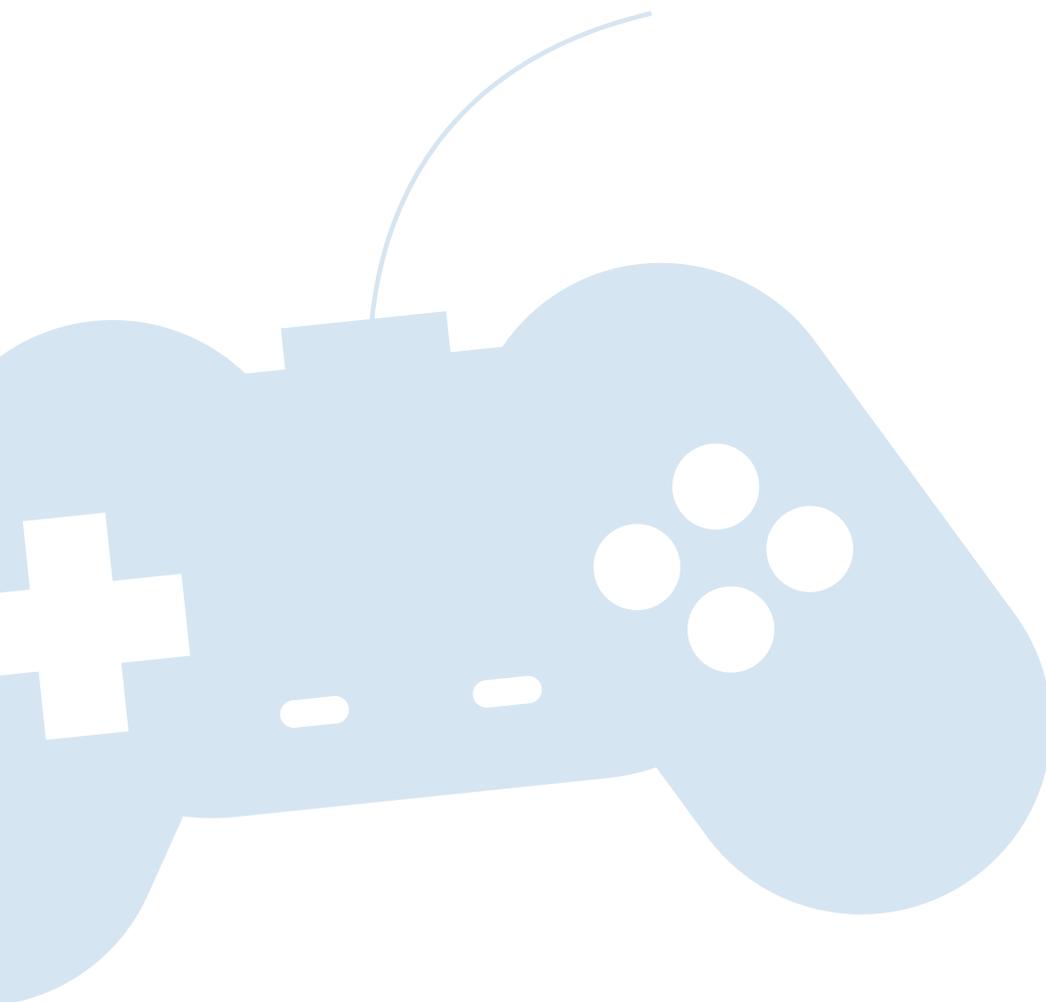




Creative  
Europe  
**MEDIA**

# EUROPEAN GAME SUPPORT SYSTEMS

**National and Regional public funds  
for interactive and games**



*Elaborated by  
Creative Europe Desk Denmark  
Adaptation and design by  
Media Office Spain*

A Work in Progress  
Information collected during 2015

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### **There are currently no funding systems for games in the following countries**

*Albania, Bulgaria, Croatia, Cyprus, Czech Republic, Estonia, Greece, Hungary, Italy, Latvia, Lithuania, Luxembourg, Moldova, Poland, Slovakia, Slovenia,*

#### **NB:**

*Iceland – The Icelandic Game Industry founded in 2009 is an interest group of the Federation of Icelandic Industries that advocate for the interests and policy of the game industry in Iceland. , Contact: board@igi.is*

*Malta – the Malta Digital Games Fund launched in 2014, and after one annual call was shut down and is now under restructuring – it should be re-opened in 2016, under the supervision of the Arts Council of Malta.*

*Slovakia – No official independent game support fund but the Slovak Audiovisual Fund supports alternative distribution of audiovisual works and interactive projects under which video games befall.*

### **Remarks**

This list is meant to give an overview of the different national and regional support systems for games in Europe other than the MEDIA support for interactive works. The list is a compilation of information contributed by the above mentioned MEDIA desks during 2009, and updated in 2015. Please notice that this is a work in progress and NOT a complete and definitive list. A lot of countries are currently working on the creation of funds and schemes for video games, as well as trying to implement trans-regional and trans-national collaboration. Therefore, some updates will have to be added in the future. There is still a lack of information from the following countries: Bulgaria, Cyprus, Croatia, Estonia, Georgia, Greece, Hungary, Ireland, Luxembourg, Portugal, Macedonia, Moldova, Montenegro, Romania, Serbia and Turkey. These countries do not seem to have an official funding system at the moment. Also, this overview gathers information from EU member countries as well as candidate countries for a membership in the EU.

Additional remarks or updated information can be forwarded to ener@dfi.dk or mariannm@dfi.dk.

Additional information: info@ofinamediaespana.eu

As the list is a work in progress it is not meant for public distribution as such.

We hope you will find the information useful.

*Creative Europe Desk Denmark / MEDIA 2015*

# AUSTRIA

There is no specific support for video games in Austria. However, there are funding schemes available for the creative industries in which game-developers can be supported.

*The Austrian Film Institute does not currently finance game development and the Institute's agenda for the near future does not tackle down the topic of video games support.*

## **1. Impulse, AWS-Austria Wirtschaftsservice**

The Austrian federal promotional bank assists companies in their implementation of innovative projects by granting loans, awarding subsidies and issuing guarantees. The programme Impulse offers funding for innovations in the creative industries, games included.

<http://www.awsg.at/>

## **2. Vienna Business Agency**

Vienna Business Agency offers financial support for the creative industries based in Vienna.

<http://viennabusinessagency.at>

## **3. Content Award**

Award for innovative media-projects in Vienna, organized by the Vienna Business Agency.

<http://www.contentaward.at>

# BELGIUM / Flanders

## 1. Flanders Audiovisueel Fonds: VAF Game Fund

“Support for the creation of audiovisual projects  
-with the possibility of exhibition and reproduction-  
on a single-screen platform”

In 2012 the VAF Game Fund was launched to support the creation of games produced by Flanders based game developers. The fund supports serious games for educational purposes (€ 200.000) and other types of serious and entertainment games (€550.000). The total annual budget for the support of the Game Fund is € 750.000.

### Contact:

Karen Van Hellemont - Projectbeheerder Gamefonds  
kvanhellemont@vaf.be / gamefonds@vaf.be

[www.vaf.be](http://www.vaf.be)

More info on the Game fund:

<http://www.vaf.be/gamefonds/algemene-uitleg/>

## 2. Cultuurinvest (PMV)

The aim of *CultuurInvest* is to create financial possibilities and spaces for entrepreneurs. *CultuurInvest* does not provide grants and the investments are based on subordinated loans or equity participations.

Enterprises from the cultural and creative industries (ranging from fine arts and design to fashion, new media and gaming) are eligible, as well as SME's and non-profit organization. Natural persons are not eligible. The main trading operational office must be established in the Flemish or Brussels Region.

**Advantages:** No guarantees requested / subordinated loans (facilitation for co-investment from a bank or private party) / possibility to postpone capital repayments through a “grace period” / access to other financial products of PMV for others financing / guidance, coaching and financial plans by the investment managers of PMV.

### Loan: business model

- Refundable investments
- Loan between € 50.000-€ 150.000 reimbursable in 7 years (depending on the business plan)
- Research & Development project are not concerned.
- Refund of capacities

### Capital participation

- max. € 500.000
- EUR 1 for EUR 1 basis
- PMV is a shareholder in the project.

