INTERNATIONAL TRAVEL
GAMESCOM (Germany) 2024

Guidelines

About this program

VicScreen is offering financial assistance to eligible Victorian-based Games Developers who are planning to attend the 2024 Gamescom in Cologne, Germany.

The successful applicants will be part of a delegation of Victorian developers attending the events in and around Gamescom 2024 to expand business opportunities and continue to raise the profile of the Victorian game development sector.

Before applying

- Check the eligibility criteria

- Read these guidelines and the Terms of Trade which set out the core terms on which VicScreen conducts its business. Terms underlined in green appear in the website glossary

- Read VicScreen's Gender & Diversity Statement. VicScreen is committed to promoting and supporting gender equality, diversity and inclusiveness

- Review the online application form

- Contact Kara Masters, Industry and Skills Development Coordinator with any questions.

Available funding

- Grants of up to $5,000 per applicant are available for travel from Victoria to Cologne to attend Gamescom 2024

- Grants can be spent on airfares, ground transport, accommodation, travel insurance and the costs associated with registration

- Successful applicants must cover the cost of travel up front and will be reimbursed by VicScreen on the provision of relevant receipts and an acquittal report at the conclusion of travel up to the Grant amount

- VicScreen will only fund one grant per company. Funds may be used to support the travel expenses of the nominated traveller. Nominated travellers must be Victorian

- A limited number of applicants will be funded.

Eligibility criteria

- Applicants must:

    – be a Victorian company or an individual Victorian resident

    – be a games developer with a project in active development

    – own or control the rights to any games projects taken to the conference or have the permission of the rights holder to represent them at business meetings

- Company applicants must nominate one person (traveller) to represent them at Gamescom. This is non-transferable to another company representative without prior approval from VicScreen.

- Individual applicants and nominated travellers must have previously attended an international or domestic market or conference such as Melbourne International Games Week, PAX, IndieCade, GDC or a previous Gamescom
- If applicants haven't previously attended a market or conference but can demonstrate significant international or domestic market interest in a project, contact Industry and Skills Development Coordinator [Kara Masters](#) to discuss.

Important dates

- Deadline for applications is 11pm on 5 June 2024
- Applicants notified of outcome by 19 June 2024
- Gamescom will take place 21 - 25 August 2024

Assessment process and timeline

Funding is competitive. When assessing applications, VicScreen will consider:

- The objectives for travel to Gamescom 2024 and the applicants' strategy for achieving those objectives, including how they will maximise the potential benefits of exposure at Gamescom and details of proposed meetings
- How participation in Gamescom 2024 will benefit the Applicant's project/s
- Diversity of the current slate of projects and teams across all platforms, as well as the perceived need for VicScreen funds by the Applicant
- Applicant's current project/s development history, any market interest or financing received for that project to date, their presence at previous markets and the profile of the companies or individuals interested in the project

Applicants will be advised of the application outcome by 19 June 2024.

Successful applicants

- Will be contacted by email confirming VicScreen's support and any relevant terms and conditions
- Must book their own flights, travel insurance, accommodation and costs associated with registration
- Will receive payment after completion of travel and provision of relevant receipts and an acquittal report. Please note that booking confirmations and reservation documents will not be accepted in place of receipts.