



# EUROPEAN GAMES FUNDING GUIDE 2021

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# Foreword

The gaming industry is thriving. While some parts of the audiovisual value chain were hit hard last year, video games grew by 20% in 2020. The estimation is that there will be 2.9 billion players worldwide by the end of 2021.

Hence, time is ripe to dive into the funding opportunities offered to the gaming industry. You will find in this guide comprehensive information on a number of regional and national schemes supporting the video games sector.

In this context, I would like to briefly present the Creative Europe programme, the EU programme supporting the culture and creative industries.

Since 2014, the MEDIA strand of Creative Europe has supported European video games with a total of over €24 million for 210 projects. Amongst these, 27 games supported in 2014-2017 received 91 nominations at major international festivals and won 17 prizes. Their average rating by professional reviews on Metacritic was 74%.\*

The new Creative Europe MEDIA programme 2021-2027 will continue to increase the capacity of European video game companies to develop interactive narrative experiences, by supporting the development of works and prototypes with original content and quality gameplay. Professionals in the sector can expect new annual calls as from year 2022.

However, the MEDIA programme does not only offer development support. The Markets & Networking scheme promotes European content in market events and fairs, while the Talent and Skills scheme facilitates the acquisition of new technological or managerial skills by professionals working in video games companies.

We are also committed to foster a European Virtual and Augmented Reality to help EU creatives to benefit from the rapid growth of immersive technologies. It will stimulate the cooperation and cross-fertilisation across domains such as healthcare, architecture, manufacturing, education, tourism, fashion and entertainment, including the video games sector. Additionally, the recently closed call for VR Media Lab supported by the Commission's research and innovation programme Horizon 2020 will foster the development of advanced solutions for the creation, distribution and consumption of new media products, including extended reality.

Finally, cultural and creative sectors need a better access to debt and equity finance. The Cultural and Creative Sectors Guarantee Facility will continue under the InvestEU programme. A new equity instrument - MediaInvest - will boost investment into audiovisual production and distribution, including video games.

I sincerely hope that this new guide will help you to further innovate, develop new business models or create new immersive experiences.

**Lucia Recalde,**  
European Commission  
November 2021

*\*Source: Game Awards, Golden Joystick Awards, Independent Games Festival, IndieCade, Independent Developers' Association Awards, International Documentary Festival Amsterdam, The Ivors, Big Indie Pitch.*

# Introduction

The European Games Funding Guide has been developed by Creative Europe Desks from Italy and Denmark in partnership with SpielFabrique, a German company focusing on strengthening the European video game ecosystem ([www.spielfabrique.eu](http://www.spielfabrique.eu)).

All information was gathered using public funding websites, local media desks and information shared by public representatives during discussions.

Please note that this guide only represents a screenshot at a specific time. Thus, information is highly susceptible to evolve in the future.

An online search version of the guide will be soon available to reach better updating and identification of co-production opportunities.

Public funding strategies in video games have been developing a lot in the last years to support the growth of the industry. Still, we notice high differences between countries in terms of amounts of investment, support types and strategies.

The idea of this guide is to give a clearer overview of the current situation in each country, at national and regional levels.

Co-production is widely used in the audiovisual industry but remains unusual in video games production (aside from large international studios).

Yet, it offers many benefits such as a share of expertise, a better access to other markets, and most importantly, an access of public financing in both countries, making it possible to produce a higher quality game.

We hope that this document will help independent studios to better understand the public funding environment, to enable comparison between countries, but also to stimulate studios' interest in foreign public funds to foster the emergence of co-productions in video games.

**Thierry Baujard,**  
SpielFabrique  
November 2021

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## SCREEN.BRUSSELS FUND

### Project funding - Regional

#### DESCRIPTION

The audiovisual fund of Brussels-Capital Region supports audiovisual works presented by independent production companies. Any type or format of audiovisual product that may enrich the heritage of the Brussels-Capital Region, or the regions or states that have co-produced it, is eligible for the screen.brussels fund: feature films, tv series, documentaries, animated programmes, web series, audio formats and special formats including video games.

