

ARE YOU ELIGIBLE TO APPLY

* indicates a required field

Are you eligible to apply?

- At least 75% of the development team must be Bona Fide Queensland residents (as defined in Screen Queensland's Terms of Trade)
- I am not employed by a state or government screen agency
- I do not have any projects in default with Screen Queensland
- I am not a full-time undergraduate, honours or masters student
- No key creatives on this project are in default with Screen Queensland
- I have an Australian Business Number (ABN)
- This project has not been unsuccessful in seeking funding on a previous two (2) occasions.
- If this project is an Aboriginal or Torres Strait Islander story, some or all intellectual property are owned by members of this community
- Only submit one application per round.

Applicants should read the Terms of Trade prior to commencing an application.

Eligibility *

- ☐ I am eligible to apply
- ☐ I am not eligible to apply

If you are unsure, please contact Screen Queensland, (07) 3248 0500 / content@screenqld.com.au

Include further details, if necessary

Is your game eligible to apply?

The following game formats are eligible for the grants:

- Premium and free-to-play games;
- Live-ops development; and
- Entertainment games for a mass audience.

The following are ineligible for the grants:

- games that are not completely digital (boardgames or hybrid digital/physical games);
- gambling games or exploitative pay to win mechanics;
- serious games, or games which are made for purposes other than pure entertainment;
- games that are, in Screen Queensland's opinion, likely to be refused classification under the *Classification (Publications, Films and Computer Games) Act 1995* (Cth);
- games designed to, in Screen Queensland's opinion, predominantly or substantially market, promote or advertise a product or service; and
- games designed primarily for educational or training purposes.

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- games that have been declined funding by Screen Queensland previously, except where it can be demonstrated the application has been significantly reworked prior to submitting.

Eligibility *

- ☐ My project is eligible to apply
☐ My project is not eligible to apply

If you are unsure, please contact Screen Queensland, (07) 3248 0500 / content@screenqld.com.au

Are you happy for your project/s, proposal and/or team to be considered for other suitable opportunities beyond this application? *

☐ Yes ☐ No

Individual or Organisation

Are you applying as an individual or organisation? *

- ☐ Individual ☐ Organisation

APPLICANT DETAILS

* indicates a required field

INDIVIDUAL APPLICANTS

Name *

First Name

Last Name

Business Name (if applicable)

ABN *

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register	
ABN	
Entity Name	
ABN Status	
Entity Type	
Goods & Services Tax (GST)	
DGR Endorsed	
ATO Charity Type	More information
ACNC Registration	

Tax Concessions
Main Business Location

Registered for GST? *

☐ Yes

☐ No

Primary Address *

Address

Suburb

State

Postcode

Street Address

Address

Suburb

State

Postcode

Contact Email *

Contact Phone Number *

ORGANISATION APPLICANT

Organisation Name *

ABN *

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register
ABN
Entity Name
ABN Status
Entity Type
Goods & Services Tax (GST)
DGR Endorsed

ATO Charity Type

ACNC Registration

Tax Concessions

Main Business Location

More information

Registered for GST? *

☐ Yes

☐ No

Upload your Certificate of Incorporation *

Attach a file:

Only if the Applicant is a company.

Postal Address *

Address

Suburb

State

Postcode

Office Address

Address

Suburb

State

Postcode

Contact Person *

First Name

Last Name

Position *

Contact Email *

Phone Number *

List of Company Directors

Legal Advisor

Accountant

ELECTORATE INFORMATION

Federal electorate for applicant *

Other:

State electorate for applicant *

Other:

Local govt electoral zone for applicant *

Other:

PROJECT DETAILS

* indicates a required field

PROJECT DETAILS

Game/Project Title *

This can be a working title

Please list any previous titles this project may have been known by

Short project synopsis *

Describe your project in a couple of sentences.