**Examples of projects:** *Tales of Tales* (Art Games developer), *Transposia* (educative game)

[www.cultuurinvest.be](http://www.cultuurinvest.be)

## 3. IWT: Instituut voor de Aanmoediging van Innovatie door Wetenschap en technologie in Vlaanderen

Government agency for Innovation by Science and Technology. Financial funding, advice and networks of potential partners for Flemish companies and research centres. The Budget is granted by the Flemish Government to stimulate innovation in Flanders. All the funding products are bottom-up. No specific funding measures for games industries. Some funding measures can still be interesting for gaming companies:

### 3.1 R&D business projects:

- Companies established in Flanders (SME or branch of a multinational company), carrying out research and development projects, possibly in co-operation with other research partners.
- Economical relevance and innovative quality of the project (building of knowledge, economical and societal impact).

**Duration:** max 24 months. Project part of an international project: up to 36 months.

**Budget:** at least €. 100.000, funding capped at € 3.000.000

**Funding rates:** 25% for development activities and 50% for research activities (+20% for SEs and +10% for MEs)

**No maximum number.**

### 3.2 SME- KMO - feasibility studies and SME innovation projects:

- **SME feasibility:** preliminary study of an innovative idea and its potential (max. € 50.000)
- **SME innovation:** realization of an innovative project, requiring innovative technological skills for the company
  - Acquiring and/or creatively applying technical knowledge by means of technologic development- and/or implementation activities
  - Max. 24 months

**Budget:** Min. € 50.000. Max. funding of € 250.000.

**Support:** grant of 35% (45% for SME's) of the accepted costs with a max. support of € 200.000. Possible complement of a junior debt of max. 80% of the accepted costs.  
Max. 2 GME projects can be supported each year.

### 3.3 Eureka

- Purpose: supporting projects in an European context (one or more industrial partners from an EUREKA member state)
- Projects get acknowledged by labeling
- Special programmes: MEDEA+, ITEA2, EURIPIDES,... (annual appeal)

**Budget:**

Same procedure as R&D projects, with 10% extra support

### 3.4 Programma Innovatieve Media (PIM)

- Supporting the creative (media) branch; only for 2009 at the moment

**Budget:**

- Collective: 80% (at least 10 parties) - first priority
- Cooperative: see R&D projects for basic support percentages - additionally, 2 bonuses (10% PIM bonus, 10% co-operation bonus) are given when at least 3 parties are co-operating
- Other bonuses can also be applied (e.g. SME bonus)
- Same procedure as VIS and R&D projects

### 3.5 VIS-programm:

Vlaamse InnovatieSamenwerkingsverbanden, stimulating innovation activities in the Flemish industry

**Six kinds of projects:** - Collective research- Thematic stimulation of innovation - Technical support Sub-regional stimulation of innovation - VIS feasibility studies

**One kind of support for programmatic initiatives-** 'VIS-competentiepolen' and 'VIS-proeftuinen'

**Budget:** Max. 80% of approved budget

*The game industry can also be included in the following funding schemes:*

### 3.6 TETRA fund -transporting knowledge from the research centres towards the industry

- Stimulating technology-driven knowledge transfer between high education organizations and companies/ social profit organizations
- Embedded in the higher education institutions' teaching duties.
- Knowledge transfer with an economic finality, aimed at applied research (e.g. converting state-of-the-art technology into concrete applications)

**Budget:** Max. support of 92,5% of approved budget for involved research institutions

### 3.7 SBO (Strategisch BasisOnderzoek)-strategic research (for university departments' applications

- Explicit stress on high-risk, inventive and innovative research
- Strategic importance: scope of the eventual valorization perspectives in Flanders

**Budget:** max. support of 100% of approved budget for involved research institutions

#### 4. IBBT: support for games within the ICON project

IMIND'S is a digital research and entrepreneurship hub focusing on digital innovation. IMINDS key markets include MEDIA and ICT, among which gaming and multimedia projects are funded.

ICON is a research program for cooperative, multi-disciplinary research between scientists, industry partners and social profit organizations to develop digital projects suitable for market. It focuses on projects related to the ICT domain.

##### Grants

- Aimed at innovation – as an incubator for new enterprises and entrepreneurs.
- Call for project: commission 2-3 times a year

##### Budget:

- Approx. €200.000/project; between €500.000 and €1.000.000 is available annually.
- Grant subordinated to conditions and guidance.
- Condition: a min. of 50% of the financial support issued for the ICON project comes from external partners.

#### 4.1 Art&D programme

- Co-operation between Art and Research fields through the use of digital technologies
- Project subsidies for artists (individual or collective) for projects with an ICT research value as core element
- *Project duration:* max. 1 year

##### Budget:

- €250.000 per year
- Subsidies: min. €10.000 – max. €75.000, meant for the artist's wages, material and payment of research (arranged by IBBT)

*In 2015, IMIND researchers have taken interest in video games with a workshop on the following subjects: Digital Game-Based Learning, game design with end-users, engagements and preferences of gamers, business modeling in the game industry.*

[http://www.iminds.be/en/news/20150417\\_news\\_videogaming-workshop](http://www.iminds.be/en/news/20150417_news_videogaming-workshop)

##### Contact:

IMIND Video Games Research  
Jan Van Looy, [Jan.VanLooy@UGent.be](mailto:Jan.VanLooy@UGent.be)  
Lizzy Bleumers, [lizzy.bleumers@vub.ac.be](mailto:lizzy.bleumers@vub.ac.be)  
<http://www.ibbt.be>

#### 5. Kunstendecreet

Structural support or project support for experimental media art that is shown and/or reproduced on non-single screen platforms (e.g. interactive installations utilizing game software, such as the Workspace Unlimited projects)

<http://www.kunstenenerfgoed.be/ake/view/nl/699788-Kunstendecreet.html>

#### 6. FIT (Flanders Investment & Trade)

- Support for SME's
- Initiatives stimulating export or investments, solely for new markets outside the EER
- Overlapping subsidy is not possible
- Support for goods or services that have a clear additional value for the Flemish Region only
- Max. 50% of accepted costs, min. support is €250
- Including a.o. the following initiatives: travel, participation in foreign international conventions, training of foreign technicians, establishing a prospecting office, translation of technical documents, registration costs, the hire of a room for presentations,...
- **Budget:**
- Max. €100.000 for a 3-year period, max. 50% of accepted costs
- Min. support is €250

[www.flanderstrade.be](http://www.flanderstrade.be)

#### 7 . BEA

- Support for training, advice, knowledge transfer and mentorship
  - No specific support for game projects or developers
- [www.bea.be](http://www.bea.be)

#### 8. Groeipremie (growth bonus)

- Support for investments in property, material and immaterial investments; for SME's investing in the Flemish Region

##### Budget:

- Subsidiable investment: min €12.500 (up to 5 year old SME's) / €25.000 (SME's older than 5 years) – max € 8.000.000
- Small enterprises: 10%, Medium enterprises 5% of the subsidiable investment – 10% of the past three years' depreciation
- Closed support envelope of €15.858.000 per call (2008)

## 9. Ecologiepremie (ecology bonus)

- Support for ecological investments; via call
- No specific support for game projects or developers

## 10. Innovatiecentra Vlaanderen

- Support enterprises in innovation, give global advice
- One in every province
- Very broad: from breweries to game developers
- No subsidy, with the exception of the center in the East Flanders province

### **Budget:**

Research is carried out at the center for €2.500

[www.innovatiecentrum.be](http://www.innovatiecentrum.be)

## 11. Vlaams InnovatieFonds (VINNOF)

- Provide venture capital to innovative starters in Flanders.
- 'Zaai kapitaal': for small starting enterprises offering an innovative product or service
- No subsidiary support, but investment through capital participation
- Limited duration – principally during the enterprise's startup and initial growth.
- Hybrid forms are possible

### **How much?**

- Up to 80% of the total amount invested in the enterprise, with a max of €1.500.000
- Every investment from Vinnof must be accompanied by a cash investment from a private party amounting at least 25% of the Vinnof investment

[www.vinnof.be](http://www.vinnof.be)

## 12. Tax Shelter & Tax Credit

At the moment, there is no tax shelter and/or tax credit system for video games in Flanders and Belgium. This is a federal decision. More information:

<http://www.dekamer.be>

# BELGIUM / Wallonia

## 1. Wallimage Cross Media

Wallimage is a public limited company created by the Region. Wallimage is a monetary fund whose purpose is to provide audiovisual productions and companies with financial support as well as investment advices, through its two subsidiaries Wallimage Coproductions and Wallimage Enterprises.

The fund has recently broadened its field of action, by creating a fund dedicated to Cross Medias and digital products (video games included).