#### ELIGIBILITY CRITERIA

This selective scheme is based on the structuring effect on the audiovisual sector in the Brussels-Capital Region in terms of jobs. Therefore, in order to be eligible, the applicant must:

- prove that 60% of the total funding for the production of the video game has already been acquired;
- propose eligible audiovisual expenditure in the Brussels-Capital region of at least 75,000 € (excluding VAT and any unforeseen costs).

#### FUNDING VIDEO GAMES

The support is awarded in the form of refundable advances on net receipts. The applicant must indicate the amount of support they wish to receive for their project in the application form. The following rules apply though:

- the total amount of support must never exceed €500,000 per project;
- the support must amount to no more than 50% of the total production budget for the project.

#### DEADLINES

The fund organises three calls per year.

WWW

<https://screen.brussels/en/fund>

## ST'ART INVESTMENT FUND

### Studio funding - Regional

#### DESCRIPTION

St'art investment fund is an unique financial instrument in Brussels and Wallonia and is the product of the joint efforts of the Wallonia Region and Wallonia-Brussels Federation to support the development of the creative economy. This type of tool has had proven success in Flanders and overseas.

Today, the capacity of the fund is €17 million and the shareholders are the Wallonia Region, the Wallonia-Brussels Federation and the Regional Investment Company of the Brussels Region (Finance Brussels, SRIB).

#### OBJECTIVES

St'art is aimed at small and medium companies, including non-profit organisations. The fund contributes to the creation of companies and the development of existing structures in order, for example, to undertake new projects, create new products and win new markets.

The fund provides financing in the form of loans and investments.

The objective is also to influence banks and private investors. St'art will work closely with public bodies and regional investment funds. Therefore St'art complements rather than replaces other existing financial mechanisms and possible public subsidies.

#### ELIGIBILITY CRITERIA

Very small, small and medium-sized businesses wishing to apply must fulfil certain conditions:

- Be established or commit to locating their registered office in Wallonia or Brussels.
- Employ fewer than 250 people full time.
- Not exceed an annual turnover of €50,000,000 and a total balance of €43,000,000.
- Fulfil the criteria of financial independence (less than 25% held by a large company).
- Not be an entity in difficulty.
- Present a viable and sustainable investment programme.
- Be sustainable without this sustainability depending mostly on subsidies.
- Propose a project for the creation or development of employment-creation activities.

WWW

English: <http://www.start-invest.be/-Le-fonds-154-?lang=en>

French: <http://www.start-invest.be>



### Studio funding - Regional

#### DESCRIPTION

Businesses from the CCS sector, e.g. games industry, located in the region of Flanders, which are looking for financing can reach for:

- **PMV-Risicokapitaal:** Risk Capital  
<https://www.vlaio.be/nl/subsidies-financiering/subsidi databank/pmv-risicokapitaal>  
<https://www.pmv.eu/en/about-financing-entrepreneurs/equity>
- **PMV/z Startlening:** Start Loan  
<https://www.vlaio.be/nl/subsidies-financiering/subsidi databank/startlening>  
<https://www.pmvz.eu/startlening>
- **PMV/z Cofinanciering:** Co-financing Loan  
<https://www.vlaio.be/nl/subsidies-financiering/subsidi databank/cofinanciering>  
<https://www.pmvz.eu/cofinanciering>

For the latter measure, an applicant living or having a registered seat in the Region of Flanders can invest in a project on Belgian territory. If not, but they invest in the Flemish Region, they are eligible as well.



### Project funding - Regional

#### DESCRIPTION

The Flanders Audiovisual Fund (VAF) is the cultural public funding body of Belgium's Flemish Community. It includes 3 specialized funds, amongst them the VAF/Game Fund which co-finances the development of games by games companies in Flanders and Brussels.

#### ASSESSMENT CRITERIA

Eligible games are entertainment games, artistic games and serious games (including games for education).

Submitted projects are assessed with a quality "cultural test" in 3 fields:

1. Cultural context & cultural content.
2. Cultural/creative platform: Stimulating effect on the creative and cultural economy in Belgium and especially in Flanders.
3. Artistic, creative and technological innovations.

#### ELIGIBILITY CRITERIA

Game developers or companies based in Flanders or Brussels with a distinct core business, having a games development division.

