



# EUROPEAN GAME SUPPORT SYSTEMS

National and Regional public funds for interactive and games

**Information gathered during 2009**

*MEDIA Desk Denmark, January 2010*

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### The following countries currently don't have a support system for games

Bulgaria  
Cyprus  
Czech Republic  
Iceland  
Italy  
Lithuania  
Luxembourg  
Slovakia  
Slovenia

### 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 is quoted directly and has not necessarily been verified or updated since. Please notice that this is a work in progress and NOT a complete list. There is still a lack of information from the following countries: Croatia, Estonia, Greece, Hungary, Ireland, Latvia, Malta, Poland, Portugal and Romania. Additional remarks or updated information can be forwarded to [dittec@dfi.dk](mailto:dittec@dfi.dk). 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,

MEDIA Desk Denmark/January 2010

## AUSTRIA

There is no specific support for games in Austria. The City of Vienna supports creative industries (eg design, fashion, architecture, contemporary music and a very wide definition of multimedia) via the [www.departure.at](http://www.departure.at) programme. The support is aimed at companies registered in Vienna but it is not specifically geared towards games. Only very few games (in a very large sense of the word) were supported.

The Film Institute does not finance game development and will not do so in a near future.

## BELGIUM / Flanders

### 1. Vlaams Audiovisueel Fonds – [www.vaf.be](http://www.vaf.be)

"Support for the creation of audiovisual projects (with the possibility to exhibit and reproduce them) on a single-screen platform"

- vaf only exceptionally supports games
- games with an artistic and cultural value
- 4 deadlines a year, with a judging committee

How much?

- Support is determined for each project individually
- Scenario support: EUR 12.500
- Development support: max. EUR 125.000
- Production: max. EUR 750.000
- Promotion: 50% of accepted cost - max. EUR 25.000

### 2. Cultuurinvest (PMV) - [www.cultuurinvest.be](http://www.cultuurinvest.be)

Invests, but does not provide grants

- open office
- fixed committee
- small or medium enterprises focusing on new media and games

How much?

Loan: business model

- Investments should be refunded
- Examples: Tale of Tales, Transposia
- Loan between EUR 50.000 and EUR 150.000 to be repaid in 7 years (dependent on the business plan)
- Not a Research & Development project
- Refund of capacities

Capital participation

- max. EUR 500.000
- EUR 1 for EUR 1
- PMV is shareholder; afterwards shares will be sold

### 3. IWT: Instituut voor de Aanmoediging van Innovatie door Wetenschap en technologie in Vlaanderen – [www.iwt.be](http://www.iwt.be)

#### 3.1. Open Office

##### R&D business projects

- Companies (in Flanders) carrying out research and development projects, possibly in co-operation with other partners
- Projects have to be economically relevant and innovative
- Building of knowledge

How much?

- Basic support dependent on the kind of project: 40% for research projects, 15% for development projects.
- Can be raised to max. 70% (80% for SME's)
- Based on the budget ( > EUR 50.000)
- Personnel costs: basis
- Other costs: < 50% of accepted personnel costs ( > 50%: detail is needed)

##### KMO programme: KMO (SME) innovation projects

- Goal: realisation of an innovation, requiring a technological innovation for the company
- Acquiring and/or creatively applying technical knowledge by means of technologic development- and/or implementation activities
- Max. 24 months

How much?

- Budget: Min. EUR 50.000
- Support: grant of 35% (45% for SME's) of accepted costs with max. support of EUR 200.000, with the ability to complement this with a junior debt of max. 80% of accepted costs
- Max. 2 GME projects can be supported each year
- Complementary funding is possible: junior debts up to 80% from the Vlaams Innovatiefonds (Vinnof)

Also: KMO innovation projects - type 6

- Studies that try to find out how to realize an innovation and how to start up an economic activity based on the innovation
- Not for concrete game development projects

##### 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)

How much?

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

##### Programma Innovatieve Media (PIM)

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

How much?

- 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

### 3.2. Support programmes with an (annual) appeal

#### VIS-programme

- Vlaamse Innovatie Samenwerkingsverbanden, stimulating innovation activities in the Flemish industry
- Six kinds of projects:
  - Collective research
  - Thematic stimulation of innovation
  - Technical support
  - Subregional stimulation of innovation
  - VIS feasibility studies
- One kind of support for programmatic initiatives
  - 'VIS-competentiepolen' and 'VIS-proeftuinen'

How much?

- Max. 80% of approved budget

#### TETRA fund

- 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)

How much?

- Max. support of 92,5% of approved budget for involved research institutions

#### SBO (Strategisch BasisOnderzoek)

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

How much?

- Max. support of 100% of approved budget for involved research institutions

### 4. IBBT: support for games within the ICON project [www.ibbt.be](http://www.ibbt.be)

#### 4.1. Grants

- Aimed at innovation – as an incubator for new enterprisers
- Appeal 2-3 times a year

How much?