The program is currently being reshuffled, in order to keep up with the evolutions of the Cross-Medias sector.

**The new program will be published mid-October 2015.**

<http://www.wallimage.be/crossmedia?lang=fr>

However, there are currently two ongoing calls for projects in collaboration with *Pictanovo* and *le Fonds des Médias du Canada*:

## 2. Pictanovo: Experiences Interactives Transregionales

Pictanovo is one of the pioneering funds in Europe, insofar as its inclusive structure provides supports for cinema, audiovisual products as well as digital creation.

**Goal:** support innovative industries in the audiovisual and cultural field. *Experiences Interactives Transregionales* is a trans-regional fund between artists, entrepreneurs (producers and service provider) and researchers from both regions and supports collaborative projects. In order to be eligible, the projects have to involve research centers and/or companies from the two regions. They have to belong to the following categories:

**New media / digital games / digital publications and enriched books.**

**Budget 2015:** 200.000 € (50/50 Wallimage/Pictanovo); the fund participation cannot exceed 50% of the total cost of the project. All expenses are eligible for support, except marketing spending.

<http://transmedia-transregion.com/#intro>

## 3. Canadian Media Fund

Agreement for an incentive to encourage co-development and co-production of interactive digital media projects between transatlantic producers.

The Canadian Media fund develops and finances the production of Canadian content for all audiovisual media platforms, in order to increase the innovativeness and competitiveness of the industry.

### Criteria:

The project is a transatlantic co-development or co-production of new digital interactive content; Shared Financial control and ownership (proportional to the funding contribution of each country); Involvement of at least one Belgian producer and one Canadian producer respectively eligible under Wallimages and CMF's rules; The project targets cultural markets.

-Innovation and creativity for the local economies of the sector

-Community/Audience

-Realism of the estimated budget

-Realism of the timeline of the project

-Team

### Budget:

Combined total budget for the incentive: 600 000 CDN \$.

Max contribution per funded project: 100 000 CDN \$ for development, 500 000 CDN \$ for production.

**Type of funding:** Recoupable Investment, pro rata pari passu basis.

### Contact:

For Wallonian producers,  
Vanessa Vincent [vav@wallimage.be](mailto:vav@wallimage.be)

For Canadian producers,  
Caroline Chopra [caroline.chopra@telefilm.ca](mailto:caroline.chopra@telefilm.ca)

Pierre Campeau, Communications Manager Canada  
Media Fund [pcampeau@cmf-fmc.ca](mailto:pcampeau@cmf-fmc.ca)

Domenico La Porta, CrossMedia Manager Wallimage  
[dom@wallimage.be](mailto:dom@wallimage.be)

<http://www.cmf-fmc.ca/industry-advisory/article/2014/11/belgium-and-canada-collaborate-on-incentive-for-interactive-digital-media/>

#### 4. Arts Numériques

A support scheme has been initiated by the *Fédération Wallonie-Bruxelles* since 2006 to support "Digital Arts": it aims at creative projects using digital techniques and online/off-line interactivities or public environment's interactivities.

The scheme offers different types of support:

- Development support: 1.000 to 5.000 €
- Production support : 10.000 to 25.000 €
- Promotion support: 4.000 €
- Diffusion support: 4.000 €

Digital Arts is a selective scheme with a consultative commission for digital arts.

The scheme is open to individuals, institutions or companies established in the region of Wallonia and Brussels. Supports are provided in the form of subsidies following a yearly call for projects (2 deadlines).

**Budget 2015:** 460.000 €

Projects: 125.750 €

Events 125.750 €

Welcoming Structures 208.500 €

The welcoming structures for digital arts have training/formation programs: IMAL-Interactive Media Art Laboratory in Brussels (program for the creative appropriation of New Technologies) and Transcultures in Mons (program for inter-disciplinary artistic and cultural exchanges)

#### **Contact:**

Anne Huybrechts

arts.numeriques@cfwb.be / +32 2 413 20 30

<http://www.arts-numeriques.culture.be/>

#### 5. PROMIMAGE

Support scheme set up by the Region of Wallonia (south of Belgium) in order to help financing the development and the use of new digital techniques in audio-visual and multimedia projects. These include feature films, animation, documentaries and games.

This is a selective scheme open to companies established in Wallonia and developing a project aimed at a commercial release. The support is a subsidy.

Budget : 4 million €.

In 2007 PROMIMAGE supported 15 projects including one game, My Series, developed by Elsewhere Entertainment. In 2004, it supported, Totem, a pc and console game produced by 10Tacle Studio Belgium

#### **Contact :**

Pierre Colle

info@awt.be / +32 (0)81 77 80 80

<http://www.awt.be/web/img/index.aspx?page=img,fr,200,000,000>

# DENMARK

## 1. New Danish Screen

Game Development Support was founded as part of the 2007-2010 Film Agreement to support Danish talents in developing computer games for children. In 2008-2009, the scheme has awarded approx. 12 million Danish kroner (1.6 M €) to promising game projects that can strengthen the Danish games industry. NDS only give support for prototypes and demos. It is currently being negotiated whether the support for games should continue in the next Film Agreement running from 2011-2014.

Games supported in 2009: <http://www.dfi.dk/English/Funding/New-Danish-Screen/Game-development-support/Grants-awarded.aspx>

### Contact:

Simon Løvind  
simonl@dfi.dk / +45 33 74 34 98

<http://www.dfi.dk/English/Funding/New-Danish-Screen/Game-development-support.aspx>

## 2. The Center for Culture and Experience Economy (CKO)

The CKO is an independent government-funded agency established in 2008 by the Ministry of Economics and Business Affairs and the Ministry of Culture. The CKO's aim is to promote the growth of the Danish culture and experience economy by facilitating cooperation between businesses and the cultural and creative sectors – and to strengthen the business skills of entities in the cultural arena.

Budget (2009-2012): 24,8M.DKK/3.4 M €.

Each project can be granted between 750.000 and 1,4 M DKK (100.000 –190.000 €).

### Contact:

Center for Culture and Experience Economy  
Universitetsparken 7, 4000 Roskilde  
info@cko.dk / +45 4674 0290

<http://www.cko.dk/>

## 3. Support to video games Danish Film Institute

**Subsidy program for Danish games:** support for the development of Danish video games for children and youth. Concept development and project development of Danish digital games for children and youth. Strengthening of the computer game culture. Subsidies are granted for development of digital, interactive games, and regardless of technological platforms and distribution process. Games with content judged inappropriate are not eligible.

**Application:** evaluation by the game editors who can then recommend the project to the DFI.

The game scheme can award up to 75.000 DKK for concept development and up to 1,5M DKK per project development, provided the project development subsidy does not exceed 60% of the total budgeted costs.

**Payment installments:** first installment when grant accepted: 75% of the awarded subsidy /second installment when the Game Scheme approves of the development outcome: remaining 25%.

**The production development subsidy is paid in four installments.**

Subsidy rate on the basis of the approved budget.

### Contact:

Karen Jakobsen, Projekt coordinator,  
karenj@dfi.dk

<http://www.dfi.dk/Service/English/Funding/Terms-Games-2012.aspx>

*Update: The Danish firm investment Cap'nova, which has invested 67M DKK in 27 different game developers since 2008, is going to invest 150 M DKK in the development of games for the next 3 years (2015-2018). Cap'nova's intention is to develop the industry and invest more, by taking example on the Finnish and Swedish industries.*

<http://nordicgamebits.com/2015/05/11/danish-megafund-for-game-development/>

# FINLAND

The Finnish Video Game industry is one of the most competitive and efficient European industry in terms of game development, technological innovation and employment. With 70 companies, the video game sector has become an integral part of the Finnish content export industry. A strong gaming culture and the recognition of games as an important and legitimate part of the cultural sector makes for an ideal environment for support and development.

## 1. AVEK: the promotional centre for audiovisual culture

In collaboration with the Finnish copyright organisation Kopiosto, AVEK supports the production of short films, documentaries, animations and media arts, their exportation and development, training and education for professionals from the sector, festivals and events. Every autumn, AVEK awards 15.000 € for a successful media art project.

### Types of support available for video games:

*Digidemo* and *Creademo* programmes are intended especially for digital works: R&D projects based on criteria of innovativeness and capacity for production.

