

Games Release - Application Form 2021-22

Form Preview

Cover page

* indicates a required field

Essentials for completing your application

Before you start your application:

- Read the [Guidelines](#) and VicScreen's [Terms of Trade](#).
- Review this online application form.
- Review the [Budget Proforma](#)
- Read Film VicScreen's [Gender & Diversity Statement](#).

Have you contacted the Program Manager to discuss your application? *

Yes No

You are strongly encouraged to discuss your application with the Program Manager prior to submission

You are strongly encouraged to discuss your application with the program manager prior to submission. Please contact [Paul Callaghan](#) or [Lise Leitner](#) to set up a time during business hours to discuss your application.

Project title *

Eligibility

* indicates a required field

Is the applicant an Individual Sole Trader or a Company? *

Individual (Sole Trader) Company

You can always update this prior to signing the contract if successful, but be aware this may cause delays. We recommend speaking to an accountant if you're unsure as to how best apply

Before we proceed, let's **confirm your eligibility**.

In order to be eligible, you must be able to confirm **all of the below criteria**. If you are uncertain on any of the below, please get in [contact](#).

Individual Eligibility *

- I am an Australian citizen or Australian resident
- I am a Victorian resident and have resided in Victoria for the last 6 months

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- I own or control the rights to the project/s relevant to this application
- I am not an employee of a broadcaster or broadcaster related entity
- I am not an employee of a commissioning platform/ / online content provider (e.g. video on demand and subscription service))
- I am not an employee of a State or Federal government screen agency

All options must be selected in order to be eligible

Before we proceed, let's **confirm your eligibility as a company.**

If you are uncertain on any of the below questions please get in [contact](#).

Has the company been based in, and operating out of, Victoria for at least 6 months prior to this application? *

- Yes No

Has at least one of the company principals and or the parent entity been based in Victoria for at least the last 6 months prior to application? *

- Yes, at least one of the company principals has been based in and operating out of Victoria for at least the last 6 months
- Yes, the parent entity has been based in and operating out of Victoria for at least the last 6 months
- No

One of the company principals or the parent entity must have been based in Victoria for the past 6 months in order for your application to be eligible

Unfortunately, for 6 months prior to applying all applicants must have either been:

- based in and operating out of Victoria; or
- have at least one company principal and or parent entity be based in Victoria

Please get in touch prior to continuing the application if you have extenuating circumstances, or come back when you have been local for this amount of time, otherwise your application will be ineligible.

Great! Can you also confirm: *

- The company is incorporated and carrying on business in Australia
- The company (and any related entities) is not a broadcaster, subsidiary of, or jointly owned by a broadcaster or its subsidiary, or related to any broadcasting entity
- The company is not a commissioning platform / online content provider (VOD, SVOD) subsidiary of, or jointly owned by an online content provider or its subsidiary
- The company has the right to carry out the project or proposal that is the subject of this application (including relevant copyright and appropriate clearances from all significant participants)
- The company (and any related entities) is not a Federal or State Government screen agency

At least 5 choices must be selected.

All options must be selected in order to be eligible

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Project Eligibility

Okay - now onto your project. Can you confirm for us: *

- Your project is an original digital game project targeting PC, consoles, mobile, VR, AR, or XR with a digital and/or physical release strategy.
- Early-stage concept or prototype materials showing the game's intended key elements such as mechanics, themes, art style, narrative, or other game features
- Development documentation showing the path to additional financing or full production.
- Concept materials showing the game's intended key elements or a playable digital prototype ready to move into full production
- Development documentation demonstrating a public outcome for the project, including a demo release, Early Access, or crowdfunding
- An existing publicly released project
- Development documentation that shows a package of work that builds on the released game such as localisation, porting, downloadable content, or other game content
- Your project does not have significant Indigenous content without a key creative from an appropriate background
- Your project is not designed primarily for educational, training or simulation, research, marketing, or other business-to-business audiences or purposes
- Your project does not contain or have relationships to gambling, exploitative play-to-win-mechanics, play-to-earn mechanics, or high risk and volatile trading products or technologies
- Your project has not been declined once for funding from this program (or the previous API - Games program) without being significantly reworked
- Your project has not been declined twice for funding from this program (or the previous API - Games program)
- You're applying with a project that is playable on its target platform and will be ready for release within six months from the date of your application being approved
- Your project is not primarily intended for educational or training purposes
- Your project has not been commissioned by either government or private entities
- You have limited experience in commercial releases, or in the marketing strategy you aim to undertake
- If requested, you could provide evidence of any claimed prior releases
- This project will not be developed as part of a course of study or contribute to credits for a course of study

