

INTERNATIONAL TRAVEL BUSINESS INITIATIVE GAME DEVELOPERS CONFERENCE (USA) 2018

About this initiative:

Film Victoria is offering financial assistance to eligible [Victorian](#)-based practitioners working across the games sector who are planning to attend the 2018 [Game Developers Conference \(GDC\)](#) in San Francisco.

Each year, GDC attracts over 26,000 attendees and is the primary global forum for programmers, artists, producers, game designers, audio professionals, business decision-makers and others involved in the development of digital games.

The successful applicants will be part of a delegation of Victorian games practitioners attending the events in and around GDC 2018 to expand business opportunities and continue to raise the profile of the Victorian game development industry.

Key dates:

/ Deadline for applications	5pm, 16 November 2017
/ Applicants notified of outcome	14 December 2017
/ GDC	19 – 23 March 2018

Before applying:

- / Read these guidelines and the [Terms of Trade](#) which set out the core terms on which Film Victoria conducts its business.
- / Read Film Victoria's [Gender & Diversity Statement](#). Film Victoria is committed to working with stakeholders to increase the representation of women practitioners working across all disciplines in the Victorian Screen industry
- / Terms [underlined in green](#) appear in the [website glossary](#)
- / Check the eligibility criteria
- / Review the [online application form](#)
- / Contact [Madeline Getson](#) - Industry Programs Coordinator with any questions.

Available funding:

- / Grants of up to \$2,000 are available for travel from Victoria to San Francisco to attend GDC 2018
- / Funding may be spent on airfares, ground transport, accommodation, travel insurance and the costs associated with registration and exhibition at the event/s
- / Please note that booking confirmations, invoices and costs incurred by non-approved delegates will not be accepted
- / Successful applicants must cover all costs up front and will be reimbursed up to the Grant amount by Film Victoria on the provision of relevant receipts and an acquittal report at the conclusion of travel
- / It is anticipated that up to 40 places may be funded.

Eligibility:

- / Applicants must be either a [Victorian company](#) or an individual Victorian resident
- / Company applicants must nominate one person (traveller) to represent them at GDC. This is non-transferable to another company representative without prior approval from Film Victoria
- / Applicants must:
 - Be a games developer or a service provider to the games industry (such as games publishers and distributors or games marketing or legal services)
 - Own or control the rights to any games projects taken to the conference or have the permission of the rights holder to represent them at business meetings
 - Have a project in development or a service to present at the market
- / Individual applicants and nominated travellers must:
 - Have previously attended an international or domestic market or conference such as Melbourne International Games Week, PAX, IndiCade, Gamescom or GDC

If applicants haven't previously attended a market or conference, but can demonstrate significant international or domestic market interest in a project or service, contact the [Industry Programs Coordinator](#) to discuss.

Please note that a successful application to attend GDC 2018 is not included in the limit of one *International Travel - Business* grant per applicant every two financial years.

Exclusions:

Film Victoria will only fund:

- / One traveller per company.
- / The traveller nominated on the application form. Any changes of intended traveller will need to be approved by Film Victoria prior to travel.

Assessment process and timeline:

Funding is competitive. When assessing applications Film Victoria will consider:

- / The applicant's objectives for travel to GDC 2018 and their strategy for achieving those objectives, including how they will maximise the potential benefits of exposure at GDC and details of proposed meetings (if relevant).
- / The relevance of the applicant's project/s or service/s for GDC 2018 and how their participation would benefit the Victorian games industry

- / For games developers, their current project's development history, any market interest or financing received for that project to date, their presence at previous markets and the profile of the companies or individuals interested in the project
- / For service providers, the applicant's experience in their area of expertise
- / Previous support received from Film Victoria or any other agency in recent years

Where there are more eligible applications than available places, Film Victoria will look to support a diverse mix of applicants in terms of gender, industry experience and the type of services or projects being taken to GDC.

Applicants will be advised of the application outcome within approximately three weeks of the deadline.

Successful applicants:

- / Will be sent a letter confirming Film Victoria's support and any relevant terms and conditions
- / Must arrange their own visa for travel to the United States
- / Must book their own flights, insurance and accommodation
- / Payment will be made on completion of travel and provision of relevant receipts and an acquittal report. If the receipts and report are not provided within 30 days of travel completion Film Victoria may revoke the funding
- / Must acquit their grant prior to applying for further travel grants.

Contacts:

Initial queries:

Program Services Officer: [Steven Griffin](#) 03 9660 3220

Program Manager:

Industry Programs Coordinator: [Madeline Getson](#) 03 9660 3237.