General Information

* indicates a required field

Introduction

Games Development is Screen Tasmania's program for the development or production of interactive screen projects - narrative and non-narrative, including games and apps - for all platforms. It encourages Tasmanians to develop, adopt and exploit new and emerging business models for the creation and delivery of compelling screen content with a focus on the creation and retention of Tasmanian intellectual property,

The program funding will better enable applicants to either release a finished product or attract further development and/or production investment from the marketplace. The program encourages applicants to demonstrate an entrepreneurial approach by exploring new and emerging business models and potential revenue streams.

Applicants **must** make contact the relevant Screen Tasmania project officer prior to submitting applications. The allocation of project officers is subject to availability and workload.

Projects can be funded in two stages:

- **Conceptual Development** which includes scoping, character and/or level design, proof of concept, production of a Game Design Document (GDD) or development of a 'vertical slice' of a project; and
- **Production and Release** which is the development and marketing of the finished project to launch and beyond.

Conceptual Design offers a maximum non-recoupable grant of $20,000 per project for the development of concept/scoping documents and prototypes and/or the production of proof-of-concept or beta content,

Production and Release offers a maximum recoupable grant of $50,000 per project where that project is 'production-ready' and its potential end user or target market and revenue streams can be confidently quantified. This cannot represent more than 50% of the development costs of a project. The value of in-kind services can be included in the applicant's finance plan.

For applicants requiring support greater than $50 000 they will need to apply via the [Production Support program](#).

We cannot fund:

- The purchase of equipment
- The purchase of software (with exception of Developer Kits)
- Projects that solely reformat traditional media content; or
- Games, apps or websites which solely provide:
    - Utilities or services;
    - Education, or
    - Information.

Projects must be substantially produced in Tasmania.

This application form should be completed in compliance with Screen Tasmania's _Games Development Guidelines_, as well as the _General Guidelines and Terms of Trade_. Please refer to these guidelines for the specific requirements of your application.

Screen Tasmania reserve the right to vary these Guidelines as necessary. In exceptional circumstances, we also reserve the right to set aside some of the guideline requirements.

Criteria

For **Conceptual Design** stage:

- track record of the team;
- the scope of the project and the degree to which the concept is innovative, interactive and achievable;
- the identified audience and the pathway to marketplace OR the strength of identified target audience, identifiable marketing and distribution opportunities and potential distribution platforms and revenue streams; and,
- the strength of any story elements and the quality of writing, and the strength of gameplay elements.

For **Production and Release** stage:

In addition to the above:

- evidence of potential end user/target audience or evidence of marketplace interest and/or bona fide investors; and,
- evidence of a high level of economic and cultural benefit to Tasmania.

You need to have discussed your application with the relevant Screen Tasmania Project Officer *
☐   Alex Sangston ☐   Oliver Potter
Who did you speak to?

Contact Details

* indicates a required field

Primary Applicant/Contracting Entity *
○ Individual   ○ Organisation
Organisation Name

First Name   Last Name

PRIMARY APPLICANT'S ABN NUMBER (you must have an ABN to contract with Screen Tasmania) *

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	

Primary Applicant contact details *
Address

Suburb   State   Postcode

This address is necessary for contractual purposes.

Mobile Phone Number *

Email *

Website

If applicable.

Tasmanian residency *

○ Yes and I have been for the previous 6 months
○ Yes, but not for all of the previous 6 months

○ No, but I have lived in Tasmania for 10 consecutive years in the past
○ No, I am not a Tasmanian resident

Please note that you may be asked to show that you have been a Tasmanian resident for the previous 6 months or warrant that your were a Tasmanian resident for 10 years. People who are not Tasmanian residents (for at least 6 months) or are not ex-pat Tasmanians are not eligible.

Professional Level *
○ Entry Level
○ Emerging
○ Mid-Career
○ Established
See definitions below.

Entry Level: The applicant is only beginning their career. They may have never worked on a completed game before.

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

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

Established: The applicant has worked on many successful games.

Organisation Contact Details

Company Contact

First Name

Last Name

Company Contact Position

Company Contact Primary Phone Number

Must be an Australian phone number.

Company Contact Primary Email

Must be an email address.

Alternative contact details (if required)

Name

First Name

Last Name

Position or Role

Address

Address

Suburb   State   Postcode

Must be an Australian postcode.

Email

Must be an email address.

Phone Number

Must be an Australian phone number.

Website

Must be a URL.

Reminder

Remember to Save as you progress through this application. If you don't save your work, you will be timed out after 30 minutes.

Project Summary

* indicates a required field

What stage of support are you applying for? *

○ Conceptual Development   ○ Production and Release

Project Format *

☐ Game   ☐ Interactive Factual   ☐ Interactive Narrative   ☐ Other

At least 1 choice must be selected.
At least one choice must be selected

If 'other', please specify

Delivery Platform *

☐ Dedicated website   ☐ Console   ☐ Mobile   ☐ PC   ☐ AR/VR   ☐ Other

At least 1 choice must be selected.
At least one choice must be selected

If 'other', please specify

Project Title *

Logline *

Brief Synopsis *

Word count:
Must be no more than 100 words.

