

Project Format and Requirements

* indicates a required field

Personal Information

By selecting 'Confirm' below, you confirm that:

- you have read, understood and voluntarily agree to the collection and use of your personal information as described in Screen Australia's privacy notice (available on our website [here](#)) (**Privacy Notice**); and
- you have informed all individuals whose personal information is to be included in the application form or supporting materials of the matters set out in the Privacy Notice, provided them with a copy (as linked [here](#)) and obtained their consent to disclose the relevant personal information to Screen Australia.

Privacy Notice *

Confirm

General Requirements

Before you begin:

- Applicants must provide accurate information to Screen Australia at all times. A person or company that makes a false or misleading statement to Screen Australia in an application may face criminal or civil liability including liability for an offence under the Criminal Code Act 1995. In addition, if funding awarded by Screen Australia was obtained by fraud or serious misrepresentation, Screen Australia can revoke its funding.
- To ensure that your project is eligible for Screen Australia funding and to help you deliver the strongest application possible, it is important that you read:
 - [Terms of Trade](#)
 - [Information for Applicants](#)
 - [Information for Recipients](#)
 - [Games Production Fund Guidelines](#)
 - [Games Production Fund FAQs](#)
- For queries about the guidelines, deadlines, or questions in the form, please contact us on 1800 507 901 during business hours or email games@screenaustralia.gov.au and quote your application number

Please confirm the project that is the subject of this application: *

- is at the pre-production or production stage of development
- has a playable prototype
- is for a digital game platform, including (but not limited to) PC, mobile, consoles, and VR
- has not already received funding from the Games: Expansion Pack Fund or Games Production Fund grants
- has not applied for the Emerging Gamemakers Fund during the same round as this application for the Games Production Fund
- has not had two unsuccessful applications to the Games Production Fund
- is not based on a licence to use and/or adapt pre-existing intellectual property owned by a third party under a licence agreement, such as games which are derivative works

Games Production Fund

Form Preview

based on licensed content owned by a third party (For clarity, this does not include licences obtained for music, assets or software/plugins used in the making of the game)

- is not housed entirely within a third-party controlled game platform (e.g. Roblox, UEFN, Meta Horizon Worlds, etc.)
- is not being developed by teams that include students who are currently enrolled in a games or games-adjacent field of study
- is not being developed by teams led by, or significantly reliant on, full-time students, regardless of field of study
- is not a business-to-business product (e.g. training simulations, games created primarily for teaching purposes at schools, middleware tools or a game limited a small number of locations)
- is not a game which is substantially advertising or promotions
- is not a game involving gambling or a gambling simulation
- does not feature or link to exploitative, or unethical pay-to-win or play-to-earn mechanics
- does not contain or have a relationship to high risk or volatile trading products or technology
- does not contain or link any content or mechanic that is in breach of any law or regulation

Please confirm: *

- the applicant and project meet Screen Australia's Terms of Trade and any general eligibility or other requirements set out on Screen Australia's website
- the applicant company is incorporated and carrying on business in Australia, with its central management and control in Australia
- the applicant company is not a sole trader or public company
- the applicant company has an Australian Business Number (ABN)
- the applicant company is registered for the purposes of GST if required by law
- the applicant company controls the rights necessary to carry out the project, meaning that it has clear chain of title
- the applicant/applicant company is only submitting one application in this round to either Emerging Gamemakers Fund or Games Production Fund.

Games that Screen Australia considers may have difficulty receiving an Australian classification are ineligible.

Please confirm that the project does not include any of the below: *

- instruction or promotion of crime, cruelty or violence; depictions of frequent, very high impact violence
- sexual activity; sexual violence; exploitative depictions
- instructional drug use; encouragement of drug use; interactive drug use
- any other content that contravenes prevailing community standards

Do the individual applicants, creative team members named in the application, applicant company or related parties have any outstanding debts or contractual obligations (eg, overdue delivery items or reports, debts under P+A loan agreements, or gross proceeds not paid as required) to Screen Australia or its predecessors? (AFC, FFC or Film Australia) *

- Yes No

Games Production Fund

Form Preview

Please provide details of outstanding debts or contractual obligations including the relevant agency (Screen Australia, AFC, FFC, Film Australia). *

Applicant Company Name *

Applicant Company State *

Applicant Information

* indicates a required field

Please provide the name and contact details for the creative team member who takes responsibility for the application. All official correspondence will be directed to this person. Note, this may not be the person filling out this form.

