

PLANNING FOR GROWTH

About the program:

The *Planning for Growth* program aims to support Victorian film, television and games companies to develop a robust business plan which will assist in guiding future company growth.

Before applying:

- / Read these guidelines and the [Terms of Trade](#) which set out the core terms on which Film Victoria conducts its business. Terms [underlined in green](#) appear in the [website glossary](#)
- / 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
- / Check eligibility and review the [online application form](#)
- / Check the [deadline date](#)
- / Contact Industry Projects Manager [Jana Blair](#) 03 9660 3273.

Funding available:

- / Up to \$5,000 is available as a [grant](#) to assist companies to:
 - Create or update a detailed business plan
 - And/or engage a business mentor to provide guidance during implementation of the business plan/strategy.
- / Companies are expected to make a contribution to the overall costs.

Eligibility:

To be eligible, Film and Television companies must:

- / Be incorporated in Australia and have been producing commercially financed film, television, online or VR content for at least the last three years
- / Be based and operating in [Victoria](#) for at least the last three years
- / Create and produce (or intend to create and produce) [narrative](#) content (drama/comedy/documentary)
- / Have rights in or control the IP in the projects they produce
- / Have at least one [Victorian](#) based company executive who has a producer credit on a minimum of two hours of the company's screen content that has been produced within the last three years

To be eligible, Games companies must:

- / Be incorporated in Australia and have been producing games for at least the last two years
- / Be based and operating in [Victoria](#) for at least the last two years

- / Have rights in or control the IP in the projects they produce
- / Have at least one [Victorian](#) based company executive who has played a key role in the development and release of at least one of the company's successfully released games titles within the last two years.

Companies who have previously participated in the Film Victoria supported Business Matters workshops are also eligible.

Assessment process and timelines:

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

- / The track record of the applicant company in terms of:
 - Industry experience
 - Production output
 - Commercial and/or critical success of released projects.
- / The strength of the company's current business :
 - The current state of the business in terms of projects, financing and business operations
 - The potential of the team, partners, collaborators or service providers
 - An understanding of the industry/ current marketplace
 - Future goals in terms of size/market share.
- / The viability and potential of the identified opportunities for growth
- / The applicant's statement addressing how the proposed funding would be used, and how activities undertaken will benefit the company in planning for growth
- / The level of resources and/or funds allocated to the proposal by the applicant.

Successful applicants:

Funding terms and conditions, including deliverables and reporting obligations will be set out in the grant agreement.

Contacts:

Initial queries:

Program Services Officer, [Denise Bohan](#) 03 9660 3261

Program Manager:

Industry Projects Manager [Jana Blair](#) 03 9660 3273.