

# Emerging Gamemakers Fund

## Frequently Asked Questions

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### Who can apply?

Small to medium Australian independent game developers operating as sole traders or as a private company. A private company, or proprietary company, is an entity with private ownership (i.e. not listed on the ASX). A game studio is considered to be independent by Screen Australia if it is not majority owned or controlled by an overseas company.

Developers working for the company, or sole traders, must be Australian or Australian residents who intend to predominantly develop the game in Australia.

Student teams are not eligible.

Please see Screen Australia's [Terms of Trade](#) for further information on eligibility criteria for sole trader company applicants (clause 1.1.1).

### How many people can I include in my application/team?

Given the scale of funding available and the obligation for teams to compensate themselves fairly under Screen Australia's [Terms of Trade \(clause 1.2\)](#), this fund is aimed at smaller teams of between 1 and 3 team members, although this is not a prescriptive limit (for example, a bigger team of part-timers could apply).

### How much can I apply for?

Up to \$30,000 AUD.

### What costs can I include in my application?

We would expect developer wages to represent a large portion of the funding requested from Screen Australia. However, we are open to other costs in your budget as long as they are justified in your application.

### **Will my application have a better chance of being approved if I ask for less money?**

Competitiveness is assessed based on the four assessment criteria detailed in the guidelines. We do not favour projects that ask for a smaller sum of money. We encourage applicants to ensure the money requested in the application is in line with the scope of their proposed project.

### **Can I apply for state screen agency funding and the Emerging Gamemakers Fund?**

Yes. As long as you meet the eligibility requirements for both, you are welcome to apply for both. You must ensure that you allocate each successful grant to distinct budget expenses and avoid expenditure overlap.

### **Why is the pitch video important?**

Think of the pitch video as our first impression of your team and project. It is often the first thing assessors look at when viewing an application, so we encourage you to treat it with the same level of professionalism you would use if you were pitching in-person for funding.

### **What do you look for in a great pitch video?**

Competitive pitch videos do not necessarily need high production values. Instead, they should be clear, concise, and do a fantastic job of communicating your enthusiasm for your project. There are a few, key points that competitive pitch videos cover:

- What the concept and vision for the project is
- The aims of the creative team, including how this project will impact the creative practice of the applicant
- The impact a successful application would have on the applicant

### **What format can I submit the video pitch in?**

Online links must be download enabled for Screen Australia record keeping purposes. The video file must fit these specifications:

- MP4 or WMV file
- H.264 coding format
- 720p resolution
- files must be less than 200MB.
- 3 minutes maximum length

If you need assistance in reducing file size, we recommend searching online for video compression guides.

### **How will my application be assessed?**

Your project will be assessed by Screen Australia's Online and Games Unit. Screen Australia may engage external assessors to assist it with some applications. We assess based on the four assessment criteria detailed in the guidelines.

### **What happens if my application is successful?**

You can expect an outcome from around 12 weeks after the published round deadline. Successful applicants will receive a phone call from Screen Australia's Online and Games Unit notifying them of the outcome. We will contact you using the phone number supplied in your application.

### **What happens if my application is unsuccessful?**

You can expect an outcome from around 12 weeks after the published round deadline. Unsuccessful applicants will receive an email notification advising of the outcome. Due to the anticipated volume of applications, we are unable to provide feedback on individual applications.

### **Can I apply to Games Production at a later date with my successful, or unsuccessful, project from Emerging Gamemakers Fund?**

Yes. Receiving funding through the Emerging Gamemakers Fund (or applying and not being successful) does not restrict you from applying to the Games Production Fund.

### **Can I reapply with the same project?**

Yes, we have a 'two strike' policy. That is, applications that were unsuccessful from a previous round of the Emerging Gamemakers Fund may apply once more with the same project. After two unsuccessful applications, a project is no longer eligible to apply for the fund.

### **Can I apply with two projects in the same round?**

No, applicants can only be attached to one application per round for this fund. However, the same creative can be attached to an application for the Emerging Gamemakers Fund and a separate application for the Games Production Fund in the same round.

### **Are Serious Games, VR/AR Games, LiveOps, or Games-as-a-Service projects eligible?**

Yes.

### **Are physical escape rooms eligible to apply?**

No.

**Are work-for-hire projects eligible?**

No, unless you own a significant stake in the IP.

**I want to build a game as a B2B product where the audience will be other businesses. Is this eligible?**

No.

**Does the fund exclude projects with overseas expenditure?**

Broadly speaking we need to form an opinion that a project is sufficiently 'Australian' in order to fund it as Screen Australia. This means that the game must be predominantly developed in Australia. If you have tricky questions, please contact us.

**If our game is funded through Screen Australia, will I have to relinquish intellectual property (IP) ownership or creative control?**

No, the game remains creatively in your control and ownership. The only intervention we take would be if the game changes to feature content that would make it ineligible. That is, if it changed to include content that, in Screen Australia's opinion, would make it difficult for the game to receive a classification in Australia.

While we do not take any stake in IP ownership, we do encourage successful applicants to retain their ownership of their IP in publisher deals moving forward. As such, we require sign-off on projects that wish to assign their IP to a third party. This is to help ensure projects are being fairly valued when engaging in such deals.

**We are big enough as a studio to be eligible for the DGTO but we have a smaller (budget totalling less than \$500K) project as well, can we apply for funding for that project?**

Yes.

**I have more questions. Who can I contact?**

For any enquiries, please contact the Screen Australia Program Operations team on 1800 507 901 or email [Games](#).