

Assigned Production Investment Games - Application Form 2020-21

Form Preview

Cover page

* indicates a required field

Essentials for completing your application

Please allow plenty of time to complete your application. It is important that you prepare adequately and set aside enough time to write your application.

Before you start your application:

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

If you have any submission questions, please contact the [Program Services Officer](#) during business hours (9am to 5pm, Monday to Friday).

What category of funding are you applying for?

Please refer to the [Guidelines](#) for information about each of the 3 categories (Prototype, Vertical Slice, Production) and how much funds you can apply for.

*

- Prototype
- Vertical Slice
- Production

What is your goal for this stage of funding? (For example, you might be aiming for a beta, creating DLC, moving to release - whatever is relevant for your stage of funding.) *

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

- Yes
- No

You must discuss your application with the program manager prior to submission. Please contact [Liam Rutt](#) or [Meredith Hall](#) to set up a time during business hours to discuss your application.

Project title *

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Eligibility

* indicates a required field

Are you applying as an Individual (Sole Trader) or on behalf of 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
- 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 an online content provider (video on demand and subscription video on demand)
- I am not an employee of a State or Federal government screen agency

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](#).

First of all 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
- Other:

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

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- 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 in Australia
- The company has been based in and operating out of Victoria for at least the last 6 months
- 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 Federal or State Government Screen Agency

Project Eligibility

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

- You're supplying a playable prototype or proof of concept of your game
- Your project is not primarily intended for educational or training purposes
- Your project has not been commissioned by either government or private entities
- You're confident the project team has the capacity and skills to complete the proposed plans
- You have proof of any licenses, approvals, development kits or other necessary development tools and can supply these on request
- You can provide evidence of involvement with any referenced previously released projects

All options must be selected in order to be eligible

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 a PO Box) *

Address

Must be an Australian post code

Postal address *

Address

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

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

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? *

This question is here because you ticked 'yes' to the question 'the parent entity has been based in and operating out of Victoria for at least the last 6 months'

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	

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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 *

Address

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

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 *

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

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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

Contact person *

Title First Name Last Name

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

<input type="text"/>	<input type="text"/>	<input type="text"/>
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Position at applicant company *

Email *

Must be an email address

Company Signatories

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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
<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

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
- PS4
- Switch
- Other:

VR

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

OTHER

- Physical
- AR/MR
- Hardware
- Other:

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Player Mode *

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

Please indicate your player mode/s

Project style/genre *

- Action
- Building/Crafting
- Casual
- Narrative/Story-driven
- Puzzle/Problem Solving
- Racing
- Sports
- Adventure
- Strategy
- Simulation
- RPG

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

Current stage of development *

- Concept
- Prototype
- Vertical Slice
- Production
- Pre-Release
- Released
- Feature locked
- Beta (Public/Early Access)
- Beta (Private)
- Production DLC
- Production: New Platform
- Production: New Market

What stage of development will Film Victoria's grant move you to? *

- Prototype
- Vertical Slice
- Production
- Pre-Release
- Early Access
- Released
- Full Release

What date do you estimate the delivery of this stage?

Must be a date.

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

Short one or two sentence synopsis

One paragraph synopsis of the project *

Word count:

Must be no more than 200 words.

Twitter

Twitter page for the project

Facebook

Facebook page for the project

Instagram

Instagram page for the project

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

Word count:

Must be no more than 500 words

Please identify and explain some of the key goals for this stage of work that you are asking for Film Victoria to assist in funding. *

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 you believe your project is compelling and distinctive.

We don't need to know everything, but it's important that you touch on some or all of the relevant areas for your project. That might be the gameplay and core loop experience or artistic approach, your teams experience and skills, your target audience and market understanding, your proposed stage of development, benefits to your business and team or more - whatever makes your project unique and a good fit for Film Victoria.

Project overview upload *

Attach a file:

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

Game Demo

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

Please submit a recent version of your game that demonstrates some, if not most of the functionality & core gameplay you expect to deliver, even if more needs to be done prior to launch. This demo will also be assessed by the panel, and we will provide you with details to give them access if needed.

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.

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- **Desktop:** Please provide a **game key** if available, or a URL with **downloadable build**.
- **iOS:** Please send a **generic TestFlight** link to liam.routt@film.vic.gov.au & meredith.hall@film.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. Also **provide videos** of (at least) the key aspects shown in your demo to demonstrate game-play.
- **VR:** Provide a **game key** if available, a **URL with APK** for sideloading. Also **provide videos** of (at least) the key aspects shown in your demo to demonstrate game-play.
- **AR/MR:** Submit your demo via **iOS or Android** per the above. Also **provide videos** of (at least) the key aspects shown in your demo 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. *

We expect all text documents in pdf format, please.

