Games Production Fund
Form Preview

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.
- It is important that you read our **Terms of Trade**, the **Games Production Fund Guidelines**, and the **Games Production Fund FAQs** to ensure your project is eligible for Screen Australia Funding and to help you deliver the strongest application possible.
- For help completing this application, refer to the **Help Guide for Applicants** or **Applicant Frequently Asked Questions (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
☐   has not applied for the Emerging Gamemakers Fund during the same round as this application for the Games Production Fund
☐   is not part of work-for-hire contracts or exploit (make use of) intellectual property not owned by the applicant or applicant company
☐   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 (for example, training simulations, games created solely 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

Please confirm that the applicant company *
☐   meets the General Eligibility requirements set out in Screen Australia's Terms of Trade; in particular, it is incorporated and carrying on business in Australia, and has its central management and control in Australia; and
☐   is not a sole trader or public company
☐   is only submitting one application in this round.

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

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

Applicant Company Name *

Applicant Information

* indicates a required field

Games Production Fund
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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

Applicant Role

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. Please provide a street address; a P.O. Box is not acceptable for contracting purposes.

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.

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

Applicant Company Primary Phone Number *

Must be an Australian phone number.

Applicant Company Primary Email *

Must be an email address.

List your external business contacts (where known).

Company Name	Role	Contact Name	Address

Additional contact person if relevant

First Name   Last Name

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) *

- ☐ iOS
- ☐ iPadOS
- ☐ tvOS
- ☐ VisionOS
- ☐ Mac (AppStore)
- ☐ Google Play Store
- ☐ Steam - PC
- ☐ Steam - Mac

- ☐ Steam - Linux
- ☐ Steam - VR
- ☐ Epic Game Store
- ☐ itch.io
- ☐ Humble Store
- ☐ GOG.com
- ☐ PC (Application)
- ☐ PC (Microsoft Store)

- ☐ Web Browser
- ☐ Xbox One
- ☐ Xbox Series X/ Xbox Series S
- ☐ PS4
- ☐ PS5
- ☐ PSVR/PSVR2
- ☐ Nintendo Switch
- ☐ Meta Quest Store

Please indicate which languages the game will be localised to, if any

Current Stage of Development *

Significant Milestone *

A significant milestone is a goal identified by the applicant. It should be the next major point of development the team is working towards that is within the scope of this fund, and will be what the grant is used to achieve. Examples include completion and release of a game, taking a game to early access, creating a public-facing demo, or developing a vertical slice.

Is a publisher already committed to the game? *

○ Yes   ○ No

Publisher/Platform

Please provide details.

Publisher/Platform Name	**Contact Person**

Please summarise key terms and territories where available, and indicate what documents you have provided as evidence. *

Has the game been previously submitted for funding to Screen Australia? *
○ Yes   ○ No

Which fund(s) was the game submitted to? *
☐ Games: Expansion Pack
☐ Emerging Gamemakers Fund
☐ Game 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
☐ Game 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 ($)**
	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.

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 *

Gender *

Role *

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

Bio *

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

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

Word count:
Must be no more than 200 words.

Mobile *

Email *

State *

Australian citizen *

Status *
○ Confirmed   ○ Proposed

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

Project Creative Details

* indicates a required field

Logline / short synopsis *

Long Synopsis *

Select which genre(s) best describe the game *

☐ Action
☐ Deckbuilder
☐ Party
☐ Sport

☐ Adventure
☐ Educational
☐ Platformer
☐ Stealth

☐ Arcade
☐ Experimental
☐ Point and Click
☐ Story-driven

☐ Building
☐ Exploration
☐ Puzzle
☐ Strategy

☐ Casual
☐ Horror
☐ Racing
☐ Survival

☐ Comedy
☐ Kids
☐ Rail Shooter
☐ Wholesome

☐ Competitive
☐ Management
☐ Rhythm
☐ User Generated Content

☐ Cooperative	☐ Metaverse	☐ Roguelike	☐ Visual Novel
☐ Crafting	☐ Multiplayer - Local	☐ Role-playing	☐ Word
☐ Creature Collector	☐ Multiplayer Online	☐ Shoot-em-up	☐ Other:
☐ Dating	☐ Music	☐ 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? *

Is the game story-driven? *

○ Yes   ○ No

i.e. is gameplay primarily motivated by the story happening in your game world, as communicated through things like character development, plot or world building?

