

**Emerging Gamemakers Fund**

**Frequently Asked Questions**

Revised 10 July 2025

**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](https://www.screenaustralia.gov.au/screen-australia/about-us/doing-business-with-us/terms-of-trade)](https://www.screenaustralia.gov.au/screen-australia/about-us/doing-business-with-us/information-for-applicants) for further information on eligibility criteria for sole trader company applicants (clause 2.1).

**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 4.7)](https://www.screenaustralia.gov.au/screen-australia/about-us/doing-business-with-us/information-for-recipients), 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. This includes items such as a Solicitor’s Opinion letter, which is a required delivery material at the end of the grant period.

**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.

**Do I need to have secured state screen agency funding before I’m allowed to apply for Screen Australia funding?**

No. Screen Australia and your local state or territory screen agency are separate entities with separate funding programs and processes. Eligibility for the Emerging Gamemakers Fund is not contingent on you having been approved for funding by another agency.

**Can I create a Steam page for my game during the grant period? If so, when can I do this and do I need permission from Screen Aus?**

Yes, you can create a Steam page before your grant period is over; you do not need permission from Screen Australia. It is ultimately the applicant's decision as to when they feel they are ready. Screen Australia would advise applicants conduct their own market research to identify a suitable timeframe for creating their Steam page. Please ensure any marketing materials or storefronts created after the commencement of the grant period comply with our [Credits Policy](https://www.screenaustralia.gov.au/about-us/doing-business-with-us/credits-and-logo-use).

**How will my application be assessed?**

Your project will be assessed by Screen Australia’s 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 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.

**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
* Who the intended audience for the project is
* 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.

**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](mailto:games@screenaustralia.gov.au).

**What happens after my project is approved?**

Screen Australia will enter into a Production Grant Agreement (PGA) with you. Our Contracts team will send you a draft PGA for review, along with an explanatory email. A DocuSign PDF version of the PGA will be emailed for you to sign once both parties are satisfied with the draft.

**Can I negotiate the terms of the PGA?**

Under Screen Australia’s [Terms of Trade](https://www.screenaustralia.gov.au/about-us/doing-business-with-us/terms-of-trade), Screen Australia does not enter into negotiations with grant recipients in respect of the General Terms of the PGA other than in exceptional circumstances.

This ensures fairness and conformity across Programs plus allows Screen Australia to contract a very high volume of agreements in a timely manner.

If your project has special conditions, recipients may include these under Special Conditions to be reviewed and approved by Screen Australia.

Please note, the definitions ‘*General Terms*’ (in PGA) and ‘*Core Conditions*’ (in *Terms of Trade*) are interchangeable.

**When will I be paid?**

Once the PGA is fully signed and any conditions to payments are satisfied, Screen Australia will pay you within 10 days of receipt of a correct invoice.