Guidelines: Originate Games

Program Guidelines
About this program

Originate Games supports the development of original early-stage concepts from Victorian game developers, with a focus on new voices and new projects.

By supporting projects in their critical early stages, *Originate Games* builds new Victorian original IP by giving developers the space to iterate on new ideas through creative experimentation, prototyping, industry mentoring, and early audience feedback.

The application deadline is February 9, 2023

What are we looking for?

Early-stage projects from emerging and established Victorian developers with a focus on one or more of:

*   Diverse and underrepresented backgrounds and experiences

*   Innovative approaches to game design and development

*   New approaches to audiences and experiences

Who is eligible?

*   You must be either a Victorian Company or Victorian Resident based in and operating out of Victoria for at least six months prior to the funding application. For further information, view VicScreen's Terms of Trade.

What projects are eligible?

Projects which are:

*   original digital game projects

*   at concept or early-stage

*   creatively driven by the applicant

What is not eligible for this program?

In addition to projects excluded under VicScreen's Terms of Trade, the following project types are ineligible under this program:

*   Projects currently under consideration for the Victorian Production Fund – Games

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- Projects that contain or have relationships to gambling, exploitative play-to-win mechanics play-to-earn mechanics, or high risk and volatile trading products or technologies
- Projects with significant Indigenous content that do not have Key Creatives from an appropriate background
- Projects designed primarily for educational, training and simulation, research, marketing, or other business-to-business audiences or purposes

What can the funds be used for?

- Any costs directly associated with early-stage concept development including reasonable hardware & capital costs that clearly and directly contribute to the outcomes of this stage of development.
- Funding can not be used for any activity not directly associated with early-stage concept or prototype development, including marketing, audience engagement, community management, or business development.

How much can you apply for?

- Funding is available from $10,000 to $50,000 covering some or all of this stage's budget amount

Who can you talk to about this program?

To discuss your project, Games and Interactive Coordinator, Lise Leitner, 03 9660 3277

For technical issues or form submission enquiries, Grants Officer, Connie Boyce, 03 9660 3267

The Details

What do you need to apply?

- Familiarise yourself with these guidelines and any supporting material on the VicScreen website
- Complete the online application form, including any materials outlined in the Originate Games Application Checklist.

What happens after you apply?

- Your application will be assessed by our Games Panel consisting of qualified staff and external industry specialists.

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- Funding is competitive, and assessors take into account the Assessment Criteria (see below), VicScreen's availability of funds, the diversity of the current slate of projects and teams across all platforms, as well as the perceived need for VicScreen funds by the applicant.

- Funding recommendations are presented to VicScreen Management, CEO or Board for approval.

Assessment Criteria

- **Talent / Team** – The makeup and experience of the applicant or team in achieving the project's proposed outcomes, including:

  – Creative and technical experience

  – Diversity of backgrounds, experiences, perspectives and voices

  – Opportunities for skills development, including project leadership and key creatives, industry access and opportunities for training / career progression / mentoring

- **Design and Development** – the level of ambition and new ideas in the project, including, but not limited to:

  – Mechanics and interactions that produce unexpected or novel player experiences

  – Innovative uses of screen technology

  – Expressive aesthetic experiences including visual style, narrative, or audio

  – New approaches to organising the development process

- **Project Outcomes & Benefits to Victoria** – The impact of the project's outcomes and next steps, as well as the overall benefits to Victoria, including, but not limited to:

  – Plans for the project's next steps, including future funding, development, and audience engagement

  – Potential audience and public outcomes for the project, including showcasing events, festivals, and exhibitions

  – contribution to the vibrancy and unique character of the Victorian game development community

How long until a decision is made?

- Applications open on November 30, 2022 and close on 9 February 2023

- Applicants can expect an outcome by mid-April 2023

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What happens if you get funding?

- Funding will be provided by way of a development grant. VicScreen does not expect to recoup Originate Games funds

- In addition to the funding received, VicScreen will also provide access to industry mentors to support the development of your concept.

What will help your application?

- Read these guidelines and VicScreen's Terms of Trade. Terms underlined in black appear in the website glossary.

- Review the online application form – make sure you have all the required documents ready to submit with your application.

- Make sure your application speaks to what we are looking for (see *What are we looking for?* above) and the Assessment Criteria.

- Discuss your application with VicScreen staff