

# VICTORIAN SCREEN INCENTIVE

DIGITAL GAMES

The Sims™ FreePlay, Electronic Arts



Press play on your project in Melbourne, Australia, and experience the excitement of working with outstanding talent and businesses in a 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 titles 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* by developers House House won a suite of major international awards including the 2020 DICE Game of the Year, while Massive Monster's *Cult of the Lamb* reached Steam's coveted number 1 spot and sold over a million copies worldwide in its first week.

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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Learn more at  
[vicscreen.vic.gov.au/VSI](https://vicscreen.vic.gov.au/VSI)



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