

# Application Form - VSI Games 2021-22

## Form Preview

### Applicant summary

\* indicates a required field

**Applicants are strongly encouraged to speak to Vicscreen prior to submitting an application.**

**Joe Brinkmann**, Manager - Production Attraction and Support,  
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**Heather Scott**, Production Attraction and Events Officer,  
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For application technical issues or form submission enquiries please contact Connie Boyce, Program Services Officer, [connie.boyce@vicscreen.vic.gov.au](mailto:connie.boyce@vicscreen.vic.gov.au) or +61 3 9660 3267

#### **Before you start your application:**

- Read the [VSI Guidelines](#)
- Review the [Qualifying Victorian Expenditure Info Sheet](#)

### Application type

Vicscreen's Victorian Screen Incentive (VSI) program is an economic development initiative that offers grants to attract footloose screen projects to undertake production and/or post-production activities in Victoria.

VSI Digital Games Production applications must demonstrate a minimum [Qualifying Victorian Spend](#) of AU\$500K.

Applications for film and series should refer to the [VSI / RLAf application form](#).

### Applicant details

#### **Applicant company name \***

Organisation Name

Production Company / SPV / Production Services Company

#### **Is this a sole director company? \***

Yes  No

#### **Is the applicant company incorporated in Australia? \***

Yes  No

#### **Is the applicant company based in Victoria?**

Yes  No

#### **Is the applicant also the rights holding company? \***

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Yes

No

**Principal place of business (must not be a PO box) \***

Address

  

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.  
Must be an Australian post code

**Postal Address \***

Address

  

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.

**Mobile Phone \***

**Company Email Address \***

Must be an email address.

**Account Email (if different to above)**

Must be an email address.

**Company website**

Must be a URL.

### Contact details for this application

**Company/Application contact \***

Title      First Name      Last Name

            

**Position within applicant company \***

**Contact phone number \***

**Contact email address \***

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Must be an email address.

### ABN details (Australian applicants only)

#### **Applicant ABN (Australian applicants only) \***

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register	
ABN	
Entity name	
ABN status	
Entity type	
Goods & Services Tax (GST)	
DGR Endorsed	
ATO Charity Type	<a href="#">More information</a>
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN.

### Rights Holding Company details

#### **Rights Holding Company (RHC) / Studio name \***

Organisation Name

#### **Is the rights holding company incorporated in Australia? \***

Yes  No

### ABN details (Rights Holding Company incorporated in Australia)

#### **Rights holding company ABN (Australian companies only) \***

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register	
ABN	
Entity name	
ABN status	
Entity type	
Goods & Services Tax (GST)	

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DGR Endorsed
ATO Charity Type <a href="#">More information</a>
ACNC Registration
Tax Concessions
Main business location

Must be an ABN.

### Where is the rights holding company incorporated? \*

## Project details

\* indicates a required field

### Project title \*

### One sentence synopsis \*

Must be no more than 2000 characters.

### One paragraph (3-4 sentence) synopsis \*

Word count:

no more than 2000 characters

## Project platform

Please indicate what platforms you are currently developing for. Select up to 5.

### DESKTOP

- Mac
- PC
- Linux
- Other:

### Mobile

- iOS
- Android
- Other:

### CONSOLE

- Xbox
- Playstation
- Switch
- Other:

### XR

- Vive
- Rift
- WMR
- Daydream/Gear
- Other:

### OTHER

- Physical
- AR/MR
- Hardware
- Other:

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### Distribution Platform - Desktop

#### Desktop Distribution \*

- Steam
- Epic Games Store
- Itch.io
- Humble
- Stadia
- Discord Store
- Other:

### Distribution Platform - Mobile

#### Mobile Distribution \*

- iOS App Store
- Google Play Store
- Amazon Appstore
- Other:

### Distribution Platform - Console

#### Console Distribution \*

- Nintendo eShop
- PlayStation Store
- Microsoft Store
- Xbox Games Pass
- Other:

### Distribution Platform - XR

#### XR Distribution \*

- Viveport
- Oculus Store
- SteamVR
- Playstation Store (PSVR)
- Google Play Store
- iOS App Store
- Other:

### Distribution Platform - Other

#### Other Distribution \*

- Physical Installation
- Bespoke Hardware

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Other:

**Player mode \***

- Single Player  
 Multi Player (online)  
 Multi Player (local)

**Project style/genre \***

- Action  Adventure  Building/Crafting  Casual  Narrative/Story-driven  Puzzle/Problem Solving  Racing  RPG  Simulation  Sports  Strategy/Tactics  
No more than 5 choices may be selected.