In which state/country did the project originate? *

Other:

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Platform Target(s) *

- ☐ PC
☐ Mac
☐ Android

- ☐ Console
☐ VR
☐ Other:

- ☐ iOS

What stage of development is your project currently in? *

- ☐ Concept ☐ Prototype ☐ Vertical Slice ☐ Early Access ☐ Production ☐ Post Release

What is your development target? *

- ☐ Prototype ☐ Vertical Slice ☐ Early Access ☐ 1.0 Full Release ☐ Soft Launch ☐ Porting Project ☐ Other:

When will you achieve this development target? *

Or best estimate

Please describe how you will use Screen Queensland funding to advance your project? *

CREATIVE PITCH DOCUMENT

This document focuses on key aspects of the game such as a core gameplay loop, differentiating features, artwork, and other relevant details to describe a compelling game.

As a general guide this document should be 10 pages long, applicants should research video game publisher templates for guidance on structure and context.

It is suggested that you include the following:

1. Title and introduction

- Title Art/Logo/Concept Art.
- One-line elevator pitch.

2. Gameplay Overview

- Bullet points that summarise key gameplay elements, unique mechanics, and features.
- Describe your core gameplay loop with a diagram.

3. Visual Overview

- Demonstrate in-game art assets, scenes and/or other visuals. Animated gifs ideal.
- Mock-ups of in-game art from different parts of the game.
 - Overworld, level, characters.
- Dot points about innovative or visually identifying aspects of your project.

4. Progression Overview

- Outline in dot points how the player progresses through the game, keeping the player's attention.
- Examples include:
 - How is the player effectively challenged?
 - How is the game progression structured, e.g. levels, game world, unlocks
 - How does the story (themes, story beats) develop as its played?
 - What mechanics, game elements or other considerations are introduced to the player as they continue through the game?

5. Audio/Sound

- Explain how audio and SFX works with your game. Include any innovative features.

6. Development team summary

- Who are your team and what experience/skills do they have?
- Experienced teams with a history of releasing commercial games create a much stronger application.
- Outline any skill gaps you have and how you plan to address them.
- Speak to upskilling opportunities where senior and junior developers are working together on the game.

Upload your Creative Pitch document *

Attach a file:

PROJECT PLAN

This document outlines the production, business and marketing plans for your project.

As a general guide, this document should be at least 8 pages.

The Project Plan include:

1. **Key Release Details** - Which platform/s will the game be released on? How will it generate income?
2. **Production Timeline** - A development timeline of major milestones up until full 1.0 release.
3. **Scope of Work** - A detailed development timeline demonstrating the scope of work required to achieve your milestones for the application grant target (e.g. Early Access).
4. **Audience Analysis** - Discuss your audience for your game outlining who they are, where they find their games, and why they will play your game.
5. **Competitor and Market Analysis** - Discuss the competitors to your game in the market. Your competitors are most often similar in scope and genre. Outline both successful and unsuccessful games to your project, analysing their strengths, weaknesses, positioning in the marketplace and what this analysis mean for your project.
6. **Market and Audience Plan** - Outlining how will you use your understanding analysis of your project's competitors, audience and market to construct a market presence, reach your audience and grow engagement.
7. **Evidence of Interest** - distributors/publishers, licenses, approvals and developments kits (If relevant) - attach confirmation of attachment and deal terms.
8. **Company Outline** - Game development company details, goals and structure.
9. **Team Outline** - Individual roles and responsibilities within the project, skills and experience of individuals.

Applications for prototype funding should include a **Project Advancement Strategy**, detailing immediate next steps if the project's concept is validated by the prototype.

Upload your project plan document *

Attach a file:

Applications that do not provide their Creative Pitch Document and Project Plan materials in their entirety may be found ineligible.

GAMEPLAY DEMONSTRATION VIDEO / PROOF OF CONCEPT

For Early Access, Vertical Slice and Full Release applications:

- A video or trailer (or suitable proof of concept) demonstrating the gameplay and features of your game. Videos should be a maximum of three (3) minutes long.
- Provide a prototype build with a guide for our assessors to access the relevant prototypes safely.

For Prototype applications:

Provide any extra materials here.

Provide instructions for accessing your video or proof of concept below.

Provide a file of your video or proof of concept.

Attach a file:

BUDGET & FINANCE PLAN

We require applicants to submit their budgets via this template that you can access [here](#).

