

Future Leaders Delegation - BitSummit 2027

Form Preview

Applicant Eligibility

* 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](#)
 - [Future Leaders Delegation - BitSummit 2027 Guidelines](#)
 - [Future Leaders Delegation - BitSummit 2027 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 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 an incorporated company carrying on business in Australia, with its central management and control in Australia and/or the individual applicant or co-applicant is an Australian citizen or Australian permanent resident (holding a permanent visa)
- ☐ the applicant/applicant company has an Australian Business Number (ABN)
- ☐ the applicant/applicant company is registered for the purposes of GST if required by law
- ☐ the applicant is attending BitSummit as an individual or as an elected delegate on behalf of the Applicant Company

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- ☐ the applicant/applicant company has released and/or published at least one game on a public platform (e.g. Steam, itch.io, App Store, etc.)
- ☐ the applicant/applicant company is actively working on at least one game (for company delegates, this must be a company game) that is or will be ready for public presentation by the event dates
- ☐ the applicant is available to attend BitSummit 2027 (21-23 May 2027 and travel dates around these) and to participate in a pre-departure workshop in mid-April 2027 in Melbourne (domestic travel costs will be covered for successful delegates)
- ☐ the applicant/applicant company has not participated in a previous Future Leaders Delegation initiative.

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

- ☐ is playable
- ☐ is for a digital game platform, including (but not limited to) PC, mobile consoles, and VR
- ☐ 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 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 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 pay-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.

Do the individual applicants, key creatives 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

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

Contracting Information - Applicant Company or Sole Trader Name * Applicant Company or Sole Trader State *

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Applicant Information

* indicates a required field

Applicant contact. Official correspondence will be directed to this person. *

First Name

Last Name

Applicant Role

Other:

Email *

Must be an email address.

Mobile *

Must be an Australian phone number.

Address *

Address

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.

Please select your 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.

Please specify how you describe your gender: *

Do you identify as a First Nations Australian? *

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The below field 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 Indigenous language group/s that the Applicant identifies with:

Hint: If relevant select more than one.

Australian Citizen/Permanent Resident *

Additional Contact person if relevant

First Name

Last Name

Mobile

Must be an Australian phone number.

Email

Must be an email address.

Contracting Entity

Applicant Company *

☐ Individual ☐ Organisation

Organisation Name

First Name

Last Name

Applicant Company 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)

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DGR Endorsed

ATO Charity Type

[More information](#)

ACNC Registration

Tax Concessions

Main Business Location

Must be an ABN.

Applicant Company Primary Address *

Address

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.

Phone *

Must be an Australian phone number.

Email *

Must be an email address.

Event and Project Details

* indicates a required field

Event *

BitSummit

Dates intending to stay at the event location or surrounding region:

From: *

Must be a date.

To: *

Must be a date.

What are your goals for BitSummit 2027? Tick all that apply. *

- ☐ Collecting Wishlists
- ☐ Seeking out publisher details
- ☐ Meeting platform holders
- ☐ Playtesting and feedback
- ☐ Speaking to press

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- ☐ Networking with developers
- ☐ Seeking collaborators
- ☐ Seeking service providers
- ☐ Seeking job opportunities
- ☐ Having my game nominated for an award
- ☐ Other:

Does your project contain potentially disturbing or upsetting content that may require a content warning for staff, assessors or other readers of the materials included in the application? *

- ☐ Yes ☐ No ☐ Unsure

Examples of sensitive content include sexual assault, self-harm, violence. If you are unsure please contact games@screenaustralia.gov.au.

Briefly explain the nature of the content *

Word count:

Must be no more than 100 words.

