



# Games Production Fund

## Frequently Asked Questions

Updated 10 July 2025

### Who can apply?

Small to medium Australian independent game developers operating 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 must be Australian or Australian residents who intend to predominantly develop the game in Australia.

Student teams are not eligible. Sole traders are not eligible (however sole traders are eligible to apply to the Emerging Gamemakers Fund).

Please see Screen Australia's Terms of Trade for further information on eligibility criteria for an applicant that is a company (clause 2.2).

### 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.a), this fund is aimed at smaller teams of between 1 and 3 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 \$100,000 AUD.

### Do I have to repay any funding I receive under the Games Production Fund?

No, funding is provided to successful applicants as a non-recoupable grant.

### 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.

### Can I spend part of my budget on marketing expenses?

Yes, and if marketing is a key part of your proposed milestone then we would expect to see a portion of your budget allocated towards marketing expenses.

### 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 and includes an appropriate amount of contingency.

**Can I apply for state screen agency funding and the Games Production 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 Games Production Fund is not contingent on you having been approved for funding by another agency.

**Can I apply for the Games Production Fund with a project that was successfully funded through the Emerging Gamemakers Fund?**

Yes. Your Emerging Gamemakers Fund grant does not have to be acquitted before you apply for the Games Production Fund. However, your Emerging Gamemakers acquittal is a payment condition to your first Games Production Fund payment.

**Do I need to bring in matched funding to be eligible?**

No, however other sources of funding in your finance plan are considered to be competitive.

**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.

**What are some examples of an accolade signifying cultural milestone?**

This could include awards such as AGDAs, Freeplay Awards, IGF Awards, A MAZE. Awards, IndieCade Awards, BAFTA Game Awards or other awards of similar scale, or entry to festivals such as Freeplay, IndieCade, A MAZE., BitSummit, Day of the Devs, and others.

**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. However, if you are eligible and intend to re-apply for future rounds of the Games Production Fund, we can schedule a 15-minute call to discuss areas to address.

**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 vision for the project is
- Who the intended audience for the project is
- Why this project will hook that audience
- 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.

**Do you provide templates for submission materials?**

We provide a template for the Finance Plan and Budget, Strategic Outcomes Document and Project Plan. For all other documents, there is no template. Please provide the information in a format that best suits your project and communicates why it is competitive.

**What happens if my release platform plans change after submitting my application?**

We encourage you to only select release platforms you are confident that you will release on in a timely manner, as any platform you tick will become a contractual obligation and delays

in fulfilling these release obligations will delay your final delivery payment. This does not limit the platforms you are allowed to deliver on.

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

Yes, we have a 'two strike' policy. That is, applications that were unsuccessful from round one of Games Production Fund may apply once more with the same project. Projects that are unsuccessful in the current round may also reapply during the same round. 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.

**Is a port of an existing game to a new platform eligible?**

Yes, a porting application is eligible but we advise you to think carefully about how to make it competitive. Ports are, by their nature, completed games, meaning the 'level of creativity and entertainment value of the game' assessment criteria is known. Consider how to use this to your advantage by providing us with information about the success of the game and why and how releasing it on further platforms would be in line with the assessment criteria.

**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 forwards. 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.

**There are some items I'd like to include in my Finance Plan but they are 'pending'. Should I include them?**

Please only include 'pending' items if you believe they will be confirmed within the next 1-2 months. If something is still 'pending' and your application is successful, it would need to be confirmed by the time we enter contracting.

**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](#).

## Frequently Asked Questions – Contracting

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### 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](#), 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.

### How will I be paid?

Screen Australia will pay your funding in 2 instalments:

1. 80% on signing the PGA;
2. 20% on Screen Australia's approval of your Final Cost Report (Milestone 2) and receipt of the Delivery Materials set out in the PGA.

### What are the conditions to payment?

*Instalment 1* – will be paid on Screen Australia's receipt of:

- confirmation from a suitably qualified solicitor - this will be a brief letter confirming they act for you in connection with your project and have provided you with advice about appropriate clearance procedures to enable you to obtain all necessary rights to make the game (please use our template)
- written confirmation from the National Film and Sound Archive (NFSA) that you have sent the signed NFSA Deed for your project to the NFSA
- if you have been a recipient of the Emerging Gamemakers Fund, your grant must be successfully acquitted

*Instalment 2* – will be paid on Screen Australia's receipt and approval of:

- a second opinion from a suitably qualified solicitor - confirming you hold all necessary rights to deliver and exploit the game (please use our template)

- Screen Australia’s approval of the Delivery Materials set out in the PGA, including the Acquittal report filled out on [SmartyGrants](#), and the Cost Report tab filled out in your Finance Plan & Budget spreadsheet

Note:

- templates for the NFSA Deed and Opinion letters will be sent to you at the same time as the draft PGA.

## Additional explanations for some terms and clauses in the PGA

### Screen Australia’s acknowledgement

You must acknowledge Screen Australia’s support of your project. The form of acknowledgement is set out in the PGA. Screen Australia also understands there may be circumstances where the acknowledgement may not align with your project. You can discuss this directly with your Investment Manager. Any changes agreed to by your Investment Manager, in writing, will override the acknowledgement in the PGA.

### Definitions

**‘Budgeted Cost’** refers to the total “Budgeted Cost” set out in your Budget and Finance Plan. This amount is the sum of all financial contributions received by you, and is the total cost of making your game.

**‘Milestone 2 Cost Report’** means the Final Cost Report, due within 2 months of the Delivery Date.

### Please note:

One of Screen Australia’s key functions is supporting the development of a creative and commercially sustainable Australian screen production industry.

Screen Australia wants to ensure that its funding recipients maintain ownership of intellectual property rights (including copyright) and creative control in their projects. If you wish to assign your rights (meaning transferring ownership of your rights) in your project to a third party, we want to work with you to be satisfied that the assignment is in your best interest.

You are required to seek Screen Australia’s written consent (not to be unreasonably withheld) to transfer your intellectual property rights (including copyright).