- Approx. €200.000/project; between €500.000 and €1.000.000 is available yearly

- After being granted, conditions for guidance
- Condition: mix. 50% financial support of the ICON project by extern partners

#### 4.2. Art&D programme

- Co-operation between art and research
- Project subsidies for artists (individual or collective) for projects having ICT reasearch as core element
- Project duration: max. 1 year

How much?

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

#### 5. FIT (Flanders Investment & Trade) [www.flanderstrade.be](http://www.flanderstrade.be)

- 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 technics, establishing a prospection office, translation of technical documents, registration costs, the hire of a room for presentations,...

How much?

- Max. €100.000 for a 3-year period, max. 50% of accepted costs
- Min. support is €250

#### 6. Vlaams InnovatieFonds (VINNOF) [www.vinnof.be](http://www.vinnof.be)

- Provide venture capital to innovative starters in Flanders.
- 'Zaikapitaal': 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

#### 7. Kunstendecreet <http://www.kunstenenergoed.be/ake/view/nl/699788-Kunstendecreet.html>

- 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)

How much?

- Different possibilities

#### 8. Agentschap Economie

Initiatives concerning enterprises, entrepreneurship and environmental factors

**8.1. BEA** [www.bea.be](http://www.bea.be)

- Support for training, advice, knowledge transfer and mentorship
- No specific support for game projects or developers

**8.2. Groeipremie** (growth bonus)

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

How much?

- 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)

**8.3. Ecologiepremie** (ecology bonus)

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

**9. Innovatiecentra Vlaanderen** [www.innovatiecentrum.be](http://www.innovatiecentrum.be)

- 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

How much?

- Research is carried out at the center for €2.500

**10. 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 is available at the following links:

<http://www.dekamer.be/kvvcr/showpage.cfm?section=/flwb&language=nl&rightmenu=right&cfm=flwbn.cfm?lang=N&legislat=52&dossierID=1614>

<http://www.dekamer.be/kvvcr/showpage.cfm?section=/flwb&language=nl&rightmenu=right&cfm=flwbn.cfm?lang=N&legislat=52&dossierID=1610>

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## BELGIUM / Wallonia

**1. PROMIMAGE** is a 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 audiovisual 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

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

**2. ARTS NUMÉRIQUES**

The French-speaking Community has set up a scheme for the support of “Digital Arts” aimed at creative projects using digital techniques and interactivity available online or off-line or in public environment.

There are 3 types of support :

- development support : 1.000 to 5.000 €
- production support : 10.000 to 25.000 €
- promotion support : 4.000 €

This is a selective scheme.

The scheme is open to individuals, institutions or companies established in the region of Wallonia and Brussels.

Aids are provided in the form of subsidies following a yearly call for projects with 2 deadlines.

Budget : 115.000 €.

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[www.arts-numeriques.culture.be](http://www.arts-numeriques.culture.be)

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## 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 will award approx. 12 million Danish kroner (1.6 mio euros) to promising game projects that can strengthen the Danish games industry. NDS only give support for prototypes and demos.

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

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

**2. THE CENTER FOR CULTURE AND EXPERIENCE ECONOMY** - 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 competency of entities in the cultural arena. The total grant for support between 2009-2012 is 24,8 mio. Dkr. (3.4 mio euros). Each project can be granted between 750.000 and 1,4 mio dkr (100.000 – 190.000 euros).

**Contact:**

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E-mail [info@cko.dk](mailto:info@cko.dk)

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

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## FINLAND

there are two support schemes in Finland:

**1. AVEK** , max 5000 euros for concepts and bigger sums for demos, max 50 % of the costs. For details please go to [www.kopioisto.fi/avek](http://www.kopioisto.fi/avek), and check their site in English. The total annual support for DIGIDEMO is 400 000 euros.

**2. Tekes**, the Finnish Funding Agency for Technology and Innovation launched a new programme for the software business in the beginning of 2006.

Verso - Vertical Software Solutions is a market-based programme. Its main aim is to digitalise and automate business processes and to promote expertise in business activities as well as internationalisation within businesses, selected customer sectors and clusters.

Verso will help to generate new, innovative software products collaboration and services that are both customer and market-oriented as well as integrated and comprehensive solutions to meet the needs of important application areas and customer groups in the international market. It will also enhance the establishment and development of customer-sector specific clusters.

Verso will run from 2006 to 2010. The total programme budget amounts to EUR 120 million, of which Tekes is providing EUR 56 million.

(some of the game developers have applied support from Verso, but I do not have the exact amounts)

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## FRANCE

**1. CNC:** CNC supports production of innovative, interactive multimedia content for use on digital media and networks (CDRom, DVD, Internet, game console, mobile telephone) and particularly creation and publishing of video games that benefit from a special aid (Funds to support multimedia publishing, with the ministry of industry). It also supports artistic multimedia creation in the field of digital art (DICREAM, funds shared by the ministry of culture and communication sector directorates and the CNC).