Current Project Title *

Current Stage of Development *

Anticipated Release Year *

Please select the intended release platform(s) *

- | | | |
|--|---|--|
| ☐ iOS | ☐ Steam - VR | ☐ Xbox Series X/Xbox Series S |
| ☐ iPadOS | ☐ Epic Games Store | ☐ PS4 |
| ☐ tvOS | ☐ itch.io | ☐ PS5 |
| ☐ VisionOS | ☐ Humble Store | ☐ PSVR/PSVR2 |
| ☐ Mac (AppStore) | ☐ GOG.com | ☐ Nintendo Switch |
| ☐ Google Play Store | ☐ PC (Application) | ☐ Nintendo Switch 2 |
| ☐ Steam - PC | ☐ PC (Microsoft Store) | ☐ Meta Quest Store |
| ☐ Steam - Mac | ☐ Web Browser | ☐ Playdate |
| ☐ Steam - Linux | ☐ Xbox One | ☐ Other: |

Is a publisher already committed to the game? *

- ☐ Yes ☐ No

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Publisher Name *

Previous Funding

Is your game funded by any state or territory screen agency? If so, please list the details below.

Agency/funding source	Year	Amount
	Must be a number.	Must be a dollar amount.
Other: 		

Previous Credits

Please provide details for at least one publicly release game developed by the applicant or applicant company.

Project Title *

Release Year *

Credited Role *

Other:

Release links *

Copyright & 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

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Type of underlying work *

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: *

Chain of Title Documents

The chain of title documentation (e.g. option agreements, writer's agreements, joint venture agreements, etc.) should clearly outline how the Applicant controls the rights to the project and confirm rights have been secured at the time of application.

Chain of title documentation may not be required if the project is based on original IP with rights held solely by the applicant. Where chain of title documents exist, they must be listed in your application.

Do you have chain of title documents? *

☐ Yes ☐ No

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.	Including any potential extensions that are documented. Enter N/A if not applicable
	Other:			

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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.

Submission Materials

* indicates a required field

You will need to provide the supporting materials listed below in order to finalise and submit your application.

Please note: If you have supplied more than the requirement, we will only read up to the maximum page limit.

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

Please only upload information that relates to the question being asked; do not combine materials into one document. ZIP files are not accepted.

Game Build

Please submit both:

- a playable build of the applicant's current project; and
- a downloadable video that features at least 30 seconds of gameplay.

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

Please ensure that your prototype has been tested and is functional prior to finalising your application.

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

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- 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
- 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 Build		

Please tick to confirm: *

☐ Prototype and gameplay video have been provided

Delegate's CV (maximum 2 pages) including details of any work history, festival awards, speaking opportunities and/or volunteer work.

CV *

Attach a file:

A maximum of 1 file may be attached.

Filename: CV - [Applicant Name] - [Event Name].doc, .docx or .pdf

Please provide the **Delegate's Career Development Proposal** (maximum 800 words) that includes:

- how this opportunity will benefit the delegate, their practice, their current project and their career
- including for each title:
 - stage of development (e.g. released, in-production, on hold)
 - their role on the project
 - if released, a link to the game's store page
- the delegate's current career objectives and how attending BitSummit 2027 will help the delegate achieve their objectives
- who the delegate would like to meet at BitSummit 2027 and why

Career Development Proposal *

Attach a file:

A maximum of 1 file may be attached.

Filename: Career Development Proposal - [Applicant Name] - [Event Name].doc, .docx or .pdf

Please ensure you have provided all the attachments requested before submitting your application.

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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 in the specified format and no ZIP files are included
- ☐ Uploaded files are no more 25MBs

At least 4 choices must be selected.

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

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) *

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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 **the delegate**. If you do not wish to provide this information, click 'Prefer not to answer'.

If you are completing this section for someone else, please ensure you have their permission or alternatively request the individual to fill in this section.

Please select the delegate's role *

Other:

Is the delegate from a culturally or linguistically diverse background? *

Please select the delegate's cultural background/ethnicity: *

Does the delegate have a disability? *

Does the delegate identify as LGBTQIA+? *

'LGBTQIA+' refers to lesbian, gay, bisexual, transgender/gender diverse, queer, intersex and asexual - the '+' recognises that LGBTQI 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.