**What sort of work is being proposed in Victoria \***

- Exploratory (research work; innovation etc)  Assistance (support systems such as audio, QA etc)  Existing IP Project  New IP Project  Remaster  Remake  Serious Games Project  
Other

Refer to our Glossary for more information on [Serious Games](#)

**Please specify any alternative interstate or international destinations under genuine consideration for your project \***

**Have you previously applied for or received any funding from Vicscreen for this project? (such as incentives, development or production investment) \***

- Yes  No

**Provide details:**

### Production details

**Vicscreen Request \***

\$

Must be a dollar amount.

**Are the figures provided for this project in AUD (Australian Dollars)? \***

- Yes  No

We ask that all figures be provided in AUD (Australian Dollars)

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**Total project budget \***

\$

Must be a dollar amount.

**Total stage budget \***

\$

Must be a dollar amount.

If the work being undertaken in Victoria is across multiple stages list the total project budget as above

**Total spend in Victoria \***

\$

Must be a dollar amount.

**How much of the Victorian spend will be spent solely on wages? \***

Must be a dollar amount.

**Total number of people to be employed on the project \***

Must be a number.

Including full time, part time and casual employees

**Total number of Victorians to be employed on the project \***

Must be a number.

Include those paid for PAYG and contractors

**Total Number of Lead Practitioners to be employed on the project \***

Must be a number.

**Number of Victorian Lead Practitioners to be employed on the project \***

Must be a number.

**Number of Victorian businesses/service providers to be engaged on the project \***

Must be a number.

**How many Victorians will be employed solely on a casual day rate? \***

Must be a number.

### Production Dates

START DATE

END DATE

NUMBER OF WEEKS

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Overall Game Work Start \*

Must be a date.

Overall Game Work End \*

Must be a date.

Length of time in weeks \*

Must be a number.

Victorian Game Work Start \*

Must be a date.

Victorian Game Work End \*

Must be a date.

Length of time in weeks \*

Must be a number.

Delivery date \*

Must be a date.

Proposed commercially released date \*

a date

Must be a date

**Additional notes regarding release date if required**

## Project Team

\* indicates a required field

**Please select the key personnel working on or proposed for the release of this project: \***

- Technical Lead       Design Lead       Narrative Lead       Audio Lead  
 Production Lead       Artistic Lead       Marketing Lead

\*Please note that these titles are intentionally broad to accommodate a variety of roles. Please choose the one which most closely resembles the role of each key personnel.

**Technical leads** might include programmers, senior or lead programmers, technical directors, lead developers – any technical roles which guide the implementation of the underlying mechanics and code that runs a game.

**Design leads** might include designers, lead designers, level and gameplay designers, creative directors – any roles which are primarily concerned with the design of the game and its mechanics, usually as it relates directly to the user.

**Narrative leads** might include writers, editors, script writers, narrative designers – any roles which are primarily concerned with the creation of the narrative, story, elements of a game where such elements are important.

**Production leads** might include producers, project managers, lead developers, and others – whoever is ultimately responsible for keeping the project on schedule and helping to plan the overall path through production to release.



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**Artistic leads** might include artists, lead and senior artists, both 3D and 2D artists, creative and art directors, perhaps even UI designers – any roles that are involved in setting the key artistic vision of a game, and possibly executing that vision.

**Marketing leads** might include marketing and PR people who are close to your team (not simply a company you have hired to give you advice) – any roles which are primarily concerned with the messages that you are sending out about your game to press and audience.

**Audio leads** might include composers, musicians, technical sound designers, foley artists, and so on that are involved in creating or managing the key audio elements within the game.

