

### Cover page

\* indicates a required field

### Completing your application

Please allow plenty of time to complete your application. It is important that you prepare adequately, including speaking with the Program Manager, and set aside a full week to write your application.

We recommend submitting your application ahead of the deadline to ensure that if you have technical issues, you still submit on time. Late applications cannot be accepted.

### Application summary

**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

**Project title \***

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

- Individual (Sole Trader)  Company

### Individual applicants

\* indicates a required field

**Please confirm you are eligible to apply to Film Victoria: \***

- I am an Australian citizen or Australian resident  
 I am a Victorian resident and have resided in Victoria for the last 12 months  
 I own or control the rights to the project/s relevant to this application  
 I am not an employee of a broadcaster, or commissioning platform, or any related entities  
 I am not an employee of a broadcaster or broadcaster related entity  
 I am not an employee of an online content provider (video on demand and subscription video on demand)  
 I am not an employee of a State or Federal government agency

All options must be selected in order to be eligible

**Applicant name \***

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

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

### 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	<a href="#">More information</a>
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN

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

Address

  

Must be an Australian post code

### Postal address (if different to the above)

Address

  

Must be an Australian post code

### Mobile \*

Must be an Australian phone number.

### Landline

Must be an Australian phone number.

### Email Address \*

Must be an email address.

### Website

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Must be a URL

**How many games have you previously released? \***

- 0                       2 - 3                       10 +  
 1                       4 - 9

## Company applicants

\* indicates a required field

**Please confirm that the applicant company is eligible to apply to Film Victoria \***

- The company is incorporated 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 an online content provider (VOD, SVOD) subsidiary of, or jointly owned by an online content provider or its subsidiary, or related to any online content providing entity
- The company owns or controls the rights to the project/s relevant to this application
- The applicant (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

All options must be selected in order to be eligible

**Has the company been based in, and operating out of, Victoria for at least 12 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 12 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 12 months
- Yes, the parent entity has been based in and operating out of Victoria for at least the last 12 months
- No

**What is the name of this company principal? \***

**What is the name of the parent entity? \***

## Company details

**Applicant company name \***

Organisation Name

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

### 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	<a href="#">More information</a>
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN

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

Yes  No

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

Address

  

Must be an Australian post code

### Postal address (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.

### Accounts email (if different to above)

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Must be an email address.

### Website \*

Must be a URL

### 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

### How many games has this company previously released? \*

- 0                                       2 - 3                                       10 +  
 1                                               4 - 9

## Contact person for this application

### Contact person \*

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

### Position within applicant company \*

### Contact mobile number \*

Must be an Australian phone number.

### 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, Film Victoria 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:**

### Company signatory \*

Title	First Name	Last Name
-------	------------	-----------

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

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**Position at applicant company \***

**Email \***

Must be an email address

## Company Signatories

For companies with multiple directors, if you are successful in securing funding, Film Victoria 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 \***

Title      First Name      Last Name

--	--	--

**Position at applicant company \***

**Email \***

Must be an email address

**Company signatory two \***

Title      First Name      Last Name

--	--	--

**Position at applicant company \***

**Email \***

Must be an email address

## Project details

\* indicates a required field

## Eligibility

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

**If you do not meet all the requirements below, please contact the program manager to discuss.**

**Please confirm: \***

- You're supplying a playable prototype or proof of concept of your game
  - The project team demonstrates the capacity and requisite skills to complete the proposed stage
  - You have proof of necessary licenses, approvals and development kits and can supply these on request
  - You're able to provide evidence of previously released projects commensurate with your funding request
  - Your project is not primarily intended for educational or training purposes
  - Your project has not been commissioned by either government or private entities
- All options must be selected in order to be eligible

### Project details

**Project platform \***

- iOS  Android  Linux  PC Windows  MAC OSX  Other OS  Xbox One  PlayStation 4  Switch  Other console  Steam  Itch.io  Humble  Other handheld
- Oculus Rift  Mobile phone  Other digital store  Tablet  HTC Vive  Other VR hardware  Augmented reality  Mixed reality  Physical installation  Bespoke hardware

Select up to 5. Please also elaborate on your game's platform(s) in your other responses in this form.