[http://www.kopiosto.fi/avek/en\\_GB/avek\\_subsidies/](http://www.kopiosto.fi/avek/en_GB/avek_subsidies/)

AVEK grants a max of 5000 € for concepts and can go beyond for demos, provided the grant does not exceed 50 % of the costs.

**DIGIDEMO's annual budget:** 400.000 €.

### Contact:

DigiDemo and CreaDemo programmes

Milla Moilanen

+ 358 40 900 9199

Elena Näsänen, Commissioner for media art productions.

+ 358 94 315 2356

[www.kopiosto.fi/avek](http://www.kopiosto.fi/avek)

## 2. TEKES the Finnish Funding Agency for Innovation

TEKES is the main publicly funded organisation for financing research, development and innovation in Finland: its panel of action is broad, ranging from environmental innovations to software technology, with a focus on innovation oriented activities and R&D projects. TEKES grants subsidies to companies, organisations and public service providers. Skene-Games refuelled is a programme supported by TEKES whose goal is to strengthen Finland's position in the gaming and entertainment industry. It provides funding, business development sparring, matchmaking services for meeting foreign gaming companies, publishers and investors, market surveys and networking. The funding scheme amounts to 70M €.

### Example of games' support by Skene-Games

**Refueled:** "Developing Finnish Games for Health Business", 63.000 € funding, 2013-2014 ; "Athene+ Future game environment to make people move", 251.8000 €, 2013-2014 ; "Game Starter", 117.000 €, 2013-2015.

### Contact:

Kari Korhonen, Programme manager,

+ 358 44 246 4673

Mari Isborn, Satu Kantola (software and digital media)

+ 358 29 5055859 / + 358 29 505 5938 / kirjaamo@tekes.fi

<http://www.tekes.fi/en/programmes-and-services/tekes-programmes/skene/>

## 3.The Mediatonic Game and Media Brand Investment Fund.

Mediatonic Management is a project co-financing fund and management company. It focuses on Intellectual Property Rights (IPRs) of commercial games, multimedia products, TV formats, media brands from Finland and the Nordic region.

**Financing model:** investment in the IPRs of the product instead of investment in the targeted company's equity capital. Financing depends on the project size, from small investments to 500k€.

**Criteria:** the project is pre-commercialized and market-driven, with multi-channels opportunities and a long term-revenue potential.

### Contact:

Mediatonic Management Oy / info@mediatonic.fi

<http://mediatonic.fi/briefly-english>

# FRANCE

**CNC:** The CNC is the national public institute of French Cinema and Audiovisual works, in charge of funding and supporting French creation in the sector. The CNC intervenes through supports in all the different fields of the audiovisual sector, including video games and interactive media. The CNC supports the production of innovative, interactive multimedia content for use on digital media and networks (CD & DVD, Internet, game console, mobile telephone) and particularly the creation and publishing of video games (Funds for Multimedia publishing support, in collaboration with the Ministry of Industry). It also supports artistic multimedia creation in the field of digital art (DICREAM, a joint effort of the Ministry of Culture and Communication and the CNC) and funds research and development programs for innovative tools in the Audiovisual and Multimedia sector (Réseau Recherche et Innovation en Audiovisuel et Multimédia -RIAM).

## Contact:

Magali Jammet, Baptiste Heynemann,  
CNC, Direction du multimédia et des industries techniques  
magali.jammet@cnc.fr / baptiste.heyнемann@cnc.fr  
+ 33 (0)1 44 34 36 17

Anne Darnige  
OSEO, Direction de la Technologie et de l'Animation  
sectorielle - multimédia et services innovants  
anne.darnige@oseo.fr / +33 (0)1 41 79 91 04

## 1. Video games Tax Credit:

**Description:** The tax credit for video game (20% of the overall cost engaged) is an initiative created in 2008, and intended for enterprises creating a video game accredited by the CNC.  
**Requirements:** The enterprise must respect the terms stipulated by the French taxation laws. The enterprise is in charge of the artistic and technical realization of the game and must ensure that the necessary costs for the creation of the games are engaged. The tax credit is for video games with a developing cost superior to 100 000 €, developed to be put on the market, primarily realized by authors and collaborators from France or any other country of the E.U community or the Economical European space. The game must contribute to French and European creative and innovative skills and

stand out for its quality and originality. Pornography and overtly violent contents are not allowed.

The expenditures liable for the tax credit are: employees' expenses, salaries, social charges, copyrights and exploitation rights, general expenses.

*Update: in 2015, the French Government has decided to extend the Tax Credit for Video to adults games (PEGI 18) and to create a invest fund of 20M€.*

## 2. Fonds d'aide au jeu vidéo (FAJV): initiative from the CNC's Multimedia Edition Support Fund (FAEM)

**Description:** Co-funded by the Ministry of Economy, Industry and Employment and the CNC, the support fund for video games (FAJV) supports research and development, innovation and creation in the video games sector, through three major support schemes:

- A support for video games pre-production meant to facilitate the access to the technological tools necessary for the creation of prototypical video games that are not yet suitable for market sale.
- A selective support for intellectual property rights to help development studies during the game production process by supporting the production of cultural content. The goal is to promote the realization of innovative games and to encourage enterprises to create patrimonial value around these video games, while securing their intellectual copyrights.
- A model support meant for projects of video games with innovative editorial contents on whether online or offline supports.
- A support for collective operations concerning the profession and its promotion: seminars, symposium for professionals or/and students, national and international festivals.

**Budget:** 3M €.

The Supports for video games pre-production is for 50% a refundable advance (over the course of 3 years) and for 50% a subvention. The maximum amount is 400 000 € and 35% of the research and development expenses. The intellectual copyrights support, the model support and the collective operations support are subventions. The intellectual copyright support is limited to 200 000 €.

**Examples:** *Type:Rider* (Ex Nihilo) ; *Wargame: European Escalation* (Eugen System), *Beware Planet Earth!* (Lightmare Studio)

**Contact:**

Laurent Mahuteau,  
Assistant(e), Technical industries and Multimedia Desk  
Video games and Digital creation Department  
laurent.mahuteau@cnc.fr / + 33 (0)1 44 34 36 45

### 3. Regional funds:

The French regions do not generally offer specific video game support but the regional branches of the Ministry of Culture do offer support for audiovisual and media projects. See the different regions' official websites for Cultural matters:

**DRAC: Directions Régionales des Affaires Culturelles-Regional Directions of Cultural Matters:**

Regional branches of the Culture and Communication Ministry, in charge of cultural affairs in the regions. The DRAC implement the national policies and strategies as delineated by the State on the regional level. They intervene in all the cultural fields – museum, archives, literature, music, dance and theater, plastic arts, cinema and audiovisual. Each region has its specificities and some are dotted with regional support, within the audiovisual sector, directed towards multimedia, trans-media and digital works, including video games.  
<http://www.culturecommunication.gouv.fr/Regions>

### 3.1 ARCADI Ile-de-France:

Regional Public sector body for cultural co-operation in the fields of performing arts and digital arts. The fund supports different initiatives, ranging from support for research to creation, development, production and distribution. It provides financial contribution as well as in kind contribution.

**Contact:**

artsnumeriques@arcadi.fr  
<http://www.arcadi.fr/aides-et-dispositifs/>  
<http://www.arcadi.fr/>

### 3.2 Pôle Image MAGELIS Poitou-Charentes:

Based in Angoulême, in Charentes, Magelis counts 9 schools dedicated to the Picture sector, and the only French public school dedicated to video games. Magelis is a joint effort between the region and the department, and in collaboration with the CNC to support creation and production in the video games sector.

**Support fund:** development and innovation in the fields of animation, video games and multimedia.

**Eligibility requirements:**

- Production of audiovisual and multimedia programs and video games.
- Production societies, editors, distributors (legal entities established or not in the Region).
- Mandatory and significant spending in the Charente department.

**Budget:** Revisable subvention of max. 150 000 €.

<http://www.magelis.org/aides-a-la-production-2/>

### 3.3 Bretagne Fund:

**MEDIA video games projects:** support for concept and distribution of video games with a commercial release. Support for European enterprises, production societies. Budget: between 10 000€ and 50 000€ for concept development and between 10 000€ and 150 000€ for project development. The participation cannot go beyond 50% of the total cost established by the producer.

<http://www.bretagne.fr> ; [http://www.bretagne.bzh/jcms/prod\\_201157/fr/media-projets-jeux-videos](http://www.bretagne.bzh/jcms/prod_201157/fr/media-projets-jeux-videos)

### 3.4 Franche-Comté:

Individual Help for Creation (AIC) and Workshop Help (AIA) are supports for artists all fields included. In 2011, Benjamin Lavigne, multimedia creator, received support for his experimental video game project "Ainsi parlait Zarathoustra-the video game".

