, project planning, and communication content are stored during the project and the application-of-funds audit and then erased. We store communication for longer than that only if it involves business correspondence, which is subject to the retention periods specified under tax and commercial law.

e) Options for Objection and Erasure

If the data are not needed to enter into, perform, or document a contract relationship, or to assert rights, you may object to further use at any time under kontakt@stiftung-digitale-spielekultur.de.

3. Current Version of this Privacy Policy

The current version of this privacy policy can always be retrieved at https://www.stiftung-digitale-spielekultur.de/en/project/start-up-games-entrepreneurs-en/.

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