### Technical Lead

**Technical lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Technical Lead Australian Residency

**State \***

For Key Personnel residing in Australia

### Technical Lead Overseas Residency

**Country \***

For key personnel residing abroad

**Please provide a brief description of this key project team member.**

### Design Lead

**Design Lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

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**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia  Overseas

Design Lead Australian Residency

**State \***

For Key Personnel residing in Australia

Design Lead Overseas Residency

**Country \***

For key personnel residing abroad

**Please provide a brief description of this key project team member.**

Narrative Lead

**Narrative Lead name \***

Title First Name Last Name

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia  Overseas

Narrative Lead Australian Residency

**State \***

Narrative Lead Overseas Residency

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**Country \***

For key personnel residing abroad

**Please provide a brief description of this key project team member.**

Production Lead

**Production Lead name \***

Title      First Name      Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
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**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia                                       Overseas

Production Lead Australian Residency

**State \***

Production Lead Overseas Residency

**Country \***

For key personnel residing abroad

**Please provide a brief description of this key project team member.**

Artistic Lead

**Artistic Lead name \***

Title      First Name      Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
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**Email \***

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## Form Preview

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

Artistic Lead Australian Residency

**State \***

Artistic Lead Overseas Residency

**Country \***

For key personnel residing abroad

**Please provide a brief description of this key project team member.**

Marketing Lead

**Marketing Lead name \***

Title First Name Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

Marketing Lead Australian Residency

**State \***

Marketing Lead Overseas Residency

**Country \***

For key personnel residing abroad

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**Please provide a brief description of this key project team member.**

### Audio Lead

**Audio Lead \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Audio Lead Australian Residency

**State \***

### Audio Lead Overseas Residency

**Country \***

For key Personnel residing abroad

**Please provide a brief description of this key project team member.**

**Are there any additional key personnel working on this project? \***

- Yes  
 No

### Other key personnel

(fill in if applicable and if more than one other key personnel click on 'add more' button below the brief description section)

**Name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

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### Role on this project \*

### Email \*

Must be an email address.

### Australian Residency

For Key Personnel residing in Australia

### Country

For Key Personnel residing abroad

### Brief description

## Ownership and chain of title

\* indicates a required field

**During the assessment process we may ask you to prove you hold the necessary rights to produce the project or undertake the proposed work. You may be required to provide proof if we request it, such as chain of title documentation.**

### Please select one: \*

- This project is the applicant's original work and the applicant holds all relevant rights
- The applicant has acquired all relevant rights (select this option if you have acquired rights to an original screenplay or to another form of underlying work)
- This applicant does not hold relevant rights

### Please provide details \*

If successful, you will be required to provide proof of relevant rights prior to contracting.

### Australian Indigenous content

\* indicates a required field

#### **Australian Indigenous content can mean that your project is:**

- Based on or includes Australian Indigenous stories
- Has Australian Indigenous characters
- Features representations of Australian Indigenous culture

#### **Does your project contain Indigenous content? \***

Yes  No

**Please provide a brief statement detailing the research you've undertaken as well as the consultation you've entered into with relevant Australian Indigenous communities and advisors. You may be asked to provide agreements relating to research, consultation, filming permissions etc. \***

### Document uploads

\* indicates a required field

- **The maximum file size for uploads is 25MB per item.**
- **Where possible, please provide documents in pdf**

#### **Request letter - areas to cover include:**

- Background on applicant company and rights holding company (including reference to company credits)
- Financial structure of the project
- Information regarding marketplace attachments i.e. distributor
- Project history, background
- Any other relevant information

*Please upload filename as: [PROJECT TITLE] - Request Letter.pdf*

\*

Attach a file:

#### **Evidence of marketplace intent for commercial release or distribution \***

Attach a file:

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## Form Preview

e.g. [PROJECT TITLE] - Letter of Offer - [Distributor/Broadcaster].pdf

### Pitch Deck (if available)

Attach a file:

Please upload filename as: [PROJECT TITLE] - Pitch Deck.pdf

### Budget / Victorian spend breakdown

Please upload your budget / Victorian spend breakdown. For Games Production applications you must demonstrate that the project will expend a minimum of \$AU500K in Victoria.