All options must be selected in order to be eligible. If you don't meet the requirements above or you are not sure, please get in touch with the program team to discuss in more detail.

Individual applicants

* indicates a required field

Applicant name *

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

ABN *

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

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Information from the Australian Business Register	
ABN	
Entity name	
ABN status	
Entity type	
Goods & Services Tax (GST)	
DGR Endorsed	
ATO Charity Type	More information
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN

Principal place of business (must not be PO Box) *

Address

Must be an Australian post code

Postal Address *

Address

Must be an Australian post code

Mobile Number *

Must be an Australian phone number.

Phone Landline

Must be an Australian phone number.

Email *

Must be an email address.

Website

Must be a URL.

Twitter

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Facebook

Instagram

Company applicants

* indicates a required field

What is the name of this company principal? *

What is the name of the parent entity? *

Company details

Applicant company name *

Organisation Name

ABN *

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	More information
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN

Is this a sole director company? *

Yes

No

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Principal place of business (must not be PO Box) *

Address

Must be an Australian post code

Postal (if different to the above)

Address

Must be an Australian post code

Company Phone Number *

Must be an Australian phone number.

Company Email Address *

Must be an email address.

Account email *

Must be an email address.

please list the appropriate email address to send financial emails to. This can be the same as the company email address if there is no separate address

Website *

Must be a URL.

Twitter

@

Facebook

@

Instagram

@

How many full time staff are directly employed by this company? *

Must be a number.

Where you have part-time staff, work out the equivalent based on full time hours

Contact person for this application

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Name *

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

Position with applicant company *

Contact mobile number *

Must be an Australian phone number.

Main contact landline

Must be an Australian phone number.

Contact email address *

Must be an email address.

Company signatory

For sole director companies, if you are successful in securing funding, VicScreen will require the company director or authorised officer to sign the funding agreement.

Please provide the following details for your company director, or authorised signatory for the company:

Name *

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

Position at applicant company *

Email *

Must be an email address

Company Signatories

For companies with multiple directors, if you are successful in securing funding, VicScreen will require two signatories on the funding agreement.

Please provide the following details for two company directors, or authorised signatories for the company:

Company signatory one *

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

Position at applicant company *

Email *

Must be an email address

Company signatory two *

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

Position at applicant company *

Email *

Must be an email address

Project details

* indicates a required field

Intended project platform

DESKTOP

- MAC
- PC
- Linux
- Other:

MOBILE

- iOS
- Android
- Other:

CONSOLE

- Xbox
- PlayStation
- Switch
- Other:

XR

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

OTHER

- Physical
- XR
- Hardware
- Other:

Distribution Platform - Desktop

Desktop Distribution *

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

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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
- Other:

Player mode *

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

Please indicate your player mode/s

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Project style/genre *

Action Adventure Building/Crafting Casual Narrative/Story-driven Puzzle/Problem Solving Racing RPG Simulation Sports Strategy/Tactics
Select up to 5. Please also elaborate on your game's platform(s) in your other responses in this form.