<http://www.culturecommunication.gouv.fr/Regions/Drac-Franche-Comte/Domaines-d-intervention/Pole-creation-diffusion-et-industries-culturelles/Arts-plastiques/Creation-Aide-aux-artistes>

### 3.5 Media Sub-programme Europe Creative Strasbourg:

Support for development granted to 20 video games by the European Commission, ranging from 10 000 to 150 000 €.

One call per year, next deadline: 21st September 2015.

**Contact:**

Aurélie Réveillaud - Bureau Europe Creative Strasbourg  
aurélie.reveillaud@strasbourg.eu / +33 (0)3 68 98 72  
[www.mediafrance.eu/-Antenne-Strasbourg.html](http://www.mediafrance.eu/-Antenne-Strasbourg.html)

**See also:**

Support for New Media, Pôle Image Haute Normandie.  
Cine.av@poleimagehn.com  
[www.poleimagehn.com](http://www.poleimagehn.com)

Support for New Media projects, Rhône-Alpes Cinéma  
m.legac@rhone-alpes-cinema.fr

<http://rhone-alpes-cinema.fr/fr/article-aide-a-lecriture-projets-nouveaux-medias.html>

Support for Multimedia creation and production,  
Ile de la Réunion

Alain.randresy@agencefilmreunion.com  
<http://agencefilmreunion.com>

### 4. RIAM: Audiovisual and Multimedia Research and Innovation.

The RIAM, in collaboration with the CNC and BpiFrance, is a funding program of Research and Development for enterprises (SME) in the production, development, distribution and publication of images and sounds sectors, whose goal is to produce innovative goods and services.

**Two types of support:**

**Feasibility support:** the goal is to facilitate the setting up of the research project by exploring the possible impediments (legal, technological, economical) and unblock them.

**Research and Development support:** monetary support for market material projects and new products.

**Support:** subvention and refundable advance from the CNC and OSEO Innovation. The funding of a project whose call for support is inferior or equals to 50 000 € is only funded by subventions.

The RIAM supports both single and collaborative projects from one of several enterprises, provided there are no public research labs involved.

*A new Call for projects is made each year and video games are not always eligible depending on the annual theme.*

**Contact:**

Pierre-Marie Boyé, Head of Mission  
pierre-marie.boyé@cnc.fr

Caroline Malécot, Assistant  
caroline.malecot@cnc.fr

<http://www.cnc.fr/web/fr/riam> ; [http://www.afjv.com/news/1056\\_aides-jeu-video.htm](http://www.afjv.com/news/1056_aides-jeu-video.htm)

La Maison du Jeu Video publishes every year a guide of all the existing supports in France for game research and development, production and distribution.

[http://www.afjv.com/news/5347\\_aides-et-soutiens-a-la-production-de-jeux-video-2015.htm](http://www.afjv.com/news/5347_aides-et-soutiens-a-la-production-de-jeux-video-2015.htm)

# GERMANY

## 1. Gamecity Hamburg (regional)

**Name of the support system:** *Prototype promotion.*

This fund is for the production of game and interactive project prototypes.

**Budget:** Interest-free loan of up to €100,000 per project, on a case to case basis.

**Criteria:** In order to be eligible, companies have to have their headquarters in Hamburg. A sound business plan is required for the application to be valid: it should illustrate the potential of the proposed game in terms of competitiveness, on the conceptual and technical level, demonstrate the applicants' professionalism, as well as offer a valid financial plan for the project to go on the market.

**Contact:** Stefan Klein

info@gamecity-hamburg.de / +49 40 22 70 19-41

<http://www.gamecity-hamburg.de/>

## 2. Medienboard Berlin-Brandenburg (regional)

**Name of the support system:** *Funding of Innovative Audio-Visual Content (IAI)*

This fund is for project development support and production support of games, apps, trans-media, virtual- and augmented reality and other innovative and interactive audio-visual content projects.

**Budget:** no maximum (annual budget of the funding scheme: 1 Million Euro), three deadlines per year.

**Criteria: quality and cost effectiveness.** The project is evaluated based on its innovative and creative content, its positive impact on the region (economy, employment...) and its economic and commercial potential. Any costs incurred prior to submitting the application will not be taken into account, because projects should not have started their production prior to the application. Up to 50% of the entire project costs can be funded. Medienboard-supplied funds must be expended within the Berlin-Brandenburg region. The funding takes place in the form of a conditionally repayable interest-free loan.

**Contact:**

Ina Göring, Funding Advisor Media Development and Innovative Audiovisual Content

i.goering@medienboard.de / +49 331 743 87-85

[www.medienboard.de](http://www.medienboard.de)

## 3. MDM - Mitteldeutsche Medienförderung (regional)

**Name of the support system:** *Multimedia Projects*

This fund is for project development and production of economically promising games and cross-media projects. Not less than 100% of the funding must be spent in the regions Saxony, Saxony-Anhalt or Thuringia.

**Budget:** max amount of 100.000€ for project development and max amount of 900.000€ for production, per project.

**Criteria:** the project is evaluated based on its innovative, interactive entertainment / infotainment features, its economic potential, its positive impact on the region and the experience of the producer applying.

**Contact:**

Nadja Albus-Hilbert, Funding Consultant

nadja.albus-hilbert@mdm-online.de / +49 341 269 87 26

<http://www.mdm-online.de>

## 4. FFF - FilmFoerderung (Bavaria)

Support for the development of high-quality computer games with cultural and educational value, and in collaboration with the Bavarian State Chancellery. Focus on non violent games. The support is available for concept development, prototype development and production.

**Criteria:** the support scheme is for companies with an office in Bavaria or with an economic focus on the region (not mandatory but important). The support is selective, and decided by an individual games allocation committee.

**Budget:** 470.000 € of available funds annually.

Application deadlines: two submission dates per year.

**Contact:**

Dr. Michaela Haberlander, Funding Executive, Games

michaela.haberlander@fff-bayern.de

+49 (0)89 544 602 15

<http://www.fff-bayern.de/en/funding/games/>

## 5. Medien und Filmgesellschaft Baden-Württemberg (regional)

**Name of support system:** *The DCF-scheme (Digital Content Funding)*

**Criteria:** generally available to all innovative interactive media content, especially with educational and cultural relevance: games, apps, crossmedia products and even newly developed interactive hardware. Support is available for concept development, production preparation, prototype development, production and distribution.

**Budget:** 500.000 Euro

**Contact:**

Stephanie Lang  
lang@mfg.de / dcf@mfg.de / 0711 90715-412  
<http://dcf.mfg.de/>

## 6. Nordmedia (regional)

Nordmedia provides funds for the development and production of games (concept up to 25.000 €; prototype up to 60.000€ ; production up to 100.000 Euro; distribution up to 50.000 €)

**Contact:**

Dr. Jan Asmus  
Nordmedia Film- und Mediengesellschaft Niedersachsen/Bremen mbH  
Tel: 0511 - 12 34 56-61  
Mobile: 0151 - 12124198  
Fax: 0511 - 12 34 56-69  
j.asmus@nordmedia.de  
[www.nordmedia.de](http://www.nordmedia.de)  
<https://www.nordmedia.de/pages/foerderung/foerderbereiche/gamesfoerderung/subpages/gamesfoerderung/index.html>

## 7. Film und Medien stiftung NRW (regional, Northrhine Westfalia)

Development Support for innovative audiovisual content, incl. games, internet, mobile and multimedia projects.

**Budget:** max 200.000 € per project

**Criteria:** innovative and creative content, regional effect, economic potential. Applicants must be based in NRW. The fund supports project development & prototypes. Next call: spring 2016.

**Contact:**

Till Hardy  
Tillhardy@filmstiftung.de / 0211-93050 42  
[www.filmstiftung.de](http://www.filmstiftung.de)

Another regional funding activity has been initiated by the NRW government and supported by the European Fund for Regional Development:

The funding competition called "CreateMedia.NRW" is open to projects from the games industry amongst others. Till 2020 up to € 40 Million are available. The next call is in November 2015

<http://medien.nrw.de/de/foerderung-und-finanzierung/leitmarkt Wettbewerb/>

# THE NETHERLANDS

## 1. Game Fund:

The Game Fund (*Gamefonds*, a collaboration between the Stimuleringsfonds Creatieve Industrie and Mediafonds) encourages the development of artistic games. Artists, designers or animation experts can apply together with a game developer or (cultural) organisation for the development or the production of a (part of a) game. Applications are judged by a commission of experts in the field of the development and production of games, expressive arts, culture and new media and animation. The Gamefund started supporting Dutch games in 2008 and has a budget of € 300.000,- per year.