Applicant *

First Name

Last Name

Email *

Mobile *

Applicant Address *

Address

Must be a street address. A P.O Box is not acceptable.

Contracting Entity

Please provide the requested information for the company with whom Screen Australia will contract if this application is successful.

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

Games Production Fund

Form Preview

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.

Please COPY & PASTE the ENTITY NAME from the ABR lookup above into Applicant Company Name field below. These fields must be identical.

Applicant Company Name *

Organisation Name

Please tick to confirm Applicant Company Name and registered Entity Name are identical *

Confirmation Check

Applicant Company Address *

Address

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.
Please provide a street address; a P.O. Box is not acceptable for contracting purposes.

Applicant Company Primary Phone Number *

Must be an Australian phone number.

Applicant Company Primary Email *

Must be an email address.

Do any other Australian individuals or organisations hold rights to the project? *

Yes No

If so, they will need to be party to the Screen Australia funding agreement if your application is successful.

Please provide details for the additional contracting entity/entities.

Use the 'Add More' button to add additional entities.

Games Production Fund

Form Preview

Contracting Entity Name *

Organisation Name

Contracting Entity 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	
Main business location	

Must be an ABN.

Contracting Entity Primary Address *

Address

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.
Must be a street address. A P.O Box is not acceptable.

Company Directors

List the company directors for the Applicant Company (including any other contracting entities).

Entity Name	Director Name	Status

Shareholders

List the shareholders for the Applicant Company (including any other contracting entities).

Entity Name	Shareholder Name	Status

Games Production Fund

Form Preview

List your external business contacts (where known).

Company Name	Role	Contact Name	Address

Additional contact person if relevant

First Name	Last Name
<input type="text"/>	<input type="text"/>

Additional Contact Phone Number

Must be an Australian phone number.
Include area code e.g. 02 9564 1234

Additional Contact Email

Project Summary

* indicates a required field

Game Details

Project Title *

Proposed development budget * \$
Please provide a cost estimate of the game to your significant milestone. Must be no more than \$500,000.

Total amount requested - up to \$100,000 * \$
What is the total financial support you are requesting in this application?

Please indicate the release platform(s) for the game relevant to this application (select all that apply) *

- | | | |
|---|--|--|
| <input type="checkbox"/> iOS | <input type="checkbox"/> Steam - VR | <input type="checkbox"/> Xbox Series X/
Xbox Series S |
| <input type="checkbox"/> iPadOS | <input type="checkbox"/> Epic Games
Store | <input type="checkbox"/> PS4 |
| <input type="checkbox"/> tvOS | <input type="checkbox"/> itch.io | <input type="checkbox"/> PS5 |
| <input type="checkbox"/> VisionOS | <input type="checkbox"/> Humble Store | <input type="checkbox"/> PSVR/PSVR2 |
| <input type="checkbox"/> Mac (AppStore) | <input type="checkbox"/> GOG.com | <input type="checkbox"/> Nintendo Switch |
| <input type="checkbox"/> Google Play
Store | <input type="checkbox"/> PC (Application) | <input type="checkbox"/> Nintendo Switch
2 |
| <input type="checkbox"/> Steam - PC | <input type="checkbox"/> PC (Microsoft
Store) | <input type="checkbox"/> Meta Quest
Store |

Games Production Fund

Form Preview

- Games: Expansion Pack
- Emerging Gamemakers Fund
- Games Production Fund

Has the game previously received funding from Screen Australia? *

- Yes No

Which fund(s) did the game receive funding from? *

- Games: Expansion Pack
- Emerging Gamemakers Fund
- Games Production Fund

Has the game previously received funding from other state or federal agencies? *

- Yes No

Previous Funding

Please indicate any previous development or other funding provided to this project by Screen Australia or predecessor agencies, State and Federal agencies.

Note: If the type is not listed, select Other.

Agency	Year	Type of Funding	Amount (\$)
Other:		Other:	
	Must be a number.		Must be a dollar amount.

Creative Team

* indicates a required field

Creative Team Members

Provide the information requested for all creative team members including the Applicant. Click on **'Add More'** to enter multiple team members.

For each team member you must indicate their Career Stage. This refers to what stage of their career the team member has reached to this point:

Grassroots / First Timer: The team member is only beginning their career. They may have never worked on a completed game before.

Emerging: The team member has worked on one or two completed games.

Mid-Career: The team member has achieved moderate success over several games.

Established: The team member has worked on many successful games.