Genre *

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

You can select multiple genres, but

If applicable where and when is your project set? *

Please briefly describe your setting(s) - for example, a virtual world or a reference to a real location.

Indigenous Content *

- ○ Yes
- ○ No

Does your project contain any Indigenous content?

Anticipated Rating *

- ○ G - General
- ○ MA 15+ Mature Accompanied 15 years and older
- ○ PG - Parental Guidance
- ○ R 18+ Restricted to people 18 years and older
- ○ M - Mature Audience

What classification do you anticipate being given to your project?

Will this project be made in Tasmania *

- ○ Wholly
- ○ Partly
- ○ Not Made in Tasmania

If partly, please provide details of the Tasmanian production elements

How many Tasmanian developers will be employed? *

Must be a number.

Please briefly describe the audience(s) you are targeting *

Be specific, please contact

1. Games Development Application 2024-2025
Form Preview

What will you deliver to Screen Tasmania? *

Pease list all materials that will delivered to Screen Tasmania at the conclusion of this stage of funded development

Concept Document *

Attach a file:

A minimum of 1 file must be attached.
Minimum 6 pages that best reflects the essence of your project. This can include draft artwork.

Game Design Document *

Attach a file:

A minimum of 1 file must be attached.
Provide details of your development plan should your project receive funding

Proof of Concept - Upload a playable .exe or link to an external host below

Attach a file:

If applicable. File size - 5 MB recommended, but no more than 25 MB allowed.

Proof of Concept Link

If applicable. Must be a URL. Please provide a password if required.

Upload any other document/s relevant to your project application

Attach a file:

This can include evidence of publisher interest, evidence of story development, preliminary contractors, etc.

Please remember to save as you progress through this application form.

Generative AI

Screen Tasmania has an ongoing process of tracking the use of Generative Artificial Intelligence tools in the Screen Industry.

While not an eligibility question, applicants must disclose the planned or actual use of Generative AI in development, production or games development.

Applicants are encouraged to familiarise themselves with Screen Australia's *AI Guiding Principles*.

Have you, or do you plan to use any Generative AI tools in developing or producing this project? *

○ Yes
○ No

Please describe the Generative AI tool/s and their use.

Creative Team Details

* indicates a required field

Please give details for each team member

Please include information on each team member, including the applicant (developer or producer).

Development Team

Role	Name	TAS or Interstate	Proposed or confirmed?
Senior Producer			
Lead Producer			
Lead Progammer			
Lead Designer			
You can edit these fields to suit your project.		Where does the team member reside?	Is their involvement proposed or confirmed?

Key Developers Professional Details

The following sections are for the core, confirmed team, and should include everyone listed in the above section.

If a key creative has no professional credits please type "no credits". By "professional credits" we mean acknowledged work on a project which has been sold into a market. This includes projects developed for clients.

*Click **Add More** in the lower right of this section to provide additional developer information.*

Key Developer #1 Name *

Key Developer #1 Role *

Key Developer #1 Bio *

Word count:
Up to 200 words outlining previous relevant experiences

Previous Credits *

Please Include: Project Title, Year, Platform of release, and Role of the developer

Key Developer #1 CV *

Attach a file:

Please label the file with the project name and the name of the person.

Please remember to save as you progress through this application form.

Gender and Diversity Data

* indicates a required field

Gender and Diversity Data

Screen Tasmania is required to collect data concerning gender equity and diversity amongst our clients. These data are anonymous and will be only reported as raw numbers.

Should any of your Key Creatives prefer not to say, or you are not aware of how they identify, you need not report that person in the totals below.

Please state how many of your Key Creatives identify as being:

Female *

Must be a number.

Male *

Must be a number.

Number of Key Creatives identifying as non-binary or gender fluid *

Must be a number.

Please indicate how many of your Key Creatives identify as being:

Tasmanian Aboriginal *

Must be a number.

Other Aboriginal or Torres Strait Islander *

Must be a number.

From a non-English speaking background *

Must be a number.

From a Tasmanian rural or regional centre (outside of Hobart) *

Must be a number.

A person with a disability *

Must be a number.

Please remember to save as you progress through this application form.

Financial Information

* indicates a required field

Budget

Budget breakdown
- Applicants should provide budgets **exclusive** of GST
- Screen Tasmania reserves the right to negotiate amendments to the budget as a condition of the provision of funds

Screen Tasmania does not fund retrospectively.

Please use the **Finance Plan and Budget Template** provided by Screen Australia.

The budget should reflect the cost of the stage of development you are applying for. Please ensure *Screen Tasmania* is in place of *Screen Australia* when completing the template.