<http://www.gamefonds.nl>

## 2. WBSO: Research and Development - Tax Credit

Fiscal facility for companies, knowledge centers and self-employed persons who carry out R&D work.

<http://english.rvo.nl/subsidies-programmes/wbso-rd-tax-credit-and-rda-research-and-development-allowance>

## 3. Innovation Fund for SME's

The Dutch government's Innovation Fund for SMEs (InnovatiefondsMKB+) made €8 million available for private investment funds looking to invest in the creative industry, one of the Netherlands' leading sectors, for 2012-2015.

The Innovation Fund for SMEs ensures that creative start-ups in this fast-growing sector have access to investment capital. This means that greater numbers of innovative architectural, fashion, design, new media and **gaming products** can be brought to market.

<http://www.government.nl/news/2011/12/19/8-million-euro-marked-for-creative-industry-top-sector.html>

## 4. Dutch Game Garden:

The Dutch Game Garden's goal is to accelerate the growth of the Dutch game industry on a national and international level by providing wide-ranging support for new and established game developers located in the Netherlands. DGG focuses especially on start-up game companies.

TOOLS: Game Development Club, Game Incubator, Game Development Business Centres.

Dutch Game Garden works with a number of official partners providing services or support for the foundation and game companies of the Dutch Game Garden network.

**Examples of game studios supported:** Abbey Games (Reus, Renowned Explorers), Digital Dreams (Metrico), Self Made Miracle (Penarium), Ronimo Games (Swords & Soldiers).

<http://www.dutchgamegarden.nl/english/about-dutch-game-garden/>

# NORWAY

## 1. Tilskudd til utvikling av interaktive produksjoner, Norsk filminstitutt

**Criteria:** Support scheme for independent Norwegian companies focusing on audiovisual production. Support can be applied for interactive productions; games or other non-linear productions. No support for interactive training projects, training tools or manuals. No support for distribution of projects with a commercial market as a goal or remakes of existing formats. Development of game/interactive project.

**Budget:** 20 M NOK (2,5M €)

BUDGET per project: No maximum limit

330 M NOK annual turn-over (38.6 M €) in 2014

**Examples:** *Among the Sleep*, Krillbite Studio, *Size DOES Matter*, DOS Studio – awarded at the Nordic Game in Malmö (20-22/05/2015)

### Contact:

Kaja Hench Dyrлие, Head of Production  
kaja.hench.dyrлие@nfi.no

[www.nfi.no](http://www.nfi.no) ; <http://www.nfi.no/english/>

<http://www.filmfondet.no/iCM.aspx?PagelId=11>

## 2. Regional support funds

### -Fuzz Midt Norge Fund

*Teslagrad*, the first Norwegian Game on PS4 was the first game to be supported by the fund in 2012, receiving an investment of 750 000 kr.

<http://www.fuzz.no>

### -Film Kraft Fund

<http://www.filmkraft.no/forside>

### -Filminvest Midt Norge

Development and production for game (no cross media and new platform support).

[http://www.cine-regio.org/members/filminvest\\_midt-norge/](http://www.cine-regio.org/members/filminvest_midt-norge/)

### -Film Camp Northern Norway

<http://www.filmcamp.no/>

### -Western Norway Film Center

Viking Vampire, a game for mobile and table by the company Mad Monkey, received a support of 100 000 NOK from the fund.

<http://www.vestnorskfilm.no/english>

# SPAIN

## 1. National Support for the development of Video games, Ministry of Industry.

New scheme funded in 2014 for the development of software and gaming projects.

**Criteria:** the supports are for companies with individual or collective, collaborative projects. The support is a mix of subvention and loan. The maximum percentage of subventions is 10% of the project's total spending. Aids in the form of a loan are granted with an interest rate of 0,592%) with a repayment term of five years. The amount may complete the grant to up to 100% of the eligible project costs.

### **Budget:**

3,5M € for subsidies, 35M € for loans from the Ministry. Projects with a minimum budget of 100.000 € are eligible, and by companies established before December 2013.

Press release 2014 allocations, in Spanish:

<http://www.minetur.gob.es/esES/GabinetePrensa/NotasPrensa/2014/Paginas/20140625-ayudas-videojuegos.aspx>

The White book of the Videogames Industry 2015: panorama of subsidies and financial opportunities: direct and indirect subsidies, tax rebates, R&D supports (I+D+i, in Spanish) loans (national and regional level).

<http://dev.org.es/images/stories/docs/libro%20blanco%20videojuegos%202015%20final%20low.pdf>

National programmes for R&D can be found on the link above (**p.51-61**): NEOTEC, Programa Estatal de I+D+i orientada a los Retos de la Sociedad, INNVIERTE, AEESD 2015, ENISA, PYME, CREA SGR, ICEX Next, ICO

## 2. Institut Català de les Indústries Culturales ICEC:

The Catalanian Institute ICEC offers repayable contributions (RC), guarantee fund (ICF) and participative loans for digital businesses.

**-Repayable contributions (RC):** Aid for cultural companies to dispose of advances for the creation of a cultural project in the form of a video game or a multimedia project.

**Support for development, production, edition, distribution, commercialization, diffusion.**

For private companies and natural persons.

**Eligibility requirements:** the society is economically viable and the applicants are solvable; the company and the professionals involved have a minimum of two years of experience in the profession. The applicants are financially involved in the project, regardless of the Catalanian support scheme.

**-Participative loans for digital business:** 2,5M€ fund for start-ups producing digital services and goods within a cultural and creative framework. Loans between 40 000 and 200 000€ per project with variable interest rates – based on the activity of the company. The interest is a deductible expense for tax purpose. Net equity. Loan granted without a mandatory guarantee.

**-Guarantee Fund (ICF- Catalan Institute of Finance):**

The scheme is meant to facilitate the financing of cultural and creative companies in Catalonia.

25M€ for loans for investment and cash-flow necessities; 10M€ Guarantee Fund from the Ministry of Culture. Loans between 20 000 and 1M€ per project.

**Update April 2015:** subventions covering up to 35% (300 000 €) for the development, production, edition, distribution, commercialization and distribution of video games and multimedia products.

Grants for the international promotion of video games (support for video game companies)

<http://cultura.gencat.cat/ca/detall/tramit/Ajuts-a-projectes-en-lambit-dels-videojocs-i-el-multimedia> (in Catalan, information about the repayable contributions (RC) scheme)

## 3. Instituto Valenciano de Competitividad Empresarial:

**Type of support:** subvention for creation of technology-driven companies, co-financed by the Programme FEDER. Possible supports for video games (R&D support scheme- "I+D+i ayudas")

Link:[http://www.ivace.es/index.php?option=com\\_content&view=category&layout=blog&id=200&Itemid=100455&lang=es](http://www.ivace.es/index.php?option=com_content&view=category&layout=blog&id=200&Itemid=100455&lang=es)

Website in Spanish, see Financiación > Incentivos > Innovación e I+D

# SWEDEN

Sweden does not have a specific national support fund. However, the Nordic Game fund Norden, which involves the different nations of the Nordic region is strong and enables Sweden to support game development and production in a very efficient way.

See **TRANSREGIONAL FUNDS**

# SWITZERLAND

## 1. MEDIA DESK Suisse (Creative Europe)

**Call for projects:** innovative and artistically challenging video games with an international commercial potential. Importance must be given to narration and interactivity.

The support is for societies that have produced and commercialised at least one video game meeting the above criteria, between the 1<sup>st</sup> of January 2011 and the submission of the application. Applicants must own the majority of the submitted project's rights. Only one submission per call can be issued for the same project and it is not allowed to double up a support for concept and a support for development. At the moment, Swiss candidates are not eligible for Europe Creative support (only member states of the E.U are concerned).

**Budget:** concept development subventions go from 10.000 up to a maximum of 50.000 € ; project development (up to the prototype stage) go from 10.000 € up to a maximum of 150.000 €.

Media covers a maximum of 50% of the qualified costs. The budget must be made in € (exchange rate 1, 23230 CHF for 1 €). The overall budget amounts to 2,5M €.