Please note this program's funding caps for each development target:

Prototype

- Funding capped at AU\$20,000.
- Prototypes should illustrate core gameplay and the key differentiator of your game. A good prototype should be a focused build created to test and validate the viability of your project.

Vertical Slice or Early Access

- Funding capped at AU\$100,000.
- This target should see polished core gameplay, where players can experience a good representation of full release gameplay.
 - Early Access may include targeting a Kickstarter campaign or releasing an incomplete, but playable, version of the game in Steam's Early Access.

Full Game Release

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- Funding capped at AU\$200,000.
- This is a fully launched 1.0 version of the game.
 - Milestones can extend to post-release content and/or support.

The grant amount requested of Screen Queensland must be at least matched by the applicant (cash and in-kind contributions will be considered) and/or other funding sources for the application to be eligible.

These matched amounts and other funding sources must be included in an application for the grant. In-kind funding refers to non-monetary support including unpaid team hours, products or services. Please detail all funding sources in the budget template and upload financing documents to evidence the commitment of each contributor (e.g. a Letter of Intent, Letter of Commitment from any team members/contractors reinvesting their fee or taking a recoupment position).

SQ GRANT FUNDING REQUESTED *

\$

Must be a dollar amount and no more than 200000.

Total budget to achieve Development Target (Prototype, Vertical Slice, Early Access, Full Release) from Time of Application *

\$

Must be a dollar amount.

Projected Queensland Expenditure (QPE) from Time of Application to Development Target Completion *

\$

Must be a dollar amount.

Total projected budget for the entire project from Initial Concept to Full Release *

\$

Must be a dollar amount

Projected Queensland expenditure for the entire project from concept to release *

\$

Must be a dollar amount.

Ask as % of QPE

This number/amount is calculated.

Upload completed Budget Template (provided above) for this stage (.xls or .xlsx format only) *

Attach a file:

PROJECT TEAM

Total number of people employed on your project team (include full time, part time and casual employees) *

Must be a number.

Total number of Queenslanders employed on your project team (include full time, part time and casual employees) *

Must be a number.

LETTERS OF COMMITMENT/FINANCING DOCUMENTS

Letters of Commitment from any team members/suppliers reinvesting their fee, contributing in-kind work or taking a recoupment position must include the details of their agreed position and must be signed by the agreeing team member.

Contributor	Are they a related party?	Are they a partnership?	If YES, Relationship	Amount (If Applicable)	Finance Type	% of Budget	Financing Document / Letter of Intent
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	☐ Yes ☐ No			\$			
	☐ Yes ☐ No			\$			
	☐ Yes ☐ No			\$			
	☐ Yes ☐ No			\$			
				Must be a dollar amount.			

KEY PERSONNEL

Include details of all key creatives.

Headshot images should be approved for release on public announcements (if required).

Position	Name	Qld Resident	CV	Bio	Headshot Image	Do you identify with any diverse groups that are under-represented in the Australian screen industry?
Technical Lead						☐ Female identity

					☐ Non-binary ☐ Age (55+) ☐ Aboriginal identity ☐ Torres Strait Islander identity ☐ Cultural and Linguistic diversity ☐ Person with a disability ☐ LGBTQI+ ☐ Regional or Remote Queensland ☐ Low socio-economic status
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						☐ Low socio-economic status
Narrative Lead						☐ Female identity ☐ Non-binary ☐ Age (55+) ☐ Aboriginal identity ☐ Torres Strait Islander identity ☐ Cultural and Linguistic diversity ☐ Person with a disability ☐ LGBTQI+ ☐ Regional or Remote Queensland ☐ Low socio-economic status
Production Lead						☐ Female identity ☐ Non-binary ☐ Age (55+) ☐ Aboriginal identity ☐ Torres Strait Islander identity ☐ Cultural and Linguistic diversity

					☐ Person with a disability ☐ LGBTQI+ ☐ Regional or Remote Queenslander ☐ Low socio-economic status
Artistic Lead					☐ Female identity ☐ Non-binary ☐ Age (55+) ☐ Aboriginal identity ☐ Torres Strait Islander identity ☐ Cultural and Linguistic diversity ☐ Person with a disability ☐ LGBTQI+ ☐ Regional or Remote Queenslander ☐ Low socio-economic status

Supporting Documents

Upload any supplementary documentation here.

