

Applications open for Screen Australia’s Games: Expansion Pack fund

Wednesday 7 September 2022: Screen Australia has announced the Games: Expansion Pack fund has re-opened to support more Australian game studios with grants of up to \$150,000. Targeted at emerging or small to medium independent game studios, this initiative will provide direct funding for original Australian games with budgets below \$500,000.

The Games: Expansion Pack first launched in March 2022, and the first round of funding distributed [over \\$4 million to 30 Australian games](#). This year’s \$3 million fund will be open until 4 May 2023 or until funding is exhausted.

Screen Australia’s Head of Online **Lee Naimo** said, “The Australian games sector is punching above its weight internationally and we are delighted to re-open this fund to support more Australian developers build sustainable businesses and reach worldwide audiences with their original games.”

“There’s great momentum in the local games industry at the moment - we saw an incredible volume and quality of applications in our first round of funding from all over Australia, and there is fantastic support from state government agencies as well. So we can’t wait to see what more distinct, smart and fun ideas come through in the year ahead,” Naimo continued.

Games can be for any video game platform including PC, mobile, VR and console. Applications will be assessed based on the level of creativity and entertainment value of the game; the viability of the budget and financing plans to enable the game to be developed to release; the viability of the marketing and release plan; and the level to which the project and key creatives reflect gender equity and/or the diversity of people and experiences from around Australia. Applicants will be required to submit a playable prototype of their game with their application.

To apply for Games: Expansion Pack funding, see the guidelines [here](#).

PODCAST: SCREEN AUSTRALIA’S GAMES FUNDING

Hear directly from Screen Australia’s Head of Online Lee Naimo and Games Investment Manager Amelia Laughlan on the latest episode of the Screen Australia podcast. Lee and Amelia discuss what they are and aren’t looking for in compelling applications, plus knowing your audience, having realistic scope for your project and release, and other advice for creators.

Listen to the podcast [here](#).

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