**Name of support system :** réseau Recherche et Innovation en Audiovisuel et Multimédia (RIAM)

**Institution with URL:** [www.cnc.fr/Site/Template/T11.aspx?SELECTID=1348&ID=792&t=2](http://www.cnc.fr/Site/Template/T11.aspx?SELECTID=1348&ID=792&t=2)

### **Appel à projets conjoint CNC-OSEO sous l'égide du réseau RIAM (Recherche et Innovation en Audiovisuel et Multimédia)**

L'appel à projets étant "au fil de l'eau", les dossiers de demande peuvent être déposés à tout moment. Dès leur instruction achevée selon les modalités décrites dans le document "Objectifs et fonctionnement", les projets sont soumis pour examen au Bureau exécutif du réseau RIAM. Celui-ci est amené à se réunir dans ce but au maximum une fois par mois et au moins toutes les six semaines.

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[magali.jammet@cnc.fr](mailto:magali.jammet@cnc.fr)**2. Fonds d'aide au jeu vidéo (FAJV)****Agenda**[consulter l'agenda 2009](#)[composition de la commission](#)[résultats des commissions](#)

**Descriptif:** Cofinancé par le Ministère de l'économie, de l'industrie et de l'emploi et le Centre National de la Cinématographie, le fonds d'aide au jeu vidéo (FAJV) a pour objectif de soutenir la recherche et développement, l'innovation et la création dans le secteur du jeu vidéo, à travers trois dispositifs d'aides:

- Une aide à la pré-production de jeux vidéo qui vise à lever les verrous technologiques nécessaires à la réalisation du prototype d'un jeu non commercialisable.
- Une aide à la maquette pour des projets de jeux vidéo aux contenus éditoriaux innovants sur tous supports en ligne ou hors-ligne.
- Une aide destinée aux opérations à caractère collectif qui relèvent de la promotion de l'ensemble de la profession, et notamment : colloques, journées d'études, journées professionnelles, festivals de portée nationale ou internationale.

[aide à la maquette, à la pré-production et aux opérations à caractère collectif](#)

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## GERMANY

**1. Gamecity Hamburg (regional)**

Name of support system: Prototype promotion

Institution with URL: <http://www.gamecity-hamburg.de/index.php?id=633>

Amount of money in all and for each project.: Interest-free loan of up to €100,000 per case.

Criteria: Companies which headquarters are based in Hamburg. A sound business plan is required. The plan should illustrate the competitive advantages of the proposed game at the conceptual and technical level, demonstrate the applicants' professionalism, and back up projections regarding the project's commercial potential with a valid financial plan.

What stages of the game/interactive project is supported: Production of prototypes.

**2. Medienboard Berlin-Brandenburg (regional)**

Name of support system: Support for Multimedia and Interactive Content

Institution with URL: [www.Medienboard.de](http://www.Medienboard.de)

Amount of money in all and for each project: max 100.000 €

Criteria: innovative and creative content, regional effect, economic potential

What stages of the game/interactive project is supported: for project development

**3. MDM - Mitteldeutsche Medienfoerderung (regional)**

Name of support system: Multimedia Projects / Games

Institution with URL: <http://www.mdm-online.de>

Amount of money in all and for each project: max: 100.000€ for Project Development and max: 900.000€ for Production

Criteria: innovative, interactive entertainment or infotainment features , economic potential (publisher Lol), regional effect, experience of producer

What stages of the game/interactive project is supported: Project Development and Production

**4. FFF - FilmFoerderFonds (regional, Bavaria) and Filmstiftung NRW (regional, Northrhine Westfalia)** both regional funders are currently designing a funding scheme for games / interactive content which is expected to be launched later this year.

Then there is another regional funding activity, initiated by the NRW government and supported by the European Fund for Regional Development: A funding competition called "**Medien.NRW**" which in its first round provided about 8 Mio EUR for 12 funded projects, mostly games or game-related concepts. The next round supposedly starts at some point this year.

## THE NETHERLANDS

**1. Dutch Game Garden:** <http://www.dutchgamegarden.nl/index.php?>

The Dutch Game Garden wants to accelerate the growth of the Dutch game industry both nationally and internationally and provides wide-ranging support for starting and established game developers that are located in the Netherlands. They have different tools: [Game Development Club](#), [Game Incubator](#), [Game Development Business Centers](#).

Dutch Game Garden works with a number of official partners that provide services or support for both the foundation and game companies that are part of the Dutch Game Garden network.

I could not find anything about criteria and/or the amount of money. Neither about the stages of projects.

