

Press play on your project in Melbourne, Australia, and experience the excitement of working with outstanding talent and businesses in a globally recognised games development epicentre.

The city is home to more than half of Australia's games studios and a globally recognised games community who have worked on internationally successful games including *The Sims FreePlay, Real Racing 3, Need for Speed: No Limits* and *Age of Empires 2: Definitive Edition.*

Melbourne-made global sensation *Untitled Goose Game* won a suite of major international awards including the 2020 BAFTA Award for Best Family Game and 2020 DICE Game of the Year for developers House House.

It's time to make it in Melbourne, Victoria.

The Victorian Screen Incentive (VSI) is a competitive and simple grant to bring your games production to Victoria.

Is my project eligible?

To qualify, spend a minimum of AU\$500,000 on games development in Victoria.

Your project must be a digital game that is fully financed and has genuine marketplace interest for commercial release or distribution.

How much can I apply for?

Work with Victorian games studios, and you can apply for a grant of up to 10% of your project's Qualifying Victorian Expenditure (QVE) that is paid upon project completion.

"Victorian games companies continue to demonstrate our strength across all areas – internationally recognised IP, creative and technical work, artistic endeavours – and Melbourne has consistently been a hub for international companies looking to engage talented local developers to execute on large-scale projects."

Blake Mizzi, Director and Co-Founder, *League of Geeks*

To discuss your next project, contact your team in Victoria



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