Protagonist

A protagonist:

- Holds the 'point of view', or provides the dominant point of view that is experienced by the audience
- Drives the action of the story

Multiple protagonists

Several characters may meet the classification of a protagonist.

Allocating gender

The character's own gender identification is used when possible – for example, a character who identifies as female is classed as female.

Using the definition provided, please state the gender and name of the protagonist/s in your project.

Protagonist name	Protagonist gender	If you have selected 'Different term', please specify

Indigenous Languages

Screen Australia's First Nations Department 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: *

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.

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.

Do you have all of the appropriate agreements in place to make this game? *
○ Yes   ○ No

Please provide some brief context about the chain of title for this project, including letting us know about any rights you still need to obtain in order to make the game: *

For example: "An original work by [the writer] who is the applicant and owns the rights;" or, "Based on the [book] acquired by [the production company] with a writer's agreement between [the production company] and [the writer]."

Is the project dependent on obtaining releases from individuals or private organisations? *
○ Yes   ○ No

Please detail the type of release/s or agreements/s required and whether you have a signed copy. *

Is the project partly or wholly based on a real life event or person? *
○ Yes   ○ No

Please provide details including whether releases, in-principle agreements or access agreements have been obtained. *

Chain of Title Documents

Please list all of your chain of title documents:

If this project is based on any other works you must provide details of all the works and the status of the chain of title documentation for each.

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

Type of Work	Title of Work	Author / Creator	Agreements / Status	Option Expiry Date
Please note: All Chain of Title documents must be uploaded on the Submission Materials page.				Must be a date.

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 engage in the appropriate protocols; Protocols drafted in the film and television context can be found within Pathways & Protocols: a film maker's guide to working with Indigenous people, culture and concepts

You will need to include a statement on how you are approaching the First Nations content, (even if you believe the content is not specific to a community or individual), evidence of your consultation to date and where relevant, signed letters of consent confirming community and/or individual's willingness to participate.

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

Does this project contain First Nations content, and/or the participation of or collaboration with First Nations people? *
○ 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. *

Why have you chosen to include First Nations themes, characters, talent and/or locations in this screen project? *

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

Key Creatives and Employment

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

Rights

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

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

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

Submission Materials

* indicates a required field

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**.

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
- VR: provide a game key or a URL with downloadable build. We are able to test on the Meta Quest 2 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 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.

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

Strategic Outcomes Document *
Attach a file:

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

CVs for all creative team members *
Attach a file:

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

Copyright and Clearances

Chain of title: A summary list of Chain of title documents
Attach a file:

Filename: Chain of title Summary - [Project Name].doc, .docx or .pdf

Chain of title documents: Please upload any chain of title documents, including any documents detailing the ownership or use of intellectual property, as relevant to this game. All chain of title documents should be signed and dated.
Attach a file:

Filename: Chain of title - [document name] - [Project Name].doc, .docx or .pdf. If uploading multiple files, please number each.

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 Content or Participation

First Nations content statement: A statement setting out how you are approaching the First Nations content or participation with regard to appropriate protocols, even if the content is not specific to a particular community or individual. *
Attach a file:

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

First Nations collaboration or consultation: Signed evidence of collaboration or consultation to date. *
Attach a file:

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

First Nations consent: Signed letters of consent from First Nations individuals or communities confirming their willingness to participate. *
Attach a file:

Filename: First Nations Consent - [Project Title].doc, .docx or .pdf. If uploading multiple files, please number each.

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 *
Attach a file:

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

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.

Diversity Information

* indicates a required field

Please note this section doesn't form part of your application and is not assessed unless otherwise stated in your funding program's guidelines. If you do not wish to provide this information click 'prefer not to disclose'.

Please be advised Screen Australia Staff may use this information for the purposes of preparing and publishing aggregated research and reporting. For more information, please refer to Screen Australia's Seeing Ourselves report. All personal information will be handled in accordance with our Privacy Policy.

Please complete for **all** creative team member roles listed.

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 team member's role *

[   ]

Does the team member have a disability? *

[   ]

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

[   ]

Does the team member identify as LGBTQI+? *

[   ]

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

Please select the team member's first language (as a child). If Indigenous, go to the next question.

If first language is an Indigenous language, please select from AIATSIS Austlang Database:

'LGBTQI+' refer to lesbian, gay, bisexual, transgender/gender diverse, queer and intersex - 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.

Diversity Information *

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