Current stage of development *

Production Released Feature locked Beta (Public/Private) Early Access Production: DLC Production: New Platform Production: New Market

Proposed release date (whether full release, early access, or new platform release - or other relevant release) *

Planned release date should be within 6 months of your application being approved

Elevator pitch for the project (suitable for use in a VicScreen press release for a general audience): *

Just a one line synopsis

One paragraph synopsis of the project: *

no more than 2000 characters

Tell us a bit about the projects history, development, and key team members throughout development. *

Must be no more than 500 words

Pitch document

Please provide a short one or two page pitch document, detailing why your project is compelling and distinctive. This should focus on how your marketing plan complements your project and plans to present it to the public for sale.

Remember to include discussion on your project's:

Marketing strategy including: - target audience & market information - release plan and timeline - pricing and promotions - ongoing business benefits - outreach including events, community, social media etc. - USP of your game - key assets (logo, characters, icon, screenshots)

Pitch document upload (1 to 2 pages) *

Attach a file:

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

Twitter

Twitter page for the project

Facebook

Facebook page for the project

Instagram

Instagram page for the project

Project timeline

Please detail an estimated timeline for the planned release strategy that you are asking VicScreen to help fund, including your proposed release date.

Your first milestone will be from the date the funding is contracted. Why? Because VicScreen cannot fund work that has already happened, it needs to commence after the contract is signed.

It is safe to assume that if funding is successful the contract will be signed three months after the date you submit.

Milestone

Approximate date

Contract signed	
Proposed release date and type	

Previous funding

Have you previously applied for or received funding for this project from VicScreen or any other screen agency? *

Yes No

Funding received for projects other than the one you are currently applying for, or for the company or staff, should not be taken into account for this question.

Project title at time of application	Description/ Purpose	Date of application	Organisation /Result Agency	Amount requested or received
		Must be a date.		Must be a dollar amount.
				\$

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Does this current application differ substantially from all previously rejected applications made for this project, to VicScreen? *

Yes No

Applications that have previously been through the assessment process and rejected for funding cannot be accepted unless the application is substantially reworked.

Budget and funding request

* indicates a required field

All budgets are estimates which we expect to be rounded to \$5 amounts.

Global budget

The questions in this section refer to your estimated overall budget for the entire project.

What is the total estimated budget for the entire project, from concept through to first commercial release? *

\$

This is how much it will cost to make your entire game and will include the cost of work you've already done as well as the release stage that you are requesting VicScreen to assist with. This should include any In Kind work.

What is the estimated spend in Victoria for the entire project, from concept through to first commercial release? *

\$

This should include any In Kind performed in Victoria

Your budget for this stage

The questions in this section refer to your budget for the release of your project. i.e. the stage that you are requesting VicScreen funding to assist with.

What is your release budget? *

\$

This should match the amount in the summary spreadsheet of the Budget Pro-forma - BLUE CELL. This should include any In Kind work.

What is the estimated spend in Victoria for the release of your project? *

\$

This is an estimation of what you intend to spend in Victoria for the release of your project, including any In Kind performed in Victoria. This should match the amount in the summary spreadsheet of the Budget Pro-forma - PURPLE CELL

Request to VicScreen

How much are you requesting from VicScreen to assist with the release of your project? *

\$

This amount should match the amount in the summary spreadsheet of the Budget Pro-forma - GREEN CELL

Budget upload

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Please complete a [Budget Pro-forma](#) for the release of your project. i.e. the stage that you are requesting VicScreen funding to assist with.

This budget should not include work done prior to this stage.

Please note we expect that this budget will accurately reflect the amounts detailed above. Amounts need to be rounded to \$5 amounts. We have included colour coded fields (noted above) on the Summary and Income pages which should help you confirm that the provided numbers agree with each other.

Note: Please contact [Lise Leitner](#) if you have any doubts or queries with completing the Budget Pro-forma.

Please upload your Budget Pro-forma *

Attach a file:

Please upload filename as: [PROJECT TITLE] - Budget

Please outline how you intend to use Film Victori's grant should your application be successful. *

Word count:

Think of this as a high level outline - you may have provided more detail in the project overview section above, or your other materials. Must be no more than 500 words

Game demo

* indicates a required field

Confirmation *

I/We confirm a game demo will be supplied with this application

In order to demonstrate your gameplay, we require submission of a playable demo.