#### TYPES OF SUPPORT

Different financial premiums are awarded, corresponding to the successive stages of the creation process: pre-production support and production support.

The amount of support is application specific, with established maximum amounts rarely granted in practice. The applicant decides how high the needed financial support for the project is.

1. **Pre-Production:** Maximum support of €15,000 (or €75,000 if the pre-production phase includes the creation of a prototype (a playable version of the main gameplay mechanisms of the future game)/ vertical slice (a finished level containing the core gameplay loop).
2. **Production:** No maximum mentioned. Co-financing the actual realisation of the game in its final version for distribution. (prototype or vertical slice of the game required. Marketing, promotion or distribution costs not included).
3. **Promotion** via **FLANDERS IMAGE**, which is part of VAF. Support for the promotion of a game which already received pre-production or production co-financing from VAF. Amount of support: case by case.



## WALLIMAGE ENTREPRISES: GAMES

### Project funding - Regional

#### SUPPORT TO GAMES

This regional fund is totally financed by the Government of Wallonia and managed by Wallimage Entreprises.

Dedicated to supporting video games, this selective scheme was launched in 2020 with an annual budget of maximum €2 million.

It aims to support the pre-production or production of 3 types of interactive video games – entertainment games, artistic games and educational games – presented by independent production companies.

#### TWO TYPES OF SUPPORT

The fund supports:

1. the **pre-production** of video games up to €30,000 (up to €75,000 if a prototype is created during the pre-production phase);
2. the **production** of video games up to €500,000.

This support is awarded in the form of refundable advances on net receipts.

#### ASSESSMENT CRITERIA

Submitted projects are assessed on the basis of 3 types of criteria:

1. Cultural context and content;
2. Stimulating effect on the creative and cultural economy in Belgium and especially in Wallonia;
3. Artistic, creative and technological innovations.

#### GAMES PLATFORMS

All platforms.

#### BUDGET

Annual budget of €2 million.

#### DEADLINES

Applications can be submitted any time of the year.

#### WWW

English: <https://www.wallimage.be/en/entreprises>

French: <https://www.wallimage.be/en/entreprises>



## WALLIMAGE ENTREPRISES: AUDIOVISUAL COMPANIES

### Studio funding - Regional

#### INVESTMENT IN AUDIOVISUAL COMPANIES

Wallimages Entreprises also supports audiovisual companies – including those specialised in gaming, VR and creative digital agencies – having or considering to have a head office and/or an operational base in Wallonia.

#### THREE TYPES OF INVESTMENT

The fund's investment in an audiovisual company may take the form of:

- a loan;
- a minority shareholding;
- bonds convertible to shares.

#### MAXIMUM AID INTENSITY

The investment of the fund may not exceed 50% of the needs identified.

In case of capital shareholding, the investment may not exceed 49% of the subscribed capital.

## HAVC - CROATIAN AUDIOVISUAL CENTER

*Project funding - National*

### DESCRIPTION

The Croatian Audiovisual Centre (HAVC) has recently decided to support the development of the video games industry in Croatia.

A first call for projects will be launched by the end of 2021, with a budget of approximately €100.000.

The criteria and funding terms are not fixed yet.

### WWW

English: <https://havic.hr/eng/>

Croatian: <https://havic.hr/>

## DANISH FILM INSTITUTE: GAMES SCHEME

*Project funding - National*

### DESCRIPTION

National fund, financed since 2008 by the Danish Ministry of Culture and managed by the Danish Film Institute (DFI). The fund offers a subsidy programme for Danish video games for all age groups (project development, production and launch support) and all platform games.

With an annual budget of €1.3 million, support is granted for all development stages of a video game.

The scheme can provide support for digital games and is not limited to specific target groups, genres or platforms. In this context, a game will contain a so-called "gameplay" and an interactive audiovisual universe, and must represent an artistic, narrative and/or pedagogical ambition.

### ELIGIBILITY CRITERIA

For all types of support: Applicant company's head office must be located in Denmark and Danish spend must be at least equal to the support awarded or 50% of the total production budget.

### DEADLINES

Three annual deadlines.

