



## SUPPORT FOR THE DEVELOPMENT OF EUROPEAN VIDEO GAMES

### F.A.Q. - Frequently Asked Questions Call for Proposals EACEA/24/2017 Deadline for submitting applications: 08/03/2018

This document is intended to provide useful information to applicants. It does not replace or overrule the criteria or any other conditions contained in the Call for proposals notice or in the Guidelines available under:

[https://eacea.ec.europa.eu/creative-europe/funding/support-for-development-european-video-games-2018\\_en](https://eacea.ec.europa.eu/creative-europe/funding/support-for-development-european-video-games-2018_en)

It applies only to the Call for Proposals as indicated above.

### List of questions

1. ELIGIBILITY.....	3
ELIGIBLE APPLICANTS .....	3
Is a newly established company eligible for support? .....	3
My project received support under a previous Call for Proposals. Can my company apply for this Call for Proposals?.....	3
Can I apply with several projects under the same Call for Proposals?.....	3
My project was rejected under the previous Call for Proposals. Can I apply again with the same project? .....	3
Which activities are eligible to prove that my company is a video game production company? .....	3
ELIGIBLE ACTIVITIES .....	3
My company was in charge of the whole development of our previous game but was subcontracted by another studio. Is it eligible as a recent success?.....	3
My previous video game was released before 01/01/2015 but is still available on Steam. Is it eligible as recent success? .....	3
My previous video game was selected for support in 2014. It has been produced and commercially distributed between 01/01/2015 and the date of submission. Can I use it as a recent success? .....	4
My previous video game has been commercially distributed in Early Access on Steam over the reference period. Is it an eligible as recent success? .....	4
Are free2play or freemium games considered as commercial distribution?.....	4

Are location-based video games eligible? .....	4
Are sequels/prequels eligible projects?.....	4
Are DLC/expansion packs eligible projects?.....	4
Are Virtual Reality/Augmented Reality/Mixed Reality projects eligible?.....	4
I have a fantastic highly narrative sports game. Is it eligible?.....	4
Where are the definitions of the ineligible types of projects? .....	4
The production phase is planned to begin in 4 months. Is it worth applying for support?.....	6
I already have a playable prototype for my project. Is it worth applying for support?.....	6
Will MEDIA check the start date of the production of the submitted project and how?.....	6
The writer/creator of the project is employed by the applicant company. There is no contract of ownership as such, as everything the writer is creating during his/her working hours belongs to the company. What should we do?.....	6
Does the testing/debugging phase belong to the development phase? .....	6
<b>2. ADDITIONAL POINTS .....</b>	<b>6</b>
My video game is targeting children from 6 to 16 years-old. Will I get the extra points for young audience? ...	6
<b>3. MISCELLANEOUS .....</b>	<b>7</b>
May I include in my application an external link to further artworks or video/audio material? .....	7
What is a milestone?.....	7
What is a flowchart? .....	7
What do you consider a handheld device?.....	7
What does CET/CEST mean? .....	7
<b>4. BUDGET AND FINANCING .....</b>	<b>8</b>
In the budget, where should I write the costs related to the purchase of the rights to use a name, place or brand? .....	8
In the budget, there is space for "Casting and crew". However, this does not make sense for my video game project. What shall I do?.....	8
Where should I write depreciation costs of equipment in the budget?.....	8
Are the costs of computer software / software licence eligible costs? (If yes, where should I write them in the budget?) .....	8
Where should I write the office rent in the budget? .....	8
Would the prints of figurines used for the marketing of the video game be eligible costs?.....	8
I need to prepare a budget in Euros, but my company is based outside the Euro zone. Which exchange rate shall I use? .....	8
I have already submitted my application for the Video Game support. However, in the meantime, I have received a positive response from a national/regional funding scheme. Shall I inform the Agency about it? .....	8

# 1. ELIGIBILITY

## ELIGIBLE APPLICANTS

### **Is a newly established company eligible for support?**

No, this Call for Proposals is open to European Video Game production companies which have been legally constituted (with supporting documents) for at least 12 months prior to the date of application and that can demonstrate a proven recent success.

### **My company received support under a previous Call for Proposals. Can my company apply for this Call for Proposals?**

Yes, your company can apply for this call for proposals. However, it must apply with a different project. Double-funding for the same project is not possible.

### **Can I apply with several projects under the same Call for Proposals?**

No, the same applicant is limited to one submission for the duration of a particular Call for Proposals.