**Eligibility requirements:** society established in a country with a limited production capacity (Switzerland included); projects oriented towards a young audience; co-production projects with a country whose official language is different.

### Contact:

info@mediadesk.ch .

Help for the application submission:

eacea-helpdesk@ec.europa.eu.

<http://www.mediadesk.ch/page.php?templateID=706&language=fr>

## 2. Prix Pacte Multimédia

With a total annual amount of 100.000,- CHF (67.500 €) Prix Multimedia supports projects with innovative contents, new applications and formats using multimedia platforms and new technologies. Contributions vary between 10.000 and 50.000,- CHF (6.300 and 31.300 €).

<http://www.tsr.ch/tsr/index.html?siteSect=650100&rubricId=1401&page=2&fromPriority=2&toPriority=2>

## 3. Sitemapping/Mediaproject (Federal Office of Culture)

**Budget:** annual amount of 500.000,- (338.000 €) is thought to support the artistic creation of multimedia projects. Contributions vary between 2.000 and 30.000,- CHF, up to 50.000 for a exhibition project. In Euro: between 1.350 and 20.250 €, up to 33.800 €. They must be non-commercial.

<http://www.bak.admin.ch/bak/themen/kulturfoerderung/00476/00617/index.html?lang=de>

# UK

The UK Film Council does not provide direct funding for games / interactive projects, but it does provide different types of funding to the below listed Regional and National Screen Agencies of the UK. There are nine Regional Screen Agencies across England, as well as the National Screen Agencies: Film Agency Wales, Scottish Screen and Northern Ireland Screen. See here for a breakdown of the areas covered by each agency:

<http://www.ukfilmcouncil.org.uk/fundedpartners>

Wales: Finance Wales' Wales IP (Intellectual Property) Fund is funded by the Welsh Assembly Government. It does not receive funding from the UK Film Council.

## 1. Northern Film and Media

-The North East Content Fund - £1m investment fund for projects across film, TV, games, interactive media and music. Funding is available for up to £200k. Northern Film & Media are keen to invest in the development and production of games and innovative technology looking for commercial success.

-The New Media Fund - grants of up to £5k seed/development grants and up to £20k project funding for individuals and companies with innovative ideas to use new technology to exploit intellectual property, advance skills and experience, and reach new audiences in new ways.

-Northern Film & Media also offer support to games companies interested in training, mentoring and visiting conferences and events and are working with Channel 4 to encourage North East companies to submit ideas to the 4iP fund.

[www.northernmedia.org](http://www.northernmedia.org)

## 2. Northwest Vision and Media

-Delivery programmes - £120k available in 2009/2010 and activities include day course in scriptwriting for games; training for developers in targeting their product; funding marketing placements within games companies

-Production funds - a total of £1.2m available, with up to £50k available per project (including games) in 2009/2010. NWV&M tend to support production of interactive games for PC or other platform like the iPhone rather than for the big consoles like Playstation3 or Xbox games. This fund requires 50% match funding.

-Digital Content investment will also support some games work - mostly where it is part of a multi-media project e.g. animation or TV programme developing a spin off game

-Supports the games community through conferences and networking events.

[www.visionandmedia.co.uk](http://www.visionandmedia.co.uk)

## 3. Screen Yorkshire

-Screen Yorkshire has invested in games through its production fund. From 2006-10 Screen Yorkshire has invested over £4m in film, TV and games. Investments are dependent upon the creation of jobs, investment and IP creation in the region. Investments in games have been between £25,000 and £50,000

-Screen Yorkshire's Business Development Fund also provides funding for the development and marketing of games, specifically companies looking to self publish and early stage investment. In 2009-10 there has been £250,000 for investment.

-Screen Yorkshire's Training Fund is able to contribute to training costs including mentoring, coaching and consultancy for young SMEs which the games industry is eligible for.

-Screen Yorkshire is one of three regions who are national partners in the Channel 4's 4iP fund to develop public service digital content including games. £3m is available in the region matched with £3million from 4iP over the next three years

-'Game Republic' is an organisation which was integrated within Screen Yorkshire in 2007. It is still known as Game Republic and support and promotes the Yorkshire games industry. Game Republic hosts networking events, supports with PR and marketing and assists companies with international trade missions.

[www.screenyorkshire.co.uk](http://www.screenyorkshire.co.uk)

#### 4. South West Screen

-SWS provides existing support for games through their business clusters which are networks of companies who come together to share knowledge, ideas and business skills. SWS supports the Media Sandbox awards -investments of around £15k to innovative R&D pilots working with multi-platform technologies.

-SWS assists digital media companies of all disciplines in reaching export markets through its partnership with UK Trade & Investment and continually seeks new partnership programmes to support emerging digital sectors.

[www.swscreen.co.uk](http://www.swscreen.co.uk)

#### 5. Screen East

-SE and the Regional Development Agency (EEDA) co-funded the creation of 'Games Eden' and its operational costs over the past two years to an amount of circa £100,000. The network has also received additional financial and in-kind support from other partners of the network (EEI, UKT&I, FDMX, Anglia Ruskin University, Cambridge Wireless, EMMA and TIGA). This is a business network of 26 games companies, plus other academic and publicly-funded institutions, and TIGA meeting bi-monthly to discuss ideas, challenges for the industry, share knowledge and expertise and network. The network delivers a range of industry-relevant and industry-driven events on a regular basis.

-Screen East's Low Carbon Digital Content Investment Fund (still to be officially confirmed) - £3.5m will provide equity investment in the production of commercially viable digital content, including games, with the maximum individual production investment of £250k. In addition there is a development fund of around £250k which also supports "access to markets", and a business support programme (value of £250K) which both sit alongside the Low Carbon Digital Content Investment Fund. These funds are expected to be launched in October 09 and will run for three years.

-Screen East also manages the Creative Industries' element of Beyond 2010 - an industry-driven, critical-training fund. The creative sector's fund value is £306K and will support training and skills development in the Games Sector, amongst others, to a maximum value of £5,000 per application. The fund runs until March 2011.

[www.screeneast.co.uk](http://www.screeneast.co.uk)

#### 6. Screen South

Grants of approx £10k available for the development of a digital game through the Accentuate Olympics programme managed through Screen South.

[www.screensouth.org](http://www.screensouth.org)

#### 7. Film London

Film London does not currently provide direct funding for games / interactive projects.

[www.filmlondon.org.uk](http://www.filmlondon.org.uk)

#### 8. Screen West Midlands

-Funding is available for game development through the £5m Digital Media Fund (DMF) which offers grants of £20k- £750k. Private match funding is a requirement, but there is the potential for this to be provided through Channel 4's £5m 4iP fund for the West Midlands.

-A £150k support package is available for individual development grants of £5-£10k. There is also potential for match funding through 4iP for this fund, and for projects to then progress to DMF funding

-Screen WM is currently establishing a regional games network providing networking, events and skills support to the local industry

-Screen WM is supporting a four-week intensive iPhone gamer camp in association with Birmingham City University. This will run in winter 2009, training programmers and artists to develop games and applications for the iPhone platform.

[www.screenwm.co.uk](http://www.screenwm.co.uk)

#### 9. East Midlands Media

-Through its integrated investment fund the agency supports: videogame prototyping; production; attendance at training courses, trade events and conferences; research into emerging market opportunities; feasibility testing of business models; development of sustainable business practices and specialist consultancies

-Through this fund EMM can invest between £150 and £250k and typically will only invest up to a maximum of 50% of the total project cost. EM Media expects a return on all its investments. This can take the form of financial and non-financial returns.

[www.em-media.org.uk](http://www.em-media.org.uk)

## 10. Scottish Screen

Their Digital Media IP Fund is jointly financed by Scottish Enterprise and Creative Scotland Innovation Fund. Investments of between £10k-£375k are available for development and production of innovative, non broadcast content that has at least 50% match investment from the private sector and is capable of generating revenues for companies based in Scotland.

[www.scottishscreen.com](http://www.scottishscreen.com)

## 11. Northern Ireland Screen

Northern Ireland Screen offers production funding in the form of a recoupable loan. The production has to have at least 65% of its funding already in place. The fund can invest a maximum of £800,000, up to a ceiling of 25% of the overall project budget

[www.northernirelandscreen.co.uk](http://www.northernirelandscreen.co.uk)

## 12. Film Agency Wales

No direct funding or support for games.