Upload completed finance plan and budget. *
Attach a file:

Maximum support

The maximum amount of support you can apply for in the Conceptual Development stage is **$20 000.**

Maximum support

The maximum amount of support you can apply for in the Production and Release stage is **$50 000.**

Financial Details

Amount sought from Screen Tasmania for this stage of development *

Must be a number. For Production and Release, max is $50,000; for Conceptual Design, max is $20,000

Estimated budget for this stage of development *

$

Must be a dollar amount.

Estimated total production budget *

$

Must be a dollar amount.
Please enter your estimate of the total Production Budget

Has this project applied for Screen Tasmania or another screen funding agency in the past? *

○ Yes   ○ No

If you clicked "YES", please provide details in the grid below.

Agency support history

Use the Add More button to provide additional support history.

Screen Agency	Amount Requested	Funding Status	Further Details
	$		
	must be a dollar amount Must be a dollar amount.		How development money was spent, or why the funding was not approved

Please remember to save as you progress through this application form.

Audience and Development Plan

Future of the Project

This section allows you to provide information about your plans for the future of the project. This includes further development plans and potential engagement with contractors or other game makers, as well as any preliminary ideas for audience development and market strategy.

This provides Screen Tasmania with insight into the planned longevity of the project, at its current stage. Your responses should consider the future of the project as if your application for funding were to be successful.

Note that this does not guarantee a successful application.

What are your long term goals with this project, and how are you going to achieve them?

Word count:

Will you engage additional developers in the future of the project?
○ Yes
○ No

If yes, provide details

Social Media links

Provide any social media links related to the project, including Discord channels, X (Twitter) accounts, Youtube channels etc

Please remember to save as you progress through this application form.

Copyright and Chain of Title

* indicates a required field

Copyright Information

The applicant must be the originator of the game or concept concerned; the holder of the copyright; or own the rights in any and all works on which the project is to be based. Documents certifying that you own the rights must be supplied on request.

If you are unsure who owns the copyright please contact the Project Officer to discuss before you submit your application

Please note, should your application be successful, the Grant Deed will require you to warrant that you hold the relevant rights.

Are you able to provide evidence that you hold sufficient rights in the project, and have obtained sufficient clearances necessary to be able to develop the project with Screen Tasmania funding? *
○ Yes   ○ No

Rights

Please choose which applies. *
○ 1. It is an original idea of the applicant
○ 2. The applicant has secured the rights to the property/idea the game is based on

Chain of Title

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: *

Please remember to save as you progress through this application form.

Declaration and Affirmation

* indicates a required field

Disclosure

Publicity of Assistance

Unlike private sector financial organisations, the Department of State Growth (the department) disburses public funds and is therefore accountable for the distribution of those funds. As part of the accountability process, the department may publicise the level of its financial assistance including the terms and conditions of the financial assistance as provided in the confidentiality requirements set out in the legal documentation entered into with you.

Right to Information

You should also be aware that information you provide to the department, and details of any financial assistance package, may be subject to requests for public disclosure under the *Right to Information Act 2009*.

Information Protection

You are providing personal information to the department which will manage that information in accordance with the *Personal Information Protection Act 2004.* The personal information collected here will be used by the department for the purpose of assessing your application for assistance and related activities. Failure to provide this information may result in your application being unable to be processed, funding being unable to be granted or records not being properly maintained. The department may also use the information for related purposes or disclose it to third parties in circumstances allowed for by law. You have the right to access your personal information by request to the department and you may be charged a fee for this service.

Have you read and understood the confidentiality provisions above? *

Conflict of Interest

Screen Tasmania is required to identify all relevant financial or personal interests that may exist between Screen Tasmania Expert Advisory Group (STEAG) members or employees of Screen Tasmania, and applicants. This is to ensure that measures can be taken to prevent a conflict of interest arising between those persons assessing the application for Screen Tasmania and applicants. For these purposes, please select the relevant statement below:

I/we (the applicant) DO NOT have a financial and/or close personal relationship with a STEAG member or employee of Screen Tasmania. *
○ Agree   ○ Disagree
If you select "Agree", you are affirming that there is no relationship which may lead to a conflict of interest or a perception of a conflict of interest. If you are unsure, contact Screen Tasmania to discuss your options on 6165 5070.

Declaration

I/we are aware that in the event of the application being approved, no contracting will occur until Screen Tasmania has been provided with copies of the executed documents giving the contracting party the right to exploit the material being the subject of the application either by way of assignment of copyright or an option.

I/we acknowledge this submission in no way inhibits Screen Tasmania from becoming involved in or developing other projects which may or may not have various similarities with my project(s).

No agreement, arrangement or obligation shall be deemed to exist between Screen Tasmania and myself/us unless and until a formal contract is made between us.

By submitting this application, I/we affirm that the details provided in this application are true and correct and that I/we have read and understood Screen Tasmania's *General Guidelines and Terms of Trade*.