**Project style/genre \***

- Action  Endless/Procedural  Multiplayer (online)  Short play
- Building/Crafting  Exploration  Narrative/Story-driven  Single player
- Collecting  Inclusive/diverse representation  Puzzle/Problem Solving  Social
- Casual  Long form  Racing  Sports
- Competitive  Multiplayer (local)  Role Playing  Strategy/Tactics

Select up to 5. Please also elaborate on your game's genre/style in your other responses in this form.

**Current stage of development \***

- Complete  Concept  Production  Prototype

**To what stage of development will the Film Victoria grant advance the project? \***

- Completion  Prototype  Production  Release

**What date do you estimate the delivery of this stage?**

Must be a date.

**One sentence synopsis of the project (suitable for use in a Film Victoria press release for a general audience) \***

**One paragraph synopsis of the project \***

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Must not be more than 2000 characters

**Please briefly describe the project history and key personnel in the project's development \***

Word count:

Must be no more than 500 words

**Briefly describe the stage of development you are asking Film Victoria to help fund \***

Word count:

Must be no more than 500 words

### Project overview

**Please provide a project overview document of no more than 10 pages, detailing why your project is compelling and distinctive.**

**Remember to include discussion on your project's:**

- Game design
- Art style
- Target audience and platform
- Team experience; including their skills and their ability to deliver the project
- Proposed stage of development
- Competitor and market analysis
- Marketing strategy, including: 'release plan' and 'pricing and promotion'
- Ongoing benefits to your business
- Evidence of interested distributors / publishers
- What makes your project unique and notable

**Project overview upload \***

Attach a file:

Please upload filename as: [PROJECT TITLE] - Project Overview

### Project timeline



# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Please provide an estimated timeline for the development you are asking Film Victoria to help fund, roughly indicating expected milestones including the completion of this work. It is safe to assume the contract will be signed three months after the application deadline.

**Contract signed \***

Milestones	Approximate date

### Estimated Release Dates

Type of release	Estimated Date
Estimated Release Date Early Release Beta Alpha Release Candidate Feature Complete Release on Console Release on iOS Release on Android Release on PC Release on Mac Release on VR Hardware Release on Other	
Estimated Release Date Early Release Beta Alpha Release Candidate Feature Complete Release on Console Release on iOS Release on Android Release on PC Release on Mac Release on VR Hardware Release on Other	
Estimated Release Date Early Release Beta Alpha Release Candidate Feature Complete Release on Console Release on iOS Release on Android	

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Release on PC Release on Mac Release on VR Hardware Release on Other	
Estimated Release Date Early Release Beta Alpha Release Candidate Feature Complete Release on Console Release on iOS Release on Android Release on PC Release on Mac Release on VR Hardware Release on Other	
Estimated Release Date Early Release Beta Alpha Release Candidate Feature Complete Release on Console Release on iOS Release on Android Release on PC Release on Mac Release on VR Hardware Release on Other	

### Previous funding

**Have you previously applied for or received funding for this project from Film Victoria 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	Organisation Agency	Date of application	Result	Amount requested or received

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

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 budget for your project? \***

\$

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 future work that sits outside the current stage that you are requesting Film Victoria to assist with.

**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 stage of development that you are requesting Film Victoria to assist with.

**Total budget for this stage \***

\$

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

**What is the total estimated spend in Victoria for this stage of your project? \***

\$

This should include any In Kind performed in Victoria. This should match the amount in the summary spreadsheet of the Budget Pro-Forma - PURPLE CELL

#### Request to Film Victoria

**How much are you requesting from Film Victoria for this stage? \***

\$

This should be no more than 50% of your budget for this stage and should match the amount in the budget summary spreadsheet - GREEN CELL

#### Budget upload

Please complete a [Budget Pro-forma](#) for the stage of development that you are requesting Film Victoria to assist with.

This budget should not include work done prior to this stage, or work that will come after the stage you plan to reach with the help of Film Victoria.