[www.filmagencywales.com](http://www.filmagencywales.com)

## 13. Wales IP Fund\*

This fund can invest from £50K to £700K in film, TV, new media and music production. Applicants must meet the following requirements:

- At least 60% of the budget has been secured by other sources
- A commercial proposition with a reasonable risk/reward ratio
- A route to market, preferably with a distributor or sales agent on board
- An economic benefit to Wales; i.e. a proportion of the budget must be spent in Wales.

\* Please note that the Wales IP Fund is funded by Finance Wales, who receive funding from the Welsh Assembly Government. The Wales IP Fund is not funded by the UK Film Council.

[www.financewales.co.uk/what\\_we\\_do/how\\_we\\_invest/creative\\_projects.aspx](http://www.financewales.co.uk/what_we_do/how_we_invest/creative_projects.aspx)

## 14. 4iP Fund\*\*

-The 4iP Fund is part of Channel 4's Future Media & Technology department and is an innovation fund to stimulate public service digital media across the UK. The fund supports great ideas for websites, games and mobile services which help people improve their lives. Digital Commissioning Editors are based across the UK. -The Fund is a collaboration between Channel 4 and a network of partners across the UK providing co-investment and/or in-kind support of up to £50 million.

\*\* Please note that the 4iP Fund is funded by Channel 4 and other partners. The 4iP Fund is not funded by the UK Film Council.

[www.4ip.org.uk](http://www.4ip.org.uk)

# EUROPE

## 1. Creative EUROPE:

### Media Sub-programme:

#### **Support for the development of European video games**

*Update June 2015: Creative Europe Program for the cultural and creative sector.*

Creative Europe seeks to increase the capacity of professionals from the audiovisual sector to develop European audiovisual works and to facilitate their circulation as well as European collaboration in the sector.

**Focus on audiovisual works:** film, television and interactive works (video games and multimedia)

The objective is to increase the capacity of European video games producers to develop innovative projects (in terms of content and the quality of the game-play) in order to improve the competitiveness of the industry in the European and international markets.

The Media sub-programme supports European video games production companies with proven experience in the development of video games (project or concept).

#### **Total budget available: 2,5M€**

Financial contribution per project: between 10 000€ and 150 000 € for concept and project development. Provided the amount does not exceed 50% of the total eligible costs of the action.

Financial capacity of the applicants: stable and sufficient sources of funding. For low value grants - under or equal to 60 000 € - declaration of honour. For grants superior to 60 000 €: declaration of honour, financial statements and financial capacity form.

Eligibility criteria: European company established in one of the countries involved in the MEDIA sub-programme and owned by nationals from a-or several EU countries. Legal entities are eligible provided they are: EU member states, acceding countries, candidate or potential candidate countries, the Swiss confederation, EFTA countries member of the EEA, countries under the European Neighbourhood policy. Programme open for bilateral or multilateral cooperation.

See list of countries:

<http://ec.europa.eu/culture/creative-europe/documents/eligible-countries.pdf>

<http://www.mediafrance.eu/IMG/pdf/guidelines-vg-2015.pdf>

## 2. Eureka, Innovation across borders:

Eureka is a publicly-funded intergovernmental network of 40 countries. Its main goal is to enhance European competitiveness by putting forward innovation-driven entrepreneurship in Europe and collaboration between industries, institutes and universities. Eureka supports marketable innovative products and services in various fields related to technology, ranging from food microbiology to information processing, medical technology, satellite technology and image processing.

**Programmes:** MEDEA+ (microelectronics development) ITEA2 (software-intensive systems)

EURIPIDES... (R&D projects for Smart Electronic Systems)

Potential impact in the development of video games (technological innovations)

<http://www.eurekanetwork.org/>

# TRANSREGIONAL

## 1. First Motion Cross Media for the Baltic Sea Region

Germany, Denmark, Estonia, Latvia, Norway, Poland, Sweden.

**EU project for the Baltic region:** fund for new formats and new ideas, exploration of new markets and new value chains, development of training programmes for BA-MA students.

**Structure:** GMBH

**Funding structure:** FEDER, IEVP

Up to 30 000€/ per trans-media or cross- media project  
Annual project, subvention, mentoring, training, support for marketing.

International workshops: concept development, international marketing and professional networking.

Editing support for online distribution and international promotion (Baltic Universe data-base platform)

### Eligibility requirements:

Development of the project in English / Significant professional experience in at least one of the used media by the person in charge of the project / mandatory participatin to the international workshops.

### Selection criteria:

Innovative idea in the trans-media narration / Innovative approach of the new markets and public, business model and funding plan.

### Attribution criteria

The storyline is linked to the identity of the Baltic region.

Examples: *The Ultimate Super Hero*, trans-media project (video episode, blog and social media)

### Contact:

Julia GROSCH

grosch@firstmotion.eu

[www.firstmotion.eu](http://www.firstmotion.eu)

## 2. North Sea Screen Partners

Germany, Belgium, Denmark, UK, Norway, Netherlands, Sweden

NSSP is a network for media professional from North Sea countries that involves 15 partners from 6 European countries.

**Structure funding:** FEDER, INTERREG IVB

Concerned projects: film, TV, video games, ads, web.

**Intervention:** networking, market accessibility for projects at every step of the process: production, shooting, formation, post-production, / organization of master class, workshops and training programs / member networking / advices and innovation / information of new development models / funding research support.

### Contact:

TayScreen Julie CRAIK

info@northseascreen.eu

<http://northseascreen.com/>

### 3. Interactive Experiences co-financing fund for interactive and innovative projects

Nord Pas de Calais, Wallonia

**Pictanovo/Wallimages is a** joint effort from the two regional funds - co-funding of "Experiences Interactives" initiated by Pictanovo.

**Funding line:** 300 000 € (50/50 share) for Trans-media development.

**Provisional amount for 2015:** 1M € co-financed by: Conseil Régional Nord-Pas de Calais > DAE (530.000 €) > DRESSTIC (100 000 €) MEL (200.000 €) CCI Grand Hainaut (30.000 €) Centre National du Cinéma et de l'image animée (70.000 €) Dunkerque Grand Littoral Communauté Urbaine (40.000 €) Louvre Lens Vallée, Pôle Numérique Culturel (30.000 €) Wallimage (150.000 €)

**Requirements for Digital Games:** serious games, softwares with pedagogical, informational, communicational, ideological or training intentions combined with a playful approach, use of game mechanisms in other fields and especially with regards to learning, working, communication and audiovisual writing contexts, serious gaming and serious use of existing video games.

[www.transmedia-transregion.com](http://www.transmedia-transregion.com)

#### Examples:

BYOOK Sherlock Holmes

<http://www.byook.com>

Rosa, application "Rosa Rose" Bellota Films

<http://rosa-le-film.blogspot.fr/>

### 4. NORDEN Development Support

**Nordic cooperation:** one of the most extensive regional collaboration in the world, between Denmark, Finland, Iceland, Norway and Sweden as well as the Faroe Islands, Greenland and Åland.

#### Criteria:

Applicants must be from Nordic countries, have a registered computer game development company, and be independent – meaning they are not owned by a games' publisher or game developer from the Nordic region. They have to own the project's IP rights and must make sure the finished project will be released in one or more Nordic language. The development company has to be financially stable. Project is not already approved for production, i.e. contracted by a third party. Support application has been submitted complete and by the due date

**Support:** average fixed amount of 200.000DKK. The support cannot exceed 75% of the project budget. One project per applicant only. Repayment of support funds can be required in case of a breach of contract.

**Selective support:** Nordic Council of Ministers.

Five creative quality projects will be selected among which there are: projects for children d, projects displaying diversity (sex, ethnical background, sexual orientation...), and projects rooted in the Nordic cultural traditions.

#### Contact:

Erik Robertson

[info@nordicgameprogram.org](mailto:info@nordicgameprogram.org)

Jacob Riis

[jacob@nordicgameprogram.org](mailto:jacob@nordicgameprogram.org) / +45 2360 9422

#### Examples of projects funded:

2012: Boldai AB for *Blocksworld*, Skyrock Games Ltd for *Malko and Luna*, Apex Virtual Entertainment ApS for *The Olsen Gang Online*, Refactored Games for *Conlan's Claim*.....

2015: *Look at my Drawing*, *MiniMo Nordic Kitchen*, *Mussikids Music Box of Mussiland*, *Pukk*.

<http://www.nordicgameprogram.org/?id=33>

<http://www.nordicgameprogram.org/?id=23>