Detail any notes relevant to obtaining and installing 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 timeline

* indicates a required field

Please provide an **estimated** production timeline for the development you are asking Film Victoria to help fund, roughly indicating expected milestones. We understand dates can change and shift, so don't feel that these need to be perfect.

First Milestone - Commencement of funded work / contract signed

Let's start with your first milestone! This is the date you will start the work if it gets funded, which will be from the date the funding is contracted. Why? Because Film Victoria cannot fund work that has already happened, it needs to commence after the contract is signed.

We expect the contract to be signed three months after the application deadline so we have populated the date. However feel free to amend to a date that works for your project.

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*

Now please list the next development milestones in your timeline.

Development Milestones	Approximate date

Estimated Release Dates

(If applicable for this stage of development. Otherwise, please note down a potential estimated release date for the final product)

Type of release	Estimated Date	Comments
	Must be a date.	

Previous funding

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

Yes No

This excludes funding you received for projects outside of the one in this application, and/or non-project related funding you received for your company or for your staff.

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

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

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* indicates a required field

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

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. It should also match the amount in the budget summary spreadsheet (the GREEN cell.)

Budget upload

Please complete a [Budget Pro-forma](#) covering just the stage of development you are requesting Film Victoria assistance for.

Please note we expect that this budget will reflect amounts entered on this page of the application - we have included colour coded fields on the summary and income pages which should help you confirm that the provided numbers agree with each other.

This budget should only be for this stage that you require Film Victoria assistance for - work done prior, or work that will come afterwards should not be included.

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: *

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

Global budget

What is the total budget for your project? *

\$

This is how much it costs to make your entire game - including work you've already done, as well as work that sits outside the current stage you're requesting Film Victoria 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 estimate should include any In Kind work performed in Victoria

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Your budget for this stage

Total budget for this stage *

\$

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

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

\$

This should include any In Kind work performed in Victoria and match the amount in the summary spreadsheet of the budget pro-forma (the PURPLE cell.)

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

Total number of people to be employed on the project including yourself *

Must be a number.
(Including full time, part time and contract)

Including yourself how many of the people employed are Victorian? *

Must be a number.

How many Victorian personnel will be employed on a weekly or project basis? (i.e. not members of your core team, which should include individuals who might supply their services through a company) *

Must be a number.

How many Victorian personnel will be employed solely on a casual day rate? *

Must be a number.

Previously released games

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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

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

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: *

- 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.

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

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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

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. *

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Word count:

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

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 Australian Residency

State *

For Key Personnel residing in Australia

Design Lead Overseas 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"/>

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

Word count:

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 Australian Residency

State *

For key personnel residing in Australia

Narrative Lead Overseas 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

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

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

Word count:

Must be no more than 300 words.

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"/>

Email *

Must be an email address.

Where does this key personnel reside? *

- Australia
- Overseas

Production Lead Australian Residency

Residency *

For Key Personnel residing in Australia

Production Lead Overseas Residency

Country *

For key personnel residing abroad

Production lead credits and biography

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

Word count:

Must be no more than 300 words.

Production Lead Experience

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 Australian Residency

State *

For key personnel residing in Australia

Artistic Lead Overseas Residency

Country *

For key personnel residing abroad

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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

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

Word count:

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 Australian Residency

Residency *

For key personnel residing in Australia

Marketing Lead Overseas Residency

Country *

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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. *

Word count:

Must be no more than 300 words.

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 *

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Audio Lead Overseas Residency

Country *

For key Personnel residing abroad

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
<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. *

Word count:

Must be no more than 300 words.

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.

Residency

For Key Personnel residing in Australia

Country

For Key Personnel residing abroad

Brief description *

Word count:

Must be no more than 150 words.

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 take into account how your application addresses diversity across one or more core areas:

- Meaningful on screen representation of diversity in main protagonists, themes and narratives.
- Project leadership and Key Creatives
- Industry access and opportunities for training/career progression/mentoring.

We expect applications will address one or more of the core areas listed above, if your project does not please indicate why your application should be considered for Film Victoria support. *

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:

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 for diversity, accessibility and indigenous content, and 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

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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. We would love to hear constructive feedback on the application form, process, and programs.

Privacy statement and Applicant declaration

Assigned Production Investment Games - Application Form 2020-21

Form Preview

* indicates a required field

How did you hear about this program? *

- Film Victoria e-news
- Film Victoria website
- Film Victoria Facebook
- Film Victoria 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 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

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Form Preview

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

Date *

Must be a date

API Games

API Games

The End