\*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Budget.pdf, .xlsx, .xls

### Is your budget's currency in AUD (Australian Dollars)? \*

Yes  No

We ask that budgets be provided in AUD (Australian Dollars).

### Finance plan / Income Sources \*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Finance Plan.xlsx, .xls or .pdf

### Schedules

VSI Digital Games - Production Schedule (*overall schedule highlighting the Victorian work*)

\*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Schedule.pdf, .xlsx, .xls, .docx, .doc

### Available information about the company/studio, key staff members or leads, directors, background and previous titles. \*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Additional Information.pdf, .doc, or .docx

### Additional materials you wish to supply

Attach a file:

Please upload filename as: [PROJECT TITLE] - [Document]

### Production service agreement



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Australian companies providing production services and applying for a grant on behalf of an eligible project will need to provide a copy of the production services agreement authorising the applicant to undertake work on the project on behalf of the owner / rights holding company of the project.

**Is the applicant a Production Services company applying on behalf of the rights holding company? \***

- Yes  No

**Is there a Production Services Agreement already in place? \***

- Yes  
 No

\*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Production Services Agreement.pdf

Please note: You will be expected to provide a signed Production Services Agreement prior to contracting.

## Additional Information

**What impact (if any) will COVID-19 restrictions potentially have on your team or your project? Please advise only on those that impact your immediate team or plans, including travel and quarantine obligations.**

Word count:

Must be no more than 500 words.

## Privacy statement and Applicant declaration

\* indicates a required field

### Privacy statement

All personal information submitted to Vicscreen will be dealt with in accordance with our [Privacy Statement](#).

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### How did you hear about this program? \*

- VicScreen Website
- Other

### Please specify: \*

### Additional Comments (Optional)

### Applicant declaration

- The applicant declares that they have read and understood Vicscreen's current program guidelines. The applicant agrees and acknowledges that Vicscreen reserves the right to vary its guidelines without notice to the applicant from time to time.
- The applicant agrees and understands that funding decisions (including the amount of funding) are discretionary and the decision to approve or reject any funding application rests with Vicscreen and/or the relevant Minister.
- The applicant warrants and represents that the information provided and all attachments are, to the best of the applicant's knowledge and belief, true and correct and that it has not omitted any material information which would be required by Vicscreen in relation to determining whether to approve funding of a project.
- The applicant undertakes to advise Vicscreen in the event of any significant or material change to the proposed project, application or supporting materials.
- The applicant warrants and represents that it owns or holds all relevant rights necessary to proceed with the proposed project outlined in this application. The applicant agrees to indemnify and hold harmless Vicscreen for and against any cost, loss, damage or expense suffered or incurred by Vicscreen as a result of or arising from the use of the application and material.
- The applicant acknowledges and agrees that Vicscreen may copy, store, adapt, change, edit and use, communicate and transmit any material supplied by applicants as part of this application in any media worldwide and may provide such material to nominated third party consultants and advisors for advice, review and evaluation purposes.
- You acknowledge and agree that you are submitting your personal information and VicScreen will collect this in accordance with its Privacy Policy at <https://vicscreen.vic.gov.au/legal/privacy>.

### Disclosure of project information:

- You acknowledge and agree that if your application is successful, Vicscreen may publish information about your project in Victorian Government media releases, on Vicscreen's website, social media platforms, third party media channels (such as Youtube and Vimeo) or in Vicscreen's e-newsletter for its promotional and publicity purposes only. This information may include your project's title, genre and synopsis, names and past credits of individuals comprising the key creative team and the amount of Vicscreen's investment in the project.
- You acknowledge and agree that typing your name in this application form and submitting the form electronically will constitute signature by electronic communication under the *Electronic Transactions (Victoria) Act 2000* and related Acts.

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- The authorised company officer must type their name on the form. By doing so, the authorised company officer warrants that he/she is authorised to sign this application form for and on behalf of the company.

**Applicant name/authorised signatory \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Date \***

Must be a date

VSI Games

VSI Games