Attach a file:

Attach a file:

Attach a file:

LEGAL REQUIREMENTS, COPYRIGHT CHAIN OF TITLE

* indicates a required field

Please indicate the copyright and ownership of intellectual property (IP) arrangements below: *

- ☐ This project is an original work and the applicant holds all relevant rights
- ☐ The applicant has acquired all relevant rights (select this option if you have acquired rights to an original property or other form of underlying work)

If you do not hold rights to the property, you are not eligible to apply

If this is not your original concept, please provide more details on underlying work including details of option agreement / writer's agreement etc:

Chain of Title Documents

If some of your project's rights are held by a third party, please upload Chain of Title documents.

During the assessment process we will need to verify that you are the rights holder to this project and you will need to provide chain of title documentation and other agreements.

Please upload all chain of title documents you have below.

Projects that are Aboriginal and Torres Strait Islander stories must demonstrate that some or all IP is owned by members of the relevant community.

NB: You can add additional rows to allow for further Chain of Title documentation to be uploaded.

Type of Chain of Title	Please upload file here	Comments

Details of Indigenous Content

If your project contains Aboriginal and Torres Strait Islander content, you must consult with the relevant community and obtain permission before applying. SQ also expects to see IP ownership from the relevant communities.

If your project contains Aboriginal or Torres Strait Islander content, please detail community consultation and permissions acquired below as well as IP owned by relevant communities.

Upload relevant community consultation and permission documents

Attach a file:

DECLARATION

* indicates a required field

Applicant declaration

- The applicant declares they have read and understood Screen Queensland's funding guidelines and Terms of Trade.
- The applicant agrees and understands that any funding is discretionary and any approvals are subject to funding being available.
- The applicant has the firm intention and is able to proceed with the proposed project and declares that the information provided, together with all attachments are, to the best of the applicant's knowledge and belief, true and correct.
- The applicant undertakes to advise Screen Queensland of any significant changes to the proposed project, the information supplied or the materials submitted regarding the project.
- The applicant warrants that it owns or holds all relevant rights in the original works and or copyright materials necessary to proceed with the proposed project as envisaged by this application and will keep Screen Queensland indemnified against all actions, suits, proceedings, claims or demands made against Screen Queensland by reason of any breach of the above.
- It is agreed that Screen Queensland will not be liable for any action or claim based on any industrial or intellectual property of the applicant arising out, or in connection with Screen Queensland's receipt, custody or consideration of the applicant's submission.
- The applicant acknowledges and agrees that Screen Queensland may download, copy, store and use any material supplied or proffered by the applicant as part of this application and may provide access to such material to nominated third parties (as applicable).
- The applicant agrees that Screen Queensland's liability in relation to the application, the application process and all related matters to the application is limited to \$1.
- Screen Queensland reserves the right to change any element of the application process and the underlying program at any time, in its absolute discretion.
- The applicant acknowledges and agrees that typing their name on this form and submitting the form will constitute signature by electronic communication under the Electronic Transactions (Queensland) Act 2001.

Disclosure of project information:

- You acknowledge and agree that Screen Queensland may publish for promotional purposes only, information about your project in Queensland Government media

releases, on Screen Queensland's website or in Screen Queensland's e-newsletter. This information may include project name, genre and synopsis, names and past credits of individuals comprising the key creative team. It is your responsibility to update Screen Queensland if there has been any changes to the information submitted in your application form.

Privacy Notice and Consent

- By submitting an application, you agree that we will deal with the personal information you provide in accordance with our [Privacy Policy](#), as amended from time to time, and this [Privacy Notice and Consent Form](#).
- By submitting an application, you agree that your details will be added to our marketing database and that you may receive communications related to Screen Queensland’s events, programs and services from time to time. If you do not wish to be added to our marketing base, please click the opt-out check box below.

Marketing Opt-in

☐ I do not wish to have my details added to the marketing database

Authorised Signatory

Name *	First Name	Last Name
Position *		
Submission Date *		