Games Production Fund

Form Preview

The Indigenous language group provides a list of language names and the AIATSIS code from the Austlang Database. You can visit the [Austlang Database](#) to see more information about the language/s you are selecting.

Name *

Career Stage *

Mobile *

Role *

Other:

Email *

Bio *

Gender *

Gender refers to current gender, which may be different to sex recorded at birth and may be different to what is indicated on legal documents.

Word count:

Must be no more than 150 words.

Your bio may be used for publicity purposes. Please write in third person.

If you have selected 'Different term' above, please specify

State *

Other:

Does the team member identify as a First Nations Australian? *

Australian Citizen/Permanent Resident *

If yes, please select the Indigenous language group/s the team member identifies with:

Previous Credits

Previous Credits

For each team member entered on page 4, provide details of the team member's previous credits.

Non-games specific credits from other creative fields and disciplines may be included (e.g. film, theatre, music, animation, visual art).

Click on 'Add More' to enter multiple Previous Credits.

Name of Team Member

Release Year

Project Title

Release links

Credited Role

Other:

Project Creative Details

* indicates a required field

Please note that, if your application is approved, your logline synopsis and one-paragraph synopsis may be subject to minor changes as they may be used for publicity purposes.

Logline synopsis - Your logline should provide the most succinct and compelling description of your project's story. *

Long Synopsis *

Select which genre(s) best describe the game *

- | | | | |
|---|--|--|--|
| <input type="checkbox"/> Action | <input type="checkbox"/> Deckbuilder | <input type="checkbox"/> Party | <input type="checkbox"/> Sport |
| <input type="checkbox"/> Adventure | <input type="checkbox"/> Educational | <input type="checkbox"/> Platformer | <input type="checkbox"/> Stealth |
| <input type="checkbox"/> Arcade | <input type="checkbox"/> Experimental | <input type="checkbox"/> Point and Click | <input type="checkbox"/> Story-driven |
| <input type="checkbox"/> Building | <input type="checkbox"/> Exploration | <input type="checkbox"/> Puzzle | <input type="checkbox"/> Strategy |
| <input type="checkbox"/> Casual | <input type="checkbox"/> Horror | <input type="checkbox"/> Racing | <input type="checkbox"/> Survival |
| <input type="checkbox"/> Comedy | <input type="checkbox"/> Kids | <input type="checkbox"/> Rail Shooter | <input type="checkbox"/> Wholesome |
| <input type="checkbox"/> Competitive | <input type="checkbox"/> Management | <input type="checkbox"/> Rhythm | <input type="checkbox"/> User Generated Content |
| <input type="checkbox"/> Cooperative | <input type="checkbox"/> Metaverse | <input type="checkbox"/> Roguelike | <input type="checkbox"/> Visual Novel |
| <input type="checkbox"/> Crafting | <input type="checkbox"/> Multiplayer - Local | <input type="checkbox"/> Role-playing | <input type="checkbox"/> Word |
| <input type="checkbox"/> Creature Collector | <input type="checkbox"/> Multiplayer Online | <input type="checkbox"/> Shoot-em-up | <input type="checkbox"/> Other: <input type="text"/> |
| <input type="checkbox"/> Dating | <input type="checkbox"/> Music | <input type="checkbox"/> Simulation | |

Accessibility

Will you be implementing accessibility measures in the development of your game? *

- Yes No

Please see the [Game Accessibility Guidelines](#) for information on making your game accessible.

Please list the measures you will be adopting below, and if you wish to provide further details, you may do so by adding additional documents to the 'Supporting Materials' section. *

Do elements of the project (story and/or team) reflect gender equity and the diversity of people and experiences from around Australia? *

Payment Milestones

Please provide proposed dates for your two payment milestones. These are different to the production milestones found in your Production Plan.

Milestone 1 should be close of contracting. That is, the date the contract or Project Grant Agreement (PGA) is signed by both parties and all preconditions to payment have been met, for a successful application. (typically this is between 3-6 months after the 'Applications Close' date for the round you apply for).

Milestone 2 should be your expected final delivery date of the project. Final funding drawdowns are released only after delivery of the project to Screen Australia.

Milestone	Date
Close of contracting	
Delivery date	
	Must be a date.

Copyright and Clearances

* indicates a required field

In order to receive funding from Screen Australia, the applicant must have the appropriate intellectual property (IP) rights to make the game through legal agreements (chain of title) whether the game is based on an original idea or based on existing IP (e.g. a film, tv series, book) or a real person (partly or wholly), etc.