Please note we expect that this budget will accurately reflect the amounts detailed above. 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 the Program Manager if you have any doubts or queries with completing the Budget Pro-forma.**

**Please upload your completed Budget Pro-forma \***

Attach a file:

Please upload filename as: [PROJECT TITLE] - Budget

**Please outline how you intend to use Film Victoria's grant should your application be successful: \***

Must be no more than 500 words

## Game demo

\* indicates a required field

**Confirmation of game demo \***

- I/We confirm a game demo will be submitted with this application
- I/We have talked to the Program Manager to obtain an exemption

**In order to demonstrate your gameplay, you should submit a recent version of your game that demonstrates most, if not all, of the functionality you expect to deliver, even if more polish will be done prior to launch.**

**Mobile games should, where feasible, be submitted on a release platform, although PC/Mac is a reasonable fallback. Console games will most often have to be submitted for assessment on PC/Mac. Any projects not submitted on their intended release platform should strongly consider providing representative gameplay videos. This is also advised for all VR projects.**

- **PC, Mac** - provide steam codes if available, or provide url for download of a working game build with instructions to run it
- **iOS** - use testflight, or other system, to share your build with:  
**liam.routt@film.vic.gov.au**
- **Android** - submit an apk and instructions for loading and running your application
- **Consoles, Linux, VR hardware, Paper prototype and other platforms** - submit a demo on one of the above-listed platforms if possible, otherwise please provide videos to fully demonstrate the gameplay and features of the project. We may later request access to builds on your hardware as part of the assessment process.

*You will also need to provide the panel with access to your demo. Details will be provided.*

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

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

We accept pdf, doc and zip files to downloadable content

### And/or upload a small demo executable or package file, if applicable

Attach a file:

Please upload filename as: [PROJECT TITLE] - Demo

### Detail any notes or instructions relevant to your demo

### If you have spoken with the Program Manager and are submitting a “paper prototype”, please upload it here \*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Paper Prototype

## Project team

\* indicates a required field

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

Yes

No

## Team summary

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

Must be a number.

(Including full time, part time and casual employees)

### How many of these are Victorian? \*

Must be a number.

## Credits and biography

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

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

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

**Please provide a brief description/bio about yourself. Please include background, gaming interests, skill set etc. \***

Must be no more than 300 words

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

- |                                          |                                        |                                         |
|------------------------------------------|----------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Technical Lead  | <input type="checkbox"/> Design Lead   | <input type="checkbox"/> Narrative Lead |
| <input type="checkbox"/> Production Lead | <input type="checkbox"/> Artistic Lead | <input type="checkbox"/> 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.

**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.

## Technical lead

**Technical lead name \***

Title      First Name      Last Name

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

**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"/>

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

Must be no more than 300 words

### Technical Lead Experience

**At what stage in their career is this person? \***

- Early Career  
 Established  
 Veteran

### Design lead

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

### Design 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

### Design Lead Residency

### State \*

For Key Personnel residing in Australia

### Design Lead Residency

### Country \*

For key personnel residing abroad

### 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
---------------	----------	---------------------	-----------------	----------------------

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

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

Must be no more than 300 words

### 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

**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 this 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 description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

Must be no more than 300 words

### Narrative Lead Experience

**At what stage in their career is this person? \***

- Early Career  
 Established

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Veteran

### Production lead

**Production 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

### Production Lead Residency

**Residency \***

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

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

Must be no more than 300 words

### Production Lead Experience

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

**At what stage in their career is this person? \***

- 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 description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

Must be no more than 300 words

### 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"/>

**Email \***

Must be an email address.

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

- Australia
- Overseas

### Marketing Lead Residency

**Residency \***

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 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 description of this key project team member. Please include this person's background, gaming interests, skill set, etc. \***

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

Must be no more than 300 words

### Marketing 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

Name		Role on this project	Email	Residency	Country	Brief description
Title	First Name	Last Name				

## Diversity, accessibility and indigenous content

\* indicates a required field

### Consideration of diversity

Film Victoria is committed to promoting and supporting gender equality, diversity and inclusiveness in the Victorian Screen industry and encourages all applicants to consider these issues in their applications. Applicants are encouraged to refer to our [Gender & Diversity Statement](#).

