

International Travel – BitSummit 2026 - Guidelines

Essentials

About this program

- VicScreen is offering financial assistance to eligible Victorian games studios and practitioners who are planning to attend BitSummit 2026 in Kyoto, Japan.
- Successful applicants will be part of a delegation of Victorians attending BitSummit 2026 to expand business opportunities, connect with international markets and financing partners, attract inbound international investment in Victorian games and continue to raise the profile of the Victorian games sector.

What are we looking for?

- Victorian games studios and practitioners with a project in active development.
- Demonstrable experience at an international or domestic market or showcasing event such as Melbourne International Games Week, PAX, IndieCade, GDC or Gamescom; and / or
- Significant international or domestic market interest in their project

Who is eligible?

To be eligible, you must:

- be an Australian individual or company. View our [Terms of Trade](#) for eligibility requirements.
- be a Victorian games studio or an individual Victorian resident.
- have the following:
 - a games project in development.
 - own or control the rights to any project to be presented at BitSummit 2026;

Company applicants must nominate an individual person (required to be Victorian) to travel to and participate at BitSummit 2026.

Who is not eligible for this program?

- Applicants that have received financial assistance to attend BitSummit 2026 from any other Australian screen agency (including Screen Australia).

What can you receive funding for?

- Grants of \$4,000 per applicant are available for travel from Victoria to Kyoto, Japan to attend BitSummit 2026.
- Grants may be applied to travel costs associated with attendance at BitSummit 2026. These include flights, accommodation, travel insurance, ground transport, and registration costs incurred by the nominated traveller in connection with travel to and participation at the event.
- Successful applicants must cover the cost of travel up front. Applicants will receive payment after completion of travel and on provision of proof of attendance and an acquittal report.
- A limited number of applicants will be funded.
- Only one grant is available per applicant/company/project.

Who can you talk to about this program?

- Grants Coordinator – [Tim Reid](#), 03 9660 3236
- Program Manager – [Kara Masters](#), Industry and Skills Development Coordinator, 03 9660 3216

The Details

Important dates

- Deadline for applications is 18 March 2026.
- Applicants will be notified of an outcome by 3 April 2026.
- BitSummit 2026 will take place 22- 24 May 2026.

What happens after you apply?

- Decisions will take into account the **Assessment Criteria** listed below, VicScreen's availability of funds, diversity of the current slate of projects and teams, as well as the perceived need for VicScreen funds by the applicant.

Assessment Criteria

Applications will be assessed against the following criteria:

- The applicant's objectives for attending BitSummit 2026 and strategy for achieving those objectives, including how they will maximise potential benefits of exposure at BitSummit 2026, and details of schedule, proposed meetings, events, or other activities.
- The relevance of the applicant's project/s at BitSummit 2026 and how their participation will benefit the Victorian games industry.

- The applicant's current project/s development history, the level of market interest or financing received for their project/s to date, & the profile of the companies or individuals that have expressed interest in the project/s.
- The applicant's presence at previous international and/or domestic conferences or markets, and their past attendance and level of familiarity with BitSummit 2026.

How long until a decision is made?

- Applicants will be advised of the application outcome via email by 3 April 2026.

What happens if you get funding?

- Successful applicants will be contacted by email confirming VicScreen's support and any relevant terms and conditions.
- Successful applicants will need to book their own flights, accommodation, travel insurance, and costs associated with registration and participation at the event/s.
- Successful applicants will receive payment after completion of travel and on provision of proof of attendance and an acquittal report.

What happens if you don't get funding?

- We will contact you via email to let you know if you have been unsuccessful in obtaining funding.
- You are welcome to get in touch with the Program Manager, to receive feedback on your application.

What will help your application?

- Read these guidelines and the [Terms of Trade](#) which set out the core terms on which VicScreen conducts its business. Terms underlined in black appear in the [website glossary](#).
- Review the online application form – make sure you have all required document ready to be submitted with the application.
- Make sure your application speaks to the Assessment Criteria (set out above).
- VicScreen is committed to building a thriving and inclusive screen industry that celebrates diversity in both content and people. Applications are expected to authentically reflect a diversity of voices across storytelling, teams and audiences. Applications should demonstrate how the diversity represented in their content is meaningfully reflected within the creative team or that collaboration is embedded from the earliest stages of development. Applicants must outline their commitments to diversity, equity, and inclusion in their applications. Before applying, please read [VicScreen's DEI Roadmap to 2033](#).
- Read VicScreen's [Gender & Diversity Statement](#).

- Get your application in on time and check the deadline date for this program. Applications are due by 11 pm AEDT on the deadline date unless otherwise stated on the program page on VicScreen's website. Applications not received by the deadline date will not be accepted for that round, as per our Terms of Trade.

Ready to start your application?

[Start your application](#)