Is the game based on an underlying work?

Yes No

Title of underlying work *

Author of underlying work *

First Name Last Name

Type of underlying work *

Games Production Fund

Form Preview

e.g. Novel, play, etc.

Do you own the rights to this project? *

- Yes No

Please select how you own 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)

Please provide details of why you don't own the rights to this project: *

The chain of title documentation should clearly outline how the Applicant controls the rights to the project and confirm rights have been secured at the time of application.

Do you have Chain of Title documents? *

- Yes No

Chain of Title Documents

Please list all of your chain of title documents.

Click on the 'Add More' button to add additional fields.

No.	Document Name/Type	Parties to the Document	Executed Date	Option/Rights Expiry Date(s)
Must be a number.			Must be a date.	
	Other:			

NOTES:

- On their own, Shopping Agreements or other agreements which do not assign or give the option to assign appropriate rights to the Applicant are not acceptable.
- Any option agreements must have an option period of at least 18 months from the date of application to Screen Australia (inclusive of any possible extension period/s).
- By submitting this list, you warrant that it is an accurate and comprehensive list of all chain of title documents in place as at the date of the application.
- Screen Australia may request that certain chain of title documents be provided during the assessment process.

First Nations Story Content

* indicates a required field

Screen Australia supports the telling of First Nations stories by First Nations creatives and storytellers.

Where this is not the case we expect meaningful collaboration and consultation with the First Nations communities whose stories they are.

Whenever there is First Nations content and/or First Nations community participation in the project or when there are First Nations members of the team who do not have the authority to speak for the people or place being represented in the story you will need to follow the checklists from [Pathways & Protocols: a film maker's guide to working with Indigenous people, culture and concepts](#) which includes:

- a statement on how you are approaching the First Nations content or participation with regard to appropriate protocols
- Applicants must demonstrate that they have a consultation plan covering the full production process and are following it
- evidence of consultation to date
- if the project will involve particular First Nations individuals or communities, please include signed letters of consent confirming their willingness to participate

All projects involving First Nations content or participation will be assessed by First Nations Assessors.

Is there First Nations content, and/or participation of or collaboration with First Nations people in your project? *

Yes No

For example: Does the project involve a First Nations story or a First Nations character? Or focus on a First Nations person or community? Or use First Nations communities or land as locations? Or draw on or refer to First Nations culture and heritage in any form? Even if you think the First Nations elements are incidental they should be outlined here.

Please select the Indigenous languages or language groups that your story content relates to: *

If relevant select more than one.

The above provides a list of language names and the AIATSIS code from the Austlang Database. You can visit the [Austlang Database](#) to see more information about the languages you are selecting

Outline the level of First Nations content (themes, characters, locations) that you believe will be a part of the completed screen project. *

Games Production Fund

Form Preview

Word count:
Must be between 100 and 300 words.

How will you ensure the First Nations themes, characters, talent and locations are represented respectfully and authentically (from development, to delivery and marketing)? *

Word count:
Must be between 100 and 300 words.

Key Creatives and Employment

Are any of the current Key Creatives First Nations Australians? *

Yes No

If the screen project has major First Nations components, will you ensure there is a First Nations Key Creative on your team? If not why? *

How many First Nations people do you intend on employing in the development and/or production of this screen project? *

Collaboration

To date how have you collaborated with the First Nations community on your screen project? Who from the First Nations community have you collaborated with and can you provide a letter of agreement from them? What is your collaborative process with the First Nations community going forward on this project? *

Word count:
Must be between 100 and 300 words.

Rights

If your project has Indigenous Cultural and Intellectual Property (ICIP) components in the storyline, how are you implementing legal frameworks to protect these rights? *

Games Production Fund

Form Preview

Word count:

Must be between 100 and 300 words.

Screen Australia's [Pathways & Protocols](#) will provide more information about Indigenous Cultural and Intellectual Property (ICIP)

Is this project based on a real person or on a true story from a First Nations community? *

Yes

No

Do you hold the necessary rights to the story? Have you spoken to the relevant people about their representation on the screen, and have they read the treatment/script/story materials that you have submitted? *

Word count:

Must be between 50 and 100 words.

Indigenous Languages

Screen Australia is collecting information on Indigenous languages in an effort to extend our reach and ensure that we are working with and representing as many Indigenous nations as possible.

Will all or part of any of your game include Indigenous languages? *

Yes

No

The below provides a list of language names and the AIATSIS code from the Austlang Database. You can visit the [Austlang Database](#) to see more information about the languages you are selecting.