In the assessment process we will take into account how your application considers these issues, particularly relating to the nature of content presented on screen (e.g. storylines and themes), and through personnel engaged on the project.

**In the text box below please indicate any ways in which your application addresses these issues. Please note that we do not require you to identify the personal details of your cast, crew and key personnel. \***

### Accessibility measures

# Assigned Production Investment - Games - Application Form 1819

## Form Preview

If applicable, select more than one measure. If other, please specify. Refer to the program guidelines and accessibility notes [here](#) for more information on accessibility.

### What accessibility measures will you be addressing in the development of your project? \* \*

- |                                                |                                                                                     |
|------------------------------------------------|-------------------------------------------------------------------------------------|
| <input type="checkbox"/> Subtitles             | <input type="checkbox"/> Support more than one input device                         |
| <input type="checkbox"/> High contrast         | <input type="checkbox"/> List accessibility features, options and game requirements |
| <input type="checkbox"/> Large, clear text     | <input type="checkbox"/> Provide a wide range of difficulty levels                  |
| <input type="checkbox"/> Colourblind-friendly  | <input type="checkbox"/> No accessibility measures                                  |
| <input type="checkbox"/> Customisable controls | <input type="checkbox"/> Other: <input type="text"/>                                |

### Indigenous content

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

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

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

- Yes  No

Please provide details of input received and consultation entered into, the names of relevant communities and advisors and how this input has influenced the development of your project \*

### Copyright and ownership of intellectual property (IP)

\* indicates a required field

#### Is this project based on an underlying work? \*

- Yes  No

#### Title of underlying work \*

#### Author of underlying work \*

Title      First Name      Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
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# Assigned Production Investment - Games - Application Form 1819

## Form Preview

### 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

## Application fee

\* indicates a required field

### A non-refundable application fee of \$550 (includes GST) is payable before you can submit your application.

Payment can be made in two ways:

- Via credit card using our secure Payway service <https://www.payway.com.au/MakePayment?BillerCode=196576>
- Via Electronic Funds Transfer (EFT) using your own internet banking service.

EFT payments will need the following account information:

- Account name: Film Victoria
- Bank: Westpac
- BSB: 033157
- Account number: 198116

**Please note: The EFT payment description should include your Project Name and/or your Applicant Name.**

**Note that it can take several minutes for the payment to be processed. Please do not leave this step until the last minute.**

**Once you've made your payment please enter your payment reference number \***

This field must only include letters or numbers. by EFT, the fee reference should be the deposit receipt number or confirmation number

### Feedback

**Please provide constructive feedback you may have on the application form and process**

### Privacy statement and Applicant declaration

\* indicates a required field

#### Applicant declaration

- The applicant declares that they have read and understood Film Victoria's current program guidelines and terms of trade. The applicant agrees and acknowledges that Film Victoria 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 Film Victoria 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 Film Victoria in relation to determining whether to approve funding of a project.
- The applicant undertakes to advise Film Victoria 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 Film Victoria as part of this application will not infringe any third party's rights. The applicant agrees to indemnify and hold harmless Film Victoria for and against any cost, loss, damage or expense suffered or incurred by Film Victoria as a result of or arising from the use of the application and material.
- The applicant acknowledges and agrees that Film Victoria 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 may also discuss your application with listed project investors/personnel for our business purposes

#### Disclosure of project information

- You acknowledge and agree that if your application is successful, Film Victoria may publish information about your project in Victorian Government media releases, on Film Victoria's website, social media platforms, third party media channels (such as Youtube and Vimeo) or in Film Victoria's e-newsletter for its promotional and publicity purposes only. This information may include your project's title, genre and synopsis, names and



# Assigned Production Investment - Games - Application Form 1819

## Form Preview

past credits of individuals comprising the key creative team and the amount of Film Victoria'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

API Games