### **My project was rejected under the previous Call for Proposals. Can I apply again with the same project?**

Yes, it is possible to re-submit the same project, provided that the production phase is not scheduled to start before 8 months after the new date of submission. It is recommended that you take into account the feedback and comments from the notification letter, in order to apply with an improved application.

Please make sure your project is still eligible under the current guidelines.

### **Which activities are eligible to prove that my company is a video game production company?**

The main activities of the applicant company must contain *video game production* or *video game development* or *software production* or *software development* or any equivalent in local languages.

The following activities will be accepted as eligible activities: *Computer programming activities* (NACE 62.0.1) ; *Ready-made interactive leisure and entertainment software development* (SIC 62011).

The following activities will NOT be accepted as eligible activities: *Publishing of computer games* (SIC 58210 / NACE 58.2.1) ; *Other software publishing* (NACE 58.2.9) ; *Computer consultancy activities* (NACE 62.0.2) ; *Manufacture of games and toys* (NACE 32.4.0).

If the company is not registered under an eligible activity, then its registration at the national chamber of commerce must be updated before the date of application.

## ELIGIBLE ACTIVITIES

### **My company was in charge of the whole development of our previous game but was subcontracted by another studio. Is it eligible as a recent success?**

As indicated in the guidelines, *being commissioned and paid by a client to produce a video game does not constitute a commercial exploitation per se*. If you can prove that your company developed or produced this game, then it could be eligible provided that it fulfils ALL the other eligibility criteria.

This can be proved by on-screen credits (“**developed by**” or “**produced by**” are the only eligible credits), a co-development/co-production agreement indicating clearly that your company is the developer/producer, other sources such as Steam, GooglePlay, GOG, confirming the development/production credit, etc.

### **My previous video game was released before 01/01/2015 but is still available on Steam. Is it eligible as recent success?**

To prove the commercial distribution of a previous eligible video game, the applicant must provide a relevant sales report over the reference period. Being available for sales on Steam or other platforms is not sufficient.

Of course, the release date of the video game may well be before the reference period provided that effective sales were made during the reference period. This must be clearly indicated on the sales report.

**My previous video game was selected for support in 2014. It was produced and has been commercially distributed between 01/01/2015 and the date of submission. Can I use it as a recent success?**

Yes, you can use it BUT only if this video game still fulfills ALL the eligibility criteria.

Please note that there have been many changes in the eligibility criteria since 2014, therefore please read carefully section 6 of the guidelines on Eligibility criteria.

**My previous video game has been commercially distributed in Early Access on Steam over the reference period. Is it an eligible as recent success?**

No, Early Access video games (or equivalent) are not eligible as recent success. Even if it is commercially distributed, an Early Access game is an unfinished version of a game (prototype).

**Are free2play or freemium games considered as commercial distribution?**

Yes, they can be.

Commercial distribution means that the video game generates revenues. These revenues can be generated for example, from the retail sales of the game, from the sales of in-game items or from advertising. The business model must be clearly exposed in the application and the applicant must be able to provide a sales report.

**Are location-based video games eligible?**

Being location-based is not an eligibility criterion. Therefore, a geolocation-based video game would be eligible, provided that it fulfills ALL the other eligibility criteria.

In particular, this means that it must be a narrative storytelling video game (many geolocation-based games are not narrative games), that it must have a commercial distribution and that it must not fall under an ineligible type of video game (social games for example).

**Are sequels/prequels eligible projects?**

Sequels and prequels are considered different projects and are therefore eligible, provided that they are narrative storytelling eligible projects and that they fulfill ALL the other eligibility criteria.

However, the applicant should explain how the sequel/prequel is different from the original game in order to gain points under the award criterion about originality.

**Are DLC/expansion packs eligible projects?**

Downloadable contents (DLC) and expansion packs can be eligible if they stick to the definitions of video game and narrative storytelling and of course if they fulfil ALL the other eligible criteria.

For example a DLC containing a new story-driven chapter could be eligible while a DLC containing new characters, skins, vehicles, equipment, etc. will NOT be eligible.

**Are Virtual Reality/Augmented Reality/Mixed Reality projects eligible?**

There is no exclusion for such technologies/platforms in the guidelines.

However, in order to be eligible, the project MUST be a video game (not an interactive fiction or an interactive documentary or a VR experience...) and fulfil ALL the other eligibility criteria.