Please select the language group(s) included: *

You can select more than one if required.

Please describe what part of the game includes Indigenous Languages including how and why: *

Submission Materials

* indicates a required field

Games Production Fund

Form Preview

Files can be added using the 'Choose Files' button.

Please ensure:

- Every file uploaded is named according to the filename instructions given
- If multiple files are uploaded for one question, please number to indicate sequence
- Uploaded files are in the specified format and **no ZIP files are included**
- Maximum file size 25MB
- **Online Video links must be download enabled** for record keeping purposes
- **Videos must be less than 200MB**
- **URLs and keys for prototypes and trailers must be shareable between Screen Australia and assessors**

Applicant Company Details

ASIC Company Extract document - must be recent (within last 28 days). Please also provide for parent companies if the applicant company is an SPV. Please note, we do not accept an ASIC Summary. An ASIC Extract will include information that an ASIC Summary does not include, such as company office holders. *

Attach a file:

Filename: ASIC Extract - [Company Name] - [Project Title].doc, .docx or .pdf

Game Prototype

Please submit both:

- a downloadable video that features at least 30 seconds of gameplay; and
- a playable prototype of the game.

The prototype will be accessed by authorised Screen Australia internal and external assessors.

Links provided to prototypes must be shareable between Screen Australia and assessors. If you are providing game keys, please provide a minimum of five.

Please ensure that your prototype is a zipped, DRM-free build for Windows that has been tested and is functional prior to finalising your application

For mobile game submissions, please provide an APK file for Android or a TestFlight invitation link for iOS

Applicants whose prototypes are inaccessible or unplayable after the close of the round may be deemed ineligible

Using the table below, please provide prototypes as follows:

- PC/Mac: provide a game key or a URL with a downloadable build
- iOS: provide a TestFlight link
- Android: provide an APK link or a URL with downloadable build
- Console: provide a prototype on one of the above-listed platforms
- VR: provide a game key or a URL with downloadable build. We are able to test on the Meta Quest 3 headset. If your game requires alternative hardware, please let us know

Games Production Fund

Form Preview

- AR/MR: provide a prototype on iOS or Android as per the above

Use the 'Add More' button to add additional rows if needed.

Type of Prototype	URL or Game Key	Password if required
Gameplay Video		
Playable Prototype		

Please tick to confirm: *

- Prototype and gameplay video have been provided

Prototype Details document. This must contain:

- a description of the minimum hardware requirements needed to run the prototype
- step-by-step instructions that detail how to get the prototype running
- instructions on how to control the prototype (controller map preferred)
- description of the intended experience of the prototype.

Prototype Details *

Attach a file:

Project Creative Details

Please provide a downloadable pitch video (maximum 3 minutes in length) that articulates the concept of your project, the creative vision, and the aims of the team

Online links must be download enabled for Screen Australia record keeping purposes. Format requirements: MP4 or WMV file, H.264, resolution 720p; files must be less than 200MB. If you need assistance in reducing filesize, click [here](#) for instructions on compressing your video file.

Name/Description	Online screening link	Password if required
Video Pitch		

Please provide a **Production Plan** using the [provided template](#). Your Production Plan must be eight (8) pages maximum length. At a minimum this document contains a production timeline and description of milestones and acceptance criteria. Providing additional information that bolsters confidence in the viability of your development is encouraged

Production Plan *

Attach a file:

Filename: Production Plan - [Project Name].doc, .docx or .pdf

Please provide a **Strategic Outcomes Document** using the [provided template](#). Six (6) pages maximum length. This document articulates your significant milestone, the steps to be taken to achieve it, and how Screen Australia funding will help you

Games Production Fund

Form Preview

Strategic Outcomes Document *

Attach a file:

Filename: Strategic Outcomes Document - [Project Name].doc, .docx or .pdf

CVs for all team members attached to the project during the proposed grant period *

Attach a file:

Filename: CV - [Team Member Name] - [Project Title].doc, .docx or .pdf

Copyright and Clearances

Solicitor's opinion letter: If successful, you will need to provide a solicitor's opinion letter on all Chain of Title documents. If you have already have a solicitor's opinion letter, please attach it here.

Attach a file:

Filename: Solicitors opinion - [Project Title].doc, .docx or .pdf

First Nations Agreements

Based on your answers in First Nations Story Content, please upload any documents which evidence your consultation, and community or individual consent to date. *

Attach a file:

Filename: First Nations Consultation - [Project Title].doc, .docx or .pdf

Budget and Financing

Provide a finance plan and budget using the [Games Production Fund Budget Template](#). Fees should comply with industry standards and will be considered in the context of the budget and track record of the personnel.