### TYPES OF SUPPORT

#### Support for development, with support amounts up to DKK 100,000

Supports activities that aim to unfold and demonstrate a described game idea. This will often be support for the work of a technical test or prototype.

#### Support for development, with support amounts over DKK 100,000

Activities can be supported that aim to develop a demo. It is a prerequisite for receiving support that you have already produced a technical test or prototype that demonstrates an essential aspect of the game.

#### Support for production

Activities that lead to the completion and release of the game can be supported. It is a prerequisite that a demo has already been developed.

#### Support for launching

Only eligible for games that were previously supported by the Games Scheme for production. The launch must include activities targeted at a Danish audience.

The Games Scheme has no fixed limit for the development, production and launch stages.

### WWW

English: [www.dfi.dk/en/english/funding/games-and-cross-media](http://www.dfi.dk/en/english/funding/games-and-cross-media)

Danish: [www.dfi.dk/branche-og-stoette/stoette/spilordningen](http://www.dfi.dk/branche-og-stoette/stoette/spilordningen)



TICK TOCK: A TALE FOR TWO, © Other Tales Interactive (DK)



MOUSE & CRANE, © Those Eyes (DK)



### Project funding - National

#### DESCRIPTION

The Promotion Centre for Audiovisual Culture Finland (AVEK)'s **DigiDemo** support is intended for product development of new audiovisual or other cultural content applicable and narrative forms for digital terminals.

Grants are funded from the Ministry of Education and Culture government transfer to AVEK for the implementation of the DigiDemo programme, the State Budget item "lottery and pools proceeds for art promotion".

The Ministry of Education and Culture annually confirms the total sum of DigiDemo subsidy granted to AVEK.

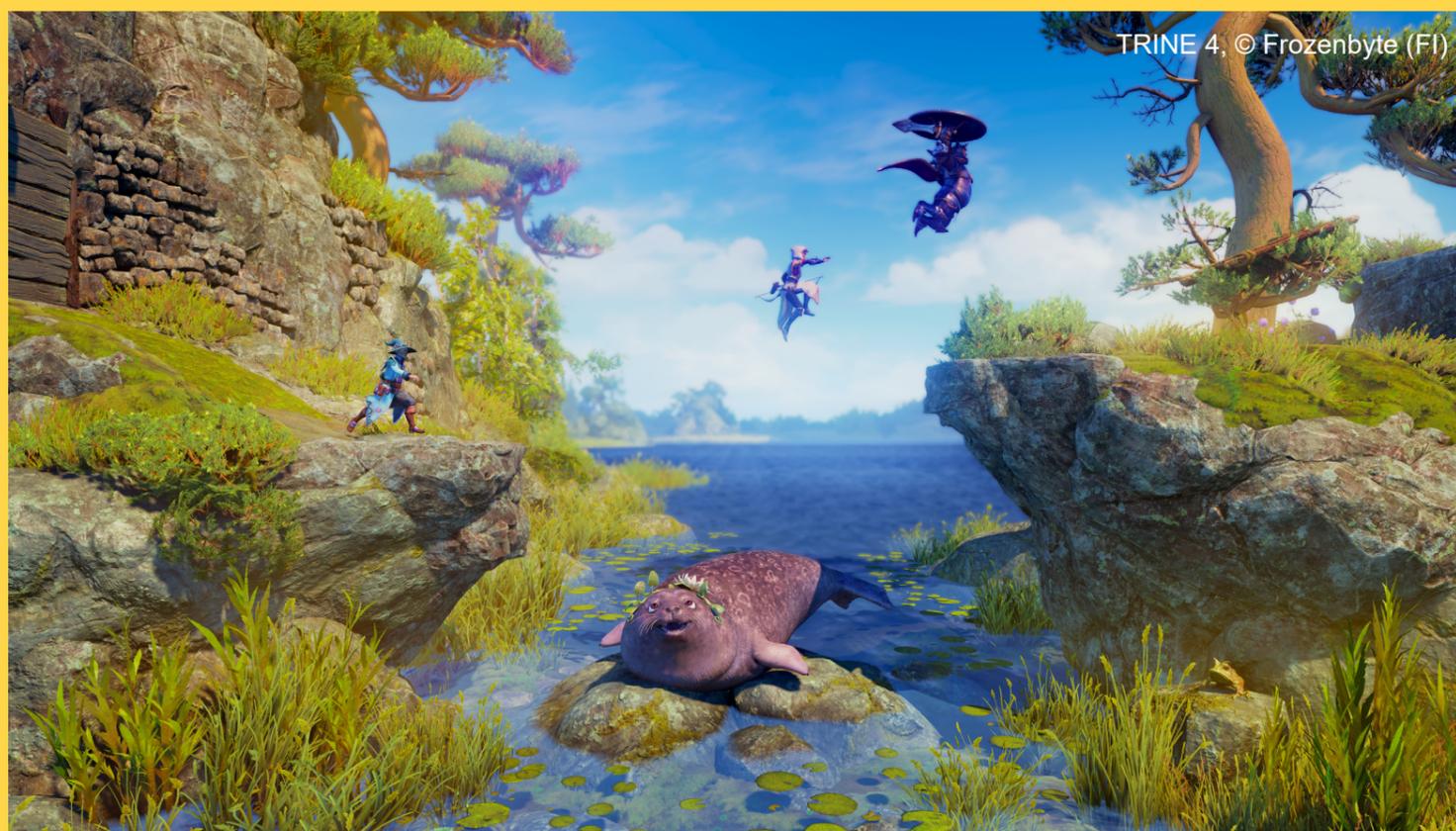
Support may only be used for the specific purpose it has been granted for and under the conditions and terms defined in the contract signed by the applicant.