The "Fonds BKVB" ([http://www.fondsbkvb.nl/00\\_home/content/nieuws/4197\\_dinguitgereikt.php](http://www.fondsbkvb.nl/00_home/content/nieuws/4197_dinguitgereikt.php)) and the "Stimuleringsfonds Nederlandse Culturele Omroepproducties" (<http://www.stimuleringsfonds.nl>) will start a joint support system soon for development of games with artistic surplus value. The two foundations offer 1 million Euro together with the national department of Education, Culture and Sciences.

## NORWAY

**1. Tilskudd til utvikling av interaktive produksjoner**

Institution: Norsk filminstitutt: [www.nfi.no](http://www.nfi.no)

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

Amount of money in all: 10 mio NOK

Amount of money for each project: No maximum limit

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.

What stages of the game/interactive project is supported: development (early stages of development – no specific definition)

## SPAIN

### BASQUE

Please find enclosed the information about support system for games or interactive content in the Basque Country:

Name of support system: Multimedia support

Institution with URL: Basque Government - Department of Culture

Amount of money in all and for each project: 30.000 euros

Criteria:

1. The quality, creativity, originality of the project, especially of their Web Site.
2. The technical innovation of the project.
3. The link with the cultural, social, linguistic or any other dimension with the Basque society.
4. The project viability, taking into account the presented budget and the implied resources.
5. Record of the company and the technical and artistic team.

What stages of the game/interactive project is supported: Development.

For the rest of Spain no support system for games or interactive projects

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## SWEDEN

### 1. Nordic Game Program: <http://www.nordicgameprogram.org>

By decision of the Nordic Ministers for Culture, representing Denmark, Finland, Iceland, Norway and Sweden, the Nordic Game Program was launched on 1 January 2006. The Program is planned to run until 2012, and all funds come from the Nordic Council of Ministers.

**Funding:** Six million Danish crowns (806.000 euro) were invested in 2006 to establish the program. The budget for 2009 is 10 million DKK (1.340.000 euro)

**Criteria:** The following criteria apply regarding project, support amount and payment:

- Guidelines, selection criteria and process will be clearly communicated to applicants
- Maximum support 600 000 Danish crowns and minimum 100 000 Danish crowns
- Support cannot exceed 75% of the project budget
- Only one project per applicant can be funded for 2008, but several applications can be made
- Repayment of support funds can be required if support contract or conditions are violated

*Applicants must be:*

- Nordic
- Computer game development company
- Independent – not owned by a games publisher or non-Nordic game developer

- Own the IP rights to the project
- Can guarantee that the completed project will be released in at least one Nordic language
- Project is not already approved for production, i.e. contracted by a third party
- Development company is financially stable, i.e. not in bankruptcy or liquidity crisis
- Support application has been submitted complete and by the due date

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

**Contact:** Nordic Game Program, Minc, Anckargripsgatan 3, SE - 211 19 Malmö, Sweden

T: +46 403 67 670, F: +46 401 03 350, [info@nordicgameprogram.org](mailto:info@nordicgameprogram.org)

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## SWITZERLAND

In Switzerland, there is currently no particular funding for Games. But two public funds support the production/creation of interactive works:

**1. Prix Multimédia (SRG SSR idée suisse)**, with a total annual amount of 100'000.- CHF (~ 67'500 €) 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>

**2. Sitemapping/Mediaproject (Federal Office of Culture)**, with a total 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>

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## UK

The UK Film Council does not provide direct funding for games / interactive projects, but it does provide varying degrees of funding to the below listed Regional and National Screen Agencies of the UK. Please note 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>

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

### 1. Northern Film and Media

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

- 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.

### 2. Northwest Vision and Media

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

- 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.

### 3. Screen Yorkshire

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

- 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.

#### 4. South West Screen

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

- 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.

#### 5. Screen East

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

- 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.

#### 6. Screen South

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

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

#### 7. Film London

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

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

## 8. Screen West Midlands

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

- 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.

## 9. East Midlands Media

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

- 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.

## 10. Scottish Screen

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

- 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 the has at least 50% match investment from the private sector and is capable of generating revenues for companies based in Scotland.

## 11. Northern Ireland Screen

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

- Development Fund (loan fund) – awards of up to £100k are available for the development of either a slate of projects or a pilot. This funding is open to all screen content including games. The annual pot is presently around £600k for all screen content development awards
- Northern Ireland Screen Fund (loan fund) of £3.9m in 2009/2010. Again this fund is open to all screen content including games. Awards are typically capped at 25% of the budget and £800k.

## 12. Film Agency Wales

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

- No direct funding or support for games.

## 13. Wales IP Fund\*

[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)

- This fund can invest from £50K to £700K in film, TV, new media and music production. Applicants must demonstrate:
  - that they have at least 60% of the budget secured from 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.

## 14. 4iP Fund\*\*

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

- 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.

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