Finance plan and budget spreadsheet with all relevant information from the beginning of the project through to the end of the proposed grant period *

Attach a file:

Filename: Finance Plan and Budget - [Project Name].xls or .xlsx. If uploading multiple files, please number each.

Games Production Fund

Form Preview

If applicable, provide details of existing financing deals (such as grant agreements or deal memos). Commitment can be cash or in kind

Attach a file:

Filename: [Document Type] - [Name] - [Project Name].doc, .docx or .pdf. If uploading multiple files, please number each.

Supporting Materials

Any other documentation or supporting material that might assist consideration of the application.

Attach a file:

Filename: Supporting Materials - [document] - [Project Title].doc, .docx or .pdf. If uploading multiple files, please number each.

To ensure your files can be ingested into our automated systems, and that your application can be processed, please confirm: *

- Every file uploaded is named according to the filename instructions given.
- If multiple files have been uploaded for one question, they are numbered to indicate sequence.
- Uploaded files are the specified format and no ZIP files are included.
- Uploaded files are no more than 25MBs
- Online Video links are download-enabled for record keeping purposes
- Videos are less than 200MB
- URLs/keys are shareable for assessment.

Artificial Intelligence

* indicates a required field

Screen Australia is collecting data on the use of artificial intelligence (AI) use in funding applications and projects. This will enable us to better understand where and how it is being used.

Applicants utilising AI should ensure such use aligns with [Screen Australia's AI Guiding Principles](#).

The following responses are collected for Screen Australia's research and reporting activities and will not be used to assess applications or their eligibility. However, applicants are required to declare the accuracy and compliance of their application prior to submitting and if successful, will be required to meet Screen Australia's standard contractual requirements and comply with all applicable laws.

Have you or any other collaborator used AI, or a tool based on it, to generate or to otherwise prepare any part of your application? *

- Yes No Unsure

Games Production Fund

Form Preview

In which part of your application have you used AI, or a tool based on it? *

- Application form or responses to application questions
- Creative support material*
- Other support material

*Creative support material includes any documents or files uploaded that address or speak to the creative elements of your application, including but not limited to: synopses, story documents such as treatments and scripts, game prototypes, pitch videos or sizzle reels, creative pitch deck, game design documents, art bibles, mood or story boards, and creative vision statements, whether consisting of text, images, sound, video and/or other formats.

Are you applying for funding for a project or activity that contains or will contain outputs or deliverables (for example, pitch materials, game prototypes, treatments, scripts, completed films, programs or games, events, screenings or other outputs) that have been generated or otherwise prepared using AI (including any tool using AI)? *

- Yes No Unsure

Please include further details here (including information about how and where AI has been/will be used in the application and/or project and the specific tools) *

Please tick to confirm that: *

- all factual information in your application is accurate; and
- your application and support materials comply with all applicable laws (including intellectual property (IP) and privacy laws) and respect Indigenous Cultural and Intellectual Property (ICIP) rights.

Diversity Information

* indicates a required field

Please note personal information collected in this section doesn't form part of your application and is not used for the purpose of assessment unless otherwise stated in the relevant funding program's guidelines.

Please be advised Screen Australia Staff may use this information for the purposes of preparing and publishing aggregated research and reporting. All personal information collected in this section will otherwise will be handled in accordance with Screen Australia's Privacy Notice located at the beginning of this application form.

Please complete for **all** key creative roles listed. If you do not wish to provide this information, click 'Prefer not to answer'.

Please select the team member's role *

Other:

Does the team member have a disability? *

Games Production Fund

Form Preview

Is the team member from a culturally or linguistically diverse background? *

Please select the team member's cultural background/ethnicity: *

Does the creative team member identify as LGBTQIA+? *

'LGBTQIA+' refers to lesbian, gay, bisexual, transgender/gender diverse, queer, intersex and asexual - the '+' recognises that LGBTQIA doesn't include a range of other terms that people identify with, or use to describe themselves. We acknowledge that one acronym or description may be not able to fully capture the diversity of gender identities, sexual orientations and bodily diversity in our community, and that language is constantly evolving. Our intention is to be as succinct as we can, but inclusive of all.

Diversity Information *

Please tick to confirm you have provided a diversity response for all creative team members listed.