Demo and pilot support may total 80% of the admissible costs of the project.

#### BUDGET

The amount of demo and pilot support varies from circa €10,000 to €30,000.

A grant of maximum of €5,000 can be awarded for concept planning



#### WWW

English: <https://www.kopiosto.fi/en/AVEK/funding/avek-grants-and-support-guidelines/creade-mo-crema-digidemo/>

Finnish: <https://www.kopiosto.fi/AVEK/tuen-hakijoille/avekin-tuet-ja-hakuohjeet/creade-mo-crema-digidemo/>

### Studio funding - National

#### DESCRIPTION

Companies registered in Finland can apply for Business Finland funding at any time.

Business Finland funding for game companies is a grant (de minimis subsidy) or loan.

The funding is normal Business Finland funding and can cover part of the project costs. No ownership is claimed.

#### ELIGIBLE PURPOSES

A game company can use funding for e.g.:

1. "Tempo funding": Testing the viability of the business concept, exploring demand on a new market and getting feedback from potential customers.
2. "R&D and piloting funding": Developing and piloting new products, services and business models.
3. "Young innovative company funding": Rapid scaling of business to international markets e.g. strengthening the team and developing global growth strategy.

#### WWW

English: <https://www.businessfinland.fi/en/for-finnish-customers/services/funding/tempo-funding/game-business-funding>

Finnish: <https://www.businessfinland.fi/suomalaisille-asiakkaille/palvelut/rahoitus/tempo-rahoitus/peliliiketoiminta>

*Studio funding - National***DESCRIPTION**

Bpifrance is the French Sovereign Fund. They invest in start ups, SMEs and Mid-caps through direct investment and a fund of fund activity.

In 2018, this activity represented €2 billion.

Bpifrance invests in young promising French studios to help them grow.

Additionally, they developed the Accelerator programme to allow the studios to structure themselves in depth, find their best positioning and take their business to new fronts.

**ELIGIBILITY CRITERIA**

20 independent companies are selected for their development potential and a strong ambition for growth:

- Production studios, editors, service providers (type VR)
- Companies with a turnover ranging from at least a few hundred thousand to €10 million
- Having more than 3 years of existence
- Whose leader is autonomous, ready to free himself or herself approximately one day per month during the year of the program

**WWW**

French: <https://www.bpifrance.fr/nos-appels-a-projets-concours/lancement-de-laccelerateur-jeux-video>

*Project funding - National***DESCRIPTION**

The Centre National du Cinéma et de l'Image Animée (CNC) is an agency of the French Ministry of Culture, and is responsible for the production and promotion of cinematic and audiovisual arts in France.