**I have a fantastic highly narrative sports game. Is it eligible?**

No, sports games are not an eligible type of project, even if they are narrative. The same goes for every ineligible type of project/video game.

**Where are the definitions of the ineligible types of projects?**

It is simply not possible to publish a definition for each and every existing type of video game/project in the guidelines.

However in this FAQ we try to help you understand what is meant by some of them.

These are not official definitions, but rather explanations and hints.

***(interactive) e-books, interactive fictions, interactive animations, interactive documentaries:***

These are not video games according to the definitions published in the guidelines (rules, game environment, victory).

In addition, a video game must be marketed as a video game, not as a book.

***Puzzle games***

A puzzle game focuses on the problem solving in order to clear a level/chapter and is often accompanied by a scoring challenge. These types of puzzles can be for example logical, jigsaw, physics-based or (tile-) matching puzzles.

Action or adventure games involving puzzles or riddles are not considered puzzle games because the purpose of the game is not the puzzle itself.

***Memory games***

The goal of a memory game is, for example, to turn over cards or reveal pictures in order to match pairs.

***Sports games***

A sports game is a game in which the goal is to win a sports game/competition.

All sports games are ineligible. Bowling, pool, darts... are also sports. Most racing games are also sports games.

***Racing games***

A racing game is a game where the goal is a racing competition. The type of race is not important.

All racing games are ineligible (car races, horse races, kart races, sci-fi races, etc.).

***Running games***

A running game is a game with the goal to run/fly/drive/swim... as long as possible in order to get the best possible score. It can also be called runner or endless runner.

***Rhythm/Singing/Dancing games***

Any game in which the goal is to sing a song, dance to a song or play a song with a musical instrument device (e.g. guitar, drums, etc.). Usually, the ultimate goal of such games is a scoring goal.

***Social games***

A social game is a game where the in-game progression is heavily dependent on social interactions.

For example, if the users have no friend (or not enough friends), quickly they will stop progressing in the game, unless they are willing to pay in order to bypass this lack of friends.

Most social media (e.g. Facebook) games are social games.

However, many games include social features (like online gaming or communication, sharing information, beating scores, etc.) and this is not a problem, provided that the business model is not based on social interactions.

***Quiz games***

The goal of a quiz game is to answer questions, either to beat opponents or to beat a score.

***Party games***

A party game is usually a collection of mini-games compiled in a game to be played by a group in multiplayer mode (offline or online).

***Versus-fighting games***

Vs-fighting games are combat one-on-one games (sometimes 2 on 2 or 3 on 3) inspired by combat sports. The goal of a vs-fighting game is to beat the opponent in one or several rounds. Some vs-fighting games can also be sports games (e.g. boxing, wrestling, ultimate fighting games, etc.).

***Word and Spelling games, Number games, Mind games***

Word games are games in which the goal is to create words, sentences, to play with words, letters or spelling, etc.

Number games are games where the goal is to play with numbers.

Mind games are games aiming at using and/or developing brain skills.

Word, Spelling and Number games are also Mind games.

**The production phase is planned to begin in 4 months. Is it worth applying for support?**

No, definitely not. Your application will be ineligible.

The production phase of the submitted project must not be scheduled to start before 8 months after the date of submission of the application.

**I already have a playable prototype for my project. Is it worth applying for support?**

No, according to the current guidelines, the development phase ends with the production of the first playable prototype or first trial version, whichever comes first.

If the first playable prototype or first trial version has already been produced, then there is no more development work to be done according to our definitions.

**Will MEDIA check the start date of the production of the submitted project and how?**

Yes, because this is an eligibility criterion.

It will be checked at application stage and we will contact the applicant in case of doubt.

For selected projects, this will be checked again at the reporting stage. If the production phase starts before 8 months after the date of submission of the application, the project becomes ineligible for support and the grant agreement/decision will be terminated and any payment already done will have to be reimbursed.

Selected projects might also be checked via a monitoring visit or an audit.

**The writer/creator of the project is employed by the applicant company. There is no contract of ownership as such, as everything the writer is creating during his/her working hours belongs to the company. What should we do?**

An employment contract with the writer/creator can be accepted as a proof of ownership of rights if this is clearly stated in the contract. If there is no such clause, a bilateral declaration between the company and the writer/creator would be sufficient.

**Does the testing/debugging phase belong to the development phase?**

No, according to the definitions of the current Call for Proposals, the testing/debugging phase belongs to the production phase (see definitions in the guidelines). Testing/debugging costs are therefore not eligible costs.

