

# Future Leaders Delegation - BitSummit 2026

Frequently Asked Questions (Issued 23 September 2025)

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# 1. Eligibility

## Who can apply?

Emerging-to-mid career gamemakers who:

- Are Australian citizens or residents and meet Screen Australia's [Terms of Trade](#)
- Have released and/or published at least one game on a public platform (e.g. Steam, itch.io, etc.)
- Are actively working on at least one game that is or will be ready to showcase publicly by the event dates
- Have not participated in a previous Future Leaders Delegation

## What type of ABN (Australian Business Number) can I use to apply?

You may apply using a sole trader or company ABN.

In the case of a company, you must elect one person (the delegate) to attend GDC on behalf of the company.

The application must be submitted by the person who plans to attend GDC.

## What dates do I need to be available to participate in the Future Leaders Delegation?

Delegates are required to be in Kyoto between dates 20-26 May 2026.

Delegates are also required to participate in a pre-departure workshop session in Melbourne, April 2026. Screen Australia will cover flights and accommodation costs for the pre-departure workshop session in Melbourne.

## Is there any flexibility on flight dates if I plan to stay in Japan for a little longer before or after BitSummit?

Delegates are responsible for booking their own flights for BitSummit 2026 and may choose to stay for longer than the dates above. If the delegate does opt to stay longer, the delegate will be wholly responsible for all additional costs, including accommodation and travel insurance.

## What if my availability changes after I have applied for or have been informed of a successful outcome?

If you are no longer able to participate in BitSummit or the pre-departure workshop you may no longer be eligible for the grant. If you are a successful recipient, please contact us as soon as possible to discuss this matter.

**Am I eligible if I am already funded for a Screen Australia grant?**

Having received Screen Australia Games funding has no bearing on eligibility for the Future Leaders Delegation. Please keep in mind that this initiative is aimed at emerging-to-mid career gamemakers.

**I have been declined when applying for this grant before, am I still eligible to apply?**

Yes, the Future Leaders Delegation does not have a strike policy. If you have been declined in the past, you may still apply. Reapplicants are encouraged to refine their applications before applying.

**I am part of a studio, collective, or group of gamemakers. Can we apply as a team?**

No, the Future Leaders Delegation initiative is for individual gamemakers. If you are part of a studio, collective, or group you must apply individually. We do not accept team applications.

## **2. Application Process**

**What does the criterion ‘the level of connection of the delegate to the wider gamemaking community and/or communities relevant to their practice’ mean?**

Your gamemaking community is your peers or colleagues within games. This can refer to geographical community, but not exclusively. For example, you might be a non-binary gamemaker and connected with other similarly identifying practitioners. Or you could be making a puzzle game and be connected with that community. This criterion assesses how aware and present the applicant is within communities relevant to them/their practice.

**What does the criterion ‘the alignment of the application with the equity, diversity, inclusion and accessibility aims of the initiative’ mean?**

Please see the section 2. Equity, Diversity, Inclusion & Accessibility of the guidelines for information about Screen Australia’s aims.

## **Are there any other factors that might be considered beyond the listed criteria?**

Due to the anticipated high level of eligible applications, other factors may be considered including the:

- availability of funds;
- range and diversity of applicants in receipt of funding from Screen Australia inclusive of applicant, applicant company and geographic diversity.

## **3. BitSummit**

### **Why is the Future Leaders Delegation heading to BitSummit this year?**

Screen Australia is taking advantage of the marketplace opportunity that BitSummit offers by hosting an Australia stand on the show floor; the Future Leaders Delegation will take part in this stand, adding extra value to the pre-existing goals of the initiative. BitSummit represents a uniquely valuable and cost-effective opportunity to engage in a growing, significant, and geographically relevant region.

### **Can I stay at a different hotel in Kyoto to the one designated by Screen Australia?**

No, you are required to book at the hotel that Screen Australia has reserved rooms for. This is so that we can better support and communicate with our delegation.

### **Is there anything I need to do after the BitSummit trip?**

Yes, you will need to complete a short acquittal form on SmartyGrants. You may also be required to have follow-up meetings with your assigned mentor.

### **Will I need to apply for my own travel insurance?**

Yes, you will be expected to apply for your own travel insurance to cover you for your trip.

**Will Screen Australia staff be available on the ground at BitSummit if I have any questions or concerns?**

Screen Australia staff will travel to BitSummit 2026 alongside successful applicants to provide on-the-ground support. This may include opportunities for daily check-ins, attending meetings and sessions together, and social events.

**My intention was to travel to BitSummit with a friend, business associate, or partner. Is this allowed?**

Screen Australia anticipates that some delegates may wish to travel to BitSummit alongside friends, business associates, or partners. This is an acceptable arrangement. However, there will be delegation-specific activities taking place during the week that non-delegates will be unable to attend. Please plan accordingly.

**Do I have to exhibit my game as part of the Australia booth at BitSummit?**

It is an expectation that successful delegates will have their current project included as part of an Australian booth at BitSummit. If successful applicants are considering alternative showcasing opportunities at BitSummit that conflict with this, they should contact us as soon as possible to discuss.

## **4. Contracting and payment**

**Do I receive the grant upfront? Or will I be reimbursed for costs after-the-fact?**

Following contracting, successful applicants will receive up to \$6,000 upfront to cover the costs for their trip to BitSummit 2026 in Kyoto.

## **5. Workshop**

**Do I need to attend the pre-departure workshop in Melbourne?**

Yes, attending the pre-departure workshop session in-person in Melbourne is mandatory. The workshop will equip you with invaluable knowledge from local industry experts and will also be a great opportunity for you to meet the other delegates.

If you have accessibility requirements relating to your workshop attendance, please reach out to our team so that we can make the necessary arrangements to accommodate for your needs.

## **6. Other**

### **What if I have more questions?**

If your questions are not answered in the guidelines or this FAQ document, please contact our Program Operations team by emailing [games@screenaustralia.gov.au](mailto:games@screenaustralia.gov.au)