It is **preferable** that the submitted demo is on your **target release platform** where possible.

All of the below builds should be provided **with relevant specific instructions to load and run your build**, regardless of platform, in the space allocated below.

You are also **welcome to provide videos** of gameplay for platforms that are less accessible, or merely as supplementary material.

We **may request** a current build on your target platform to test **where relevant** as part of the assessment process.

- **Desktop:** Please provide a **game key** if available, or a URL with **downloadable build**.

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- **iOS:** Please send a **generic TestFlight** link to paul.callaghan@vicscreen.vic.gov.au & lise.leitner@vicscreen.vic.gov.au (This allows us to pass it on to panel members where necessary.)
- **Android:** Submit an **APK** via email, or URL with download.
- **Consoles:** Submit a demo on one of the **above-listed** platforms if possible, and/or **provide videos** to demonstrate game-play.
- **VR:** Provide a **game key** if available, a **URL with APK** for sideloading, and/or **provide videos** to demonstrate game-play.
- **AR/MR:** Submit your demo via **iOS or Android** per the above, and/or **provide videos** to demonstrate game-play.

Provide any links for accessing your demo, and any supporting videos *

We also recommend applicants supply gameplay or storyboard style video footage to highlight key game features, sections, and/or plans (if relevant). We accept pdf, doc and zip files to downloadable content

Detail any instructions for accessing your game demo below

Project team

* indicates a required field

Are you a sole developer (the only person developing this project)? *

Yes No

Team summary

If you are applying as a sole developer, we recognize that you occasionally might hire additional services (e.g. asset creation, music, legal assistance etc) to assist with completing your game. Similarly for teams, you may require external services or the hiring of other people in order to complete your game. Please reflect these hiring estimates below if you expect that to be the case

How many people normally work with your team/in your company? *

How many people will be working on this specific project, including external contractors? *

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Of the people working on this project how many are Victorian? *

Credits and biography

If you have professional credits please list the most significant ones here, otherwise continue to brief description

Project title	Platform	Role on project	Year of release	Publisher developer

How many commercial games have you (if sole developer) or this company (if applying for a company) previously released? *

- 0 2 - 3 10 +
 1 4 - 9

Please provide a brief bio for yourself. Please include background, skill set, professional achievements and any relevant career goals. *

Must be no more than 300 words

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

- Technical Lead Artistic Lead Marketing Lead
 Production Lead Narrative Lead Audio Lead
 Design 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 or composers – 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 Residency

State

For Key Personnel residing in Australia

Technical Lead Residency

Country *

For key personnel residing abroad

Technical lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Technical Lead Experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

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 Residency

State

For key personnel residing in Australia

Design Lead Residency

Country *

For key personnel residing abroad

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Design lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer

Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Design Lead Experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

Narrative lead

Narrative 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

Narrative lead residency

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State

For Key Personnel residing in Australia

Narrative lead residency

Country *

For key personnel residing abroad

Narrative lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Narrative lead experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

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 residency

State *

For Key Personnel residing in Australia

Production lead residency

Country *

For key personnel residing abroad

Production lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer
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Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:
No more than 200 words

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:
For example, if this person is also managing Community Management, QA, etc.

Production lead experience

At what stage in their career is this person? *

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- Early Career
- Established
- Veteran

Artistic lead

Artistic 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

Artistic Lead Residency

State *

For key personnel residing in Australia

Artistic Lead Residency

Country *

For key personnel residing abroad

Artistic lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words

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If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Artistic Lead Experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

Marketing Lead

Marketing 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

Marketing Lead Residency

State *

For key personnel residing in Australia

Marketing Lead Residency

Country

For key personnel residing abroad

Marketing lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on project	Year of release	Publisher/ Developer
---------------	----------	-----------------	-----------------	-------------------------

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Marketing Lead Experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

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

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Audio lead credits and biography

If they have professional credits please list the most significant ones here, otherwise continue to brief description of team member

Project title	Platform	Role on the project	Year of release	Publisher/ Developer

Please provide a brief bio of this key project team member. Please include background, skill set, professional achievements and any relevant career goals. *

Word count:

Must be no more than 200 words.