CNC started supporting the video game industry in 2003 and their primary objective is to promote the French culture through video games.

**BUDGET**

CNC has a budget of €4.2 million allocated only to the video game industry.

**TYPES OF SUPPORT****Aid for intellectual property creation**

The aid for intellectual property creation is a selective aid helping development studios take risks during the videogame production phase by supporting cultural content production. The idea is to facilitate new creations and to encourage companies to create heritage value through the videogames they produce, by keeping the intellectual property rights.

The support cannot exceed €10,000 and/or 100% of the budget. It is cumulative with the other CNC supports.

**WWW**

French: [https://www.cnc.fr/professionnels/aides-et-financements/jeu-video/fonds-daide-au-jeu-video-fajv\\_191468#ecriture](https://www.cnc.fr/professionnels/aides-et-financements/jeu-video/fonds-daide-au-jeu-video-fajv_191468#ecriture)

English: [https://www.cnc.fr/web/en/funds/support-fund-for-videogames\\_191823](https://www.cnc.fr/web/en/funds/support-fund-for-videogames_191823)

**Aid for video game preproduction**

This aid is intended to give videogame development studios financial support for R&D and innovation during the pre-production phase of the videogame, with a view to producing a non-marketable prototype. It is intended to support research work on the components necessary for putting a videogame in place, and to identify all of the technical constraints to be overcome in order to reach the development phase. In this respect, it can be deemed to be for supporting experimental development.

The support cannot exceed €200,000 and/or 35% of the budget for the preproduction-phase.

**Aid for video game production**

Production aid (formerly aid for the creation of intellectual property) supports the actual production phase, after completion of the preparatory work and before the game is marketed. It is conditional on the development studio retaining the rights to intellectual property of his game. This condition, pre-existing and specific to this aid, aims to encourage the development of a fabric of independent studios which create cultural and heritage value from the games they produce.

The grant cannot exceed €200,000 and/or 50% of the budget for the production phase.

## CNC: VIDEO GAMES TAX CREDIT

*Tax rebate - National*

### DESCRIPTION

Video Games Tax Credit is a tax incentive scheme for videogame development companies located in France.

The scheme is managed by the CNC.

With €40 million, it offers (under certain conditions) a tax break equal to 30% of the total spending directly assigned to creating a videogame.

### REQUIREMENTS

- The tax credit is for video games with a development cost of over €100,000 developed to be put on the market, primarily realized by authors and collaborators from France or any other country of the EU 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
- The expenditures liable for the tax credit are: employees' expenses, salaries, social charges, copyrights and exploitation rights, general expenses

### WWW

French: [https://www.cnc.fr/professionnels/aides-et-financements/jeu-video/credit-dimpot-jeu-video\\_121078](https://www.cnc.fr/professionnels/aides-et-financements/jeu-video/credit-dimpot-jeu-video_121078)

## CNC + BPI FRANCE: RIAM - AUDIOVISUAL AND MULTIMEDIA RESEARCH AND INNOVATION

*Project funding - National*

### DESCRIPTION

The RIAM, a partnership between the CNC and Bpifrance, aims to finance the research and development programs of companies in the fields of production, processing, distribution and publication of images and sounds leading to new innovative goods or services.

### 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.

### ELIGIBILITY CRITERIA

Companies that carry out an economic activity, have fewer than 2,000 employees and are not majority-owned by a group with more than 2,000 employees.

The company must not be in financial difficulty and the equity of the current year must be at least equivalent to the aid requested.

### ELIGIBLE EXPENSES

The aid can cover internal or external expenses for project design and definition, commercial and technical feasibility studies, innovation development (R&D), production of prototypes or models, patent filing or extension, preparation for launch industry, search for partners, etc.

#### The eligible expenses are:

- Salaries of internal staff;
- Lump sum overheads;
- Subcontracting (limited to a maximum of 30% of the estimate);

- Contribution to depreciation;
- Mission expenses;

Other costs: purchases, consumables.

