

## **WOMEN IN GAMES**

### **About the program:**

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

- / *Professional Development Support* for domestic opportunities focused on increasing business and technical skills
- / *Fellowship Support* primarily for international opportunities focused on career development leading to future key creative, management or leadership roles.

### **Available funding:**

- / Up to \$5,000 is available for each *Professional Development Support* opportunity
- / Up to \$20,000 is available for each *Fellowship Support* opportunity
- / All funding is offered as a grant
- / Applicants may also contribute to the costs of undertaking an opportunity.

### **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 the [FAQs](#) for information on what funds can be used for under each strand
- / 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 the eligibility and successful applicant sections below
- / Review the [online application form](#) and check the [deadline date](#)
- / Applicants should ensure their desired opportunity takes into account an 8-10 week period for the application and assessment process
- / Contact Manager [Liam Routt](#), Games and Digital Content, 03 9660 3224 to discuss your application.

### **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:**

- / Applicants can apply for one opportunity per funding round
- / Current and future recipients of a *Fellowship* opportunity cannot reapply to this program.
- / The program does not support:
  - Business establishment, development or overheads
  - Project or production related costs
  - Enrolment in Degree, Masters or PHD courses.

### **Application process and timelines:**

Applicants need to submit a completed application by the advertised deadline. The online application form outlines the detail applicants are required to provide. If shortlisting is required, it is anticipated to be completed within four weeks of the deadline.

Applicants may be asked to meet with the assessment panel to discuss their proposed opportunity.

Applicants can expect to be advised of the outcome of their application within eight weeks from the deadline.

### **Assessment:**

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

- / Level and type of experience in the games industry, including number of years and positions held.
- / Statement, describing the applicant's overarching professional development and/or fellowship objectives (as applicable)
- / Commitment to a career in the Australian games industry
- / Funding request and whether it is commensurate to the proposed professional development or fellowship plan (as applicable).

### **Successful applicants:**

- / Will receive an agreement which will specify conditions, including how the grant will be cash-flowed, and the deliverables required. Conditions may include (but are not limited to) an acquittal report and an industry debrief presentation at a Film Victoria event.
- / Will be expected to share key findings and/or experiences for the benefit of others working in the Victorian industry
- / Must have substantially completed the opportunity proposed within 12 months of notification of approval
- / Are responsible for organising their proposed skills development activities, including any associated travel requirements.
- / Recipients of a *Professional Development* opportunity may be able to apply for a second *Women In Games* grant in a non-consecutive year.

### **Contacts:**

#### Initial queries:

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

#### Program Manager:

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