

# Victorian Production Fund (VPF) - Games

Supports Victorian digital games companies and Victorian key creatives to develop and release high-quality, diverse and engaging digital games.

The program funds the Pre-Production, Production and Post-Production phases of game development for PC, consoles, mobile, virtual reality (VR), augmented reality (AR) or extended reality (XR).

Up to \$300,000 per stage and up to \$500,000 per project is available to be cash-flowed into projects, with the equity remaining with the company or individual.

What are we looking for?

- Digital game projects from Victorian developers at all stages of their career.
- Projects that have a mix of creative, cultural and commercial outcomes.
- Projects that are ready to take the next step to either Pre-Production, Production and Post Production in order to become market ready.
- Original digital game projects that support the ongoing development and sustainability of individuals and businesses, as well as the broader Victorian screen sector.
- Projects that contribute to delivering on the priority areas of the Victoria's Screen Industry Strategy 2021-2025: driving industry growth and jobs, generating compelling Victorian content and IP, developing skills and talent, and enhancing Victoria's reputation as a vibrant, diverse and creative game development hub.

Who is eligible?

- You must be an Australian individual or company
- Applicants may be either a Victorian Company or Victorian Resident.

You must contribute 50% or more of the amount requested from VicScreen through in-kind work, applicant cash, external funds or some other combination.

## Link

<https://vicscreen.vic.gov.au/funding/games#originate-games>

## Status

Open

## Provider

VicScreen

## Amount

Up to \$500,000

## Rounds

None - Always Open

## Location

- VIC

## Who Can Apply

- Non-Government
- Businesses
- Individual
- Other

## Co-contribution Required?

Yes

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