If this person is managing more than one role in this project (other than the key lead role options), please detail below.

Word count:

For example, if this person is also managing Community Management, QA, etc.

Audio Lead Experience

At what stage in their career is this person? *

- Early Career
- Established
- Veteran

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"/>

Role on this project *

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Email *

Must be an email address

State

For Key Personnel residing in Australia

Country

For Key Personnel residing abroad

Brief bio *

Word count:

Must be no more than 150 words.

Diversity, accessibility and First Peoples content

* indicates a required field

Consideration of diversity

VicScreen is committed to promoting and supporting gender equality, diversity and accessibility in the Victorian Screen Industry and requires applicants to demonstrate diversity and inclusion in their application. Applicants are encouraged to refer to our [Gender & Diversity Statement](#).

In the assessment process we will take into account how robustly your application advances diversity across one or more core areas:

- Where applicable, meaningful representation of diversity in storytelling, characters, theme, and world.
- Project leadership, Key Creatives, and the wider development team
- Industry access and opportunities for training / career progression / mentoring
- Audience engagement and understanding of players from different backgrounds

Please detail below how your project addresses one or more of the core areas listed above. If your project fails to do so, it is unlikely to be supported. *

Accessibility measures

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Accessibility is one of our core assessment measures. Please outline the ways in which you have considered accessibility, and what you will be implementing within your project or project plan to improve the accessibility of your project. For more resources or starting points, we recommend consulting the Assigned Production Investment Games Program Guidelines to get more information. *

Word count:

First Peoples content

First Peoples content can mean that your project:

- Is based on or includes First Peoples stories
- Has First Peoples characters
- Features representations of First Peoples culture

VicScreen does not currently support projects with significant First Peoples' content without a member of the key creative team coming from an appropriate background

Does your project contain First Peoples content? *

Yes

No

Please provide details of the collaboration and consultation entered into including the names of relevant key creatives, communities and advisors attached to the project. You may be asked to provide agreements relating to research, chain of title, permissions etc. *

Copyright and ownership of intellectual property (IP)

* indicates a required field

Is this project based on an underlying work? *

Yes

No

Title of any underlying work *

Author of underlying work *

Title

First Name

Last Name

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Type of underlying work *

e.g. Novel, play etc.

Please select how the applicant owns the rights to this project: *

- 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 of why you don't hold the rights to this project: *

Does the applicant share copyright under a co-production arrangement? *

- Yes
- No

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 - e.g. events you may be unable to incorporate into your plans, transitioning to remote work and so on.

Word count:

Must be no more than 500 words.

Feedback

We take your feedback very seriously! Please let us know any constructive feedback you might have on the application form, process, or any of your thoughts on this program.

Privacy statement and Applicant declaration

* indicates a required field

How did you hear about this program? *

- VicScreen e-news
- VicScreen website
- VicScreen Facebook
- VicScreen Twitter
- In the media
- Industry peers
- Industry events
- Other organisations' social media or e-news
- Other

Please specify *

Additional Comments (Optional)

Applicant declaration

- The applicant declares that they have read and understood VicScreen's current program guidelines and terms of trade. The applicant agrees and acknowledges that VicScreen reserves the right to vary its guidelines and terms of trade 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 or any supporting materials submitted regarding the project.
- The applicant warrants and represents that it owns or holds all relevant rights necessary to proceed with the proposed project outlined in this application and all materials supplied to VicScreen as part of this application will not infringe any third party's rights. 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. We

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may also discuss your application with listed project investors/personnel for our business 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.
- If the applicant is an individual, the individual must type their name on the form. If the applicant is a company, 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.

Name of authorised signatory *

Title

First Name

Last Name

Date *

Must be a date

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