### FUNDING CONDITIONS

The aid can cover internal or external expenses for the conception and definition of the project, commercial and technical feasibility studies, development of the innovation (R&D), realization of prototypes or models, filing or extension of patents, preparation of the industrial launch, search for partners.

The rates of aid are staggered between 30% and 50% of the base of the retained expenses.

New call for projects is made each year and video games are not always eligible depending on the annual theme.

Depending on the project's specifications and the company's financial conditions, the assisted projects receive: a subsidy; a refundable advance supplemented by a grant or a zero-interest loan supplemented by a grant.

### WWW

French: [https://www.cnc.fr/professionnels/aides-et-financements/industries-techniques-innovation-et-relief/reseau-recherche-et-innovation-en-audiovisuel-et-multimedia-riam\\_191500](https://www.cnc.fr/professionnels/aides-et-financements/industries-techniques-innovation-et-relief/reseau-recherche-et-innovation-en-audiovisuel-et-multimedia-riam_191500)

## IFCIC: FPJV - PARTICIPATORY LOANS FOR VIDEO GAMES

*Project funding - National*

### DESCRIPTION

IFCIC (Institute for the Funding of Cinema and Cultural Industries) supports the financing of video game companies through two mechanisms:

1. the financial guarantee offered to credit institutions that grant loans in favor of video game companies (see next page) and
2. the **participatory loan fund for video games** (FPJV).

### ELIGIBILITY CRITERIA

Companies whose turnover results mainly from games production can apply for loans.

The recipient company must have existed for more than 2 years and must satisfy the small or medium-sized enterprise criteria (SME), as defined by the European Commission.

### ELIGIBLE PURPOSES

The loans are intended to finance exclusively investments linked to the development of the company, in particular through the production, exploitation, distribution and promotion of video games eligible for aid schemes managed by the CNC but also all investments allowing to structure the company and promote its international influence.

### FUNDING CONDITIONS

The financial support comes through an advanced grant that can represent up to 100% of the budget of the video games company

This advanced aid is repayable over a period of 1 to 7 years, which may include a grace period of up to 2 years.

**WWW**

French: <http://www.ifcic.fr/vous-etes-une-entreprise-culturelle/jeu-video.html>

## IFCIC: FINANCIAL GUARANTEE

*Tax rebate - National*

### FINANCIAL GUARANTEE

IFCIC's intervention facilitates the bank's commitment to the company and limits the personal guarantees that are likely to be requested.

IFCIC can also support entrepreneurs in preparing for their dialogue with their banker.

Eligible credits ensured by the guarantee: bank lending, leasing, finance lease, help with the financial needs of the video game company such as funding of the cash-flow for the developing of a video game, material investments, reinforcement of working capital, creation or purchase of activity.

### FUNDING CONDITIONS

The guarantee rate is generally 50% of the credit amount taken out by the video game company.

It can be increased to 70% for credits of up to €300,000 (€1-500,000 in the case of business transfers).

The risk exposure amount of this guarantee is limited to €3 million for video games companies.

## Project funding - Regional

**DESCRIPTION**

Selective regional aid fund for video games. Strongly rooted in the region, the video game industry is supported by Pictanovo and the Hauts-de-France Region.

The first dedicated regional fund enables studios to support the design of their prototype, as well as the development of games.

Each project is the subject of an appointment with the fund manager before being examined by an independent reading committee made up of recognized professionals.

**ELIGIBILITY CRITERIA**

The beneficiary must be a company whose presidents, directors or managers, as well as the majority of their directors, are either of French nationality or nationals of a member state of the EU or of another state part of the European Economic Area.

The beneficiary must be able to prove that it has a registered office in France. Otherwise, the beneficiary must be able to prove that it has a registered office in a member state of the European Economic Area and an establishment or branch in France at the time of payment of the aid.

**DEADLINES**

Two annual deadlines.

**FUNDING CONDITIONS**

- The aid is awarded in the form of a subsidy and can cover up to 50% of the prototyping costs of the video game.
- The agreement has to be signed within 6 months of the date of the grant decision.
- The time limit for the prototyping process is a maximum of 12 months after the signature of the agreement.
- The aid paid will entitle Pictanovo to a percentage of the net marketing revenues of the assisted video game.

**WWW**