

WOMEN IN GAMES FELLOWSHIP PROGRAM

About the program

The *Women in Games Fellowship* program has been established to help address the low representation of women working professionally in the Victorian games industry

The program will assist Victorian women to undertake fellowships and professional development opportunities that will directly assist them to move into key creative, management and/or leadership roles in the Victorian and broader games industry.

Fellowships can be proposed in a broad range of areas and undertaken through a variety of methods. Examples include, but are not limited to, business courses, internships with local or international companies, or structured mentorships.

Available funding:

- / Up to \$25,000 is available per fellowship, as a grant
- / Applicants are able to contribute to the costs of undertaking the fellowship if they wish.

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](#)
- / Check the eligibility and successful applicant sections below
- / Review the [online application form](#) and check the [deadline date](#)
- / Applicants should ensure their fellowship commencement date takes into account an 8-10 week period for the application and assessment process
- / Contact [Liam Routt](#), Manager – Games and Digital Content, to discuss individual fellowship objectives.

Eligibility:

Applicants must:

- / Be a woman and a [Victorian resident](#)
- / Have at least three years of [professional experience](#) in the games development industry in a creative, development or production role
- / Be able to demonstrate a commitment to a career in the games industry

Exclusions:

- / Those who have already received a Women in Games Fellowship are unable to apply for, or receive, a second fellowship

Application process and timelines:

The application process consists of two stages:

Stage 1

Applicants need to submit a completed application form, including a detailed fellowship plan by the advertised deadline. Film Victoria anticipate shortlisting applications within 4-6 weeks.

The fellowship plan must include details of:

- / Games industry experience to date
- / Overall career objectives and current skills development needs
- / How the proposed opportunity meets your current skills development needs and will assist you to move into a key creative, management or leadership role within the games industry
- / Existing contacts who may be able to offer or broker the opportunity you are seeking to undertake
- / The overall timeline for the opportunity and any time constraints
- / Any travel related requirements such as visas that will be required to undertake the opportunity
- / Any proposed mentorship, including structure, benefits and outcomes, and specific costs
- / The estimated budget for the opportunity sought.

Stage 2

Shortlisted applicants will be asked to meet with the assessment panel to discuss their proposed fellowship and career objectives.

Applicants can expect to be advised of the outcome of their application within one month of being shortlisted.

Assessment:

Funding is competitive. When assessing applications Film Victoria will consider the applicant's:

- / Level of experience in the games industry, including number of years, positions held etc.
- / Career goals, current skills and demonstrated potential they possess to realise these goals
- / Development needs and how the opportunity/ies in the fellowship plan will address this and assist career goals
- / Commitment to a career in the games industry
- / The potential to impart key findings and/or experiences for the benefit of others working in the Victorian industry
- / Funding request from Film Victoria and whether it is commensurate to the proposed fellowship plan.

Successful applicants:

- / Will receive an agreement which will specify conditions, including how the grant will be cash-flowed, and the deliverables required.
- / The conditions may include (but are not limited to) an acquittal report and an industry debrief presentation at a Film Victoria event.

Contacts:

Initial queries:

Program Services Officer [Nathan Hernandez](#) 03 9660 3240

Program Manager:

Manager – Games and Digital Content [Liam Routt](#) 03 9660 3224.