## 2. ADDITIONAL POINTS

**My video game is targeting children from 6 to 16 years-old. Will I get the extra points for young audience?**

No, the extra points for young audience will be awarded only to projects specifically targeted at young audience (children up to the age of 12 years old).

This will be checked thoroughly at the evaluation stage by the Agency staff and by the experts, taking into account the type of video game, the content (story, visual approach, etc.) and the strategies (distribution, marketing, communication, target audience, etc.).

### 3. MISCELLANEOUS

**May I include in my application an external link to further artworks or video/audio material?**

Yes, you may include the links both in the application form and in the project description. Please do not forget to provide us with the password if any (with a validity of over 3 months).

However, it is not allowed to send the whole application nor the requested annexes through an external link.

Only links to material such as high resolution images or audiovisual presentation material (show reels, teasers, sound samples, etc.) can be accepted. Please note that these links must be stable: it is strictly forbidden to make any modification to the content available through these links after the date of submission of your application.

If this is not possible to verify that the material has indeed not been changed after the date of submission of the application, it will not be taken into consideration in the evaluation of the application.

**What is a milestone?**

Milestone is a common term of project management.

A milestone is a key event (in this case, of the development phase). It is often used to schedule the completion of a work package. It usually announces a deliverable, which is the outcome of the process.

**What is a flowchart?**

A flowchart is a diagram used in project management showing the different steps of a process and how to achieve it. It summarises visually all the processes and decisions of a workflow.

**What do you consider a handheld device?**

Handheld devices are tablets, smart phones, etc. (as opposed to computers & consoles). Portable consoles are classified under consoles and not handheld devices.

**What does CET/CEST mean?**

CET stands for Central European Time and CEST for Central European Summer Time.

## 4. BUDGET AND FINANCING

### **In the budget, where should I write the costs related to the purchase of the rights to use a name, place or brand?**

Any rights linked to an IP should go under sub-heading 1.1 (Rights acquisition).

### **In the budget, there is space for "Casting and crew". However, this does not make sense for my video game project. What shall I do?**

Casting and crew does make sense for certain video game productions, where voice talents are commonly involved. However, if this does not apply to your project, then you should just leave this budget item empty.

### **Where should I write depreciation costs of equipment in the budget?**

Depreciation costs of equipment should be written in 2.3 Technical costs of prototyping (as only the depreciation of equipment specifically dedicated to the action will be eligible).

### **Are the costs of computer software / software licence eligible costs? (If yes, where should I write them in the budget?)**

Only the depreciation costs of software and licenses (not the full purchase price) can be eligible and only if they are specifically dedicated to the action. In such case, they should be written in 2.3 Technical costs of prototyping.

### **Where should I write the office rent in the budget?**

Office rent cannot be included in the budget as direct eligible costs.

However, it is eligible under indirect costs (overheads), which are a flat-rate amount, up to 7% of the eligible direct costs of the action.

The same applies to the costs of electricity, water, Internet, postage, etc.

### **Would the prints of figurines used for the marketing of the video game be eligible costs?**

Yes, the prints of figurines produced in connection with the marketing of the submitted video game could be eligible, but ONLY if these figurines are produced during the development phase, i.e. before the production of the first playable.

In such case, they should appear under sub-heading 2.4 of the budget (Communication & marketing).

### **I need to prepare a budget in Euros, but my company is based outside the Euro zone. Which exchange rate shall I use?**

The exchange rate published on the InforEuro website on the date of the publication of the current Call for Proposals (i.e. December 2017). InforEuro is available at the following web page:

[http://ec.europa.eu/budget/contracts\\_grants/info\\_contracts/inforeuro/index\\_en.cfm](http://ec.europa.eu/budget/contracts_grants/info_contracts/inforeuro/index_en.cfm)

### **I have already submitted my application for the Video Game support. However, in the meantime, I have received a positive response from a national/regional funding scheme. Shall I inform the Agency about it?**

Yes, it is possible to send updates about the sources of finance.

Please send the information to [EACEA-MEDIA-DEVELOPMENT@ec.europa.eu](mailto:EACEA-MEDIA-DEVELOPMENT@ec.europa.eu), also indicating the reference number that your project was allocated (see your acknowledgment of receipt after submitting the application).

HOWEVER, it is NOT allowed to send additional information about the content of submitted project after the deadline.