

VICTORIAN SCREEN INCENTIVE

Digital Games



Experience the excitement of working with outstanding Victorian talent and businesses in Melbourne, the digital games capital of Australia. The city is home to more than half of Australia's games studios and a globally recognised games community who have developed internationally successful games including *Crossy Road*, *Florence*, *Flight Control* and *Untitled Goose Game*.

"Victorian games companies continue to demonstrate our strength across all areas - internationally recognised IP, creative and technical work, artistic endeavours - and Melbourne has consistently been a hub for international companies looking to engage talented local developers to execute on large-scale projects."

Blake Mizzi, Director and Co-Founder, *League of Geeks*

Victorian Screen Incentive

The Victorian Screen Incentive (VSI) is a grant-based incentive that supports projects to undertake games production in Victoria.

Is my project eligible?

Projects must spend at least **AU\$500,000** on games production in Victoria.

Projects must be a digital game that is fully financed, with genuine marketplace interest for commercial release or distribution.

How much can I apply for?

Film Victoria provides competitive grant offers on a project-by-project basis calculated as a percentage of the Qualifying Victorian Expenditure (QVE).

The incentive operates as a simple grant that is paid in milestones upon completion of the project.



Melbourne-made global sensation, *Untitled Goose Game* won a suite of major international awards including the 2020 BAFTA Award for Best Family Game and 2020 DICE Game of the Year for developers House House.



To discuss your next project, contact your team in Victoria



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