

### 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](mailto: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;
- 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.

# Screen Queensland Games Grants | Feb 2025

## Form Preview

- 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](mailto: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 \*

Title First Name Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
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#### 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	<a href="#">More information</a>

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## Form Preview

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

# Screen Queensland Games Grants | Feb 2025

## Form Preview

Goods & Services Tax (GST)
DGR Endorsed
ATO Charity Type <a href="#">More information</a>
ACNC Registration
Tax Concessions
Main business location

### 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 \***

**State electorate for applicant \***

**Local govt electoral zone for applicant \***

### 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? \***

**Platform Target(s) \***

- PC
- Mac
- Android

- Console
- VR
- Other:

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## Form Preview

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    Early Access/Vertical Release Slice    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 pitch templates.

It's suggested that you include the following:

#### 1. Title and introduction

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

#### 2. Gameplay Mechanics Overview

- Bullet points that summarise unique mechanics and features. Compare to existing games and how you differentiate.
- Describe your core gameplay loop. Ideally with a diagram.

#### 3. Visual Overview

- An in-game art image or gif is ideal.
- Mock-ups of in-game art from different parts of the game.
- Overworld, level, characters.
- Dot points about innovative or distinguishing visuals.

#### 4. Progression Overview

- Outline in dot points how the game moves forward keeping the player's attention.
- Examples include:
  - How are levels or story linked?
  - How does the player evolve in-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

### For Prototype, Early Access and Full Production applications please submit a project plan document including:

1. What platform/s will the game be released on? How will it generate income?
2. A development timeline of key milestones including the completion of your development target
3. Audience plan – who is your audience and how will you reach them? What is your release plan?
4. Competitor and market analysis – are there similar games in the market? What demand is there for your game?
5. Evidence of interested publishers. If your game is not at that stage, detail your ideal publishers. (If relevant)
6. Evidence of licenses, approvals, and development kits (if relevant).
7. Applications for prototype funding should include a project advancement strategy, detailing immediate next steps after the prototype is completed.

### Upload your project plan document \*

Attach a file:

## GAMEPLAY DEMONSTRATION VIDEO / PROOF OF CONCEPT

### For Vertical Slice/Early Access and Full Release applications asking for more than \$20,000:

- Provide 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 asking for equal to or less than \$20,000:

- Provide any extra materials here.

**Provide instructions for accessing your video and/or prototype below.**

### Provide a file of your video and/or prototype.

Attach a file:

## BUDGET & FINANCE PLAN

You can access the budget template to be completed for this stage [here](#).

Please note this program's funding caps:

### Prototype

- Funding capped at AU\$20,000.
- Prototypes should illustrate core gameplay and the key differentiator of your game. A good prototype has 'found the fun'.

### Vertical Slice/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

- Funding capped at AU\$200,000.
- This is a fully launched 1.0 version of the game.

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

\*

Must be a dollar amount.

### Total budget for applied individual stage (Prototype, Vertical Slice/Early Access, Full Release) From time of application to end of stage \*

Must be a dollar amount.

### Projected Queensland Expenditure (QPE) for this individual stage \*

Must be a dollar amount.



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## Form Preview

**Total projected budget for the entire project from initial concept to full release \***

\$   
Must be a dollar amount

**Projected Queensland Expenditure (QPE) for the entire project from initial concept to full 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:

**Additional financing documents to evidence the commitment of each contributor (e.g. Letter of Intent, letter of commitment from any team members/suppliers reinvesting their fee or taking a recoupment position)**

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 or taking a recoupment position must include the details of their agreed position and must be signed by the agreeing team member.

# Screen Queensland Games Grants | Feb 2025

## Form Preview

Contributor	Are they a related party?	If YES, Relationship Type	Amount (If Applicable)	Finance Type	% of Budget	Financing Document / Letter of Intent
	<input type="radio"/> Yes <input type="radio"/> No		\$			
	<input type="radio"/> Yes <input type="radio"/> No		\$			
	<input type="radio"/> Yes <input type="radio"/> No		\$			
	<input type="radio"/> Yes <input type="radio"/> 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						<input type="checkbox"/> Female identity <input type="checkbox"/> Non-binary <input type="checkbox"/> Age (55+) <input type="checkbox"/> Aboriginal identity <input type="checkbox"/> Torres Strait Islander identity <input type="checkbox"/> Cultural and Linguistic diversity <input type="checkbox"/> Person with a disability <input type="checkbox"/> LGBTQI+ <input type="checkbox"/> Regional or Remote Queenslanders <input type="checkbox"/> Low socio-economic status

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Design Lead						<input type="checkbox"/> Female identity <input type="checkbox"/> Non-binary <input type="checkbox"/> Age (55+) <input type="checkbox"/> Aboriginal identity <input type="checkbox"/> Torres Strait Islander identity <input type="checkbox"/> Cultural and Linguistic diversity <input type="checkbox"/> Person with a disability <input type="checkbox"/> LGBTQI+ <input type="checkbox"/> Regional or Remote Queenslander <input type="checkbox"/> Low socio-economic status
Narrative Lead						<input type="checkbox"/> Female identity <input type="checkbox"/> Non-binary <input type="checkbox"/> Age (55+) <input type="checkbox"/> Aboriginal identity <input type="checkbox"/> Torres Strait Islander identity <input type="checkbox"/> Cultural and Linguistic diversity <input type="checkbox"/> Person with a disability <input type="checkbox"/> LGBTQI+ <input type="checkbox"/> Regional or Remote Queenslander <input type="checkbox"/> Low socio-economic status
Production Lead						<input type="checkbox"/> Female identity <input type="checkbox"/> Non-binary <input type="checkbox"/> Age (55+)

						<input type="checkbox"/> Aboriginal identity <input type="checkbox"/> Torres Strait Islander identity <input type="checkbox"/> Cultural and Linguistic diversity <input type="checkbox"/> Person with a disability <input type="checkbox"/> LGBTQI+ <input type="checkbox"/> Regional or Remote Queenslanders <input type="checkbox"/> Low socio-economic status
Artistic Lead						<input type="checkbox"/> Female identity <input type="checkbox"/> Non-binary <input type="checkbox"/> Age (55+) <input type="checkbox"/> Aboriginal identity <input type="checkbox"/> Torres Strait Islander identity <input type="checkbox"/> Cultural and Linguistic diversity <input type="checkbox"/> Person with a disability <input type="checkbox"/> LGBTQI+ <input type="checkbox"/> Regional or Remote Queenslanders <input type="checkbox"/> 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.

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

### Authorised Signatory

**Name \***

First Name

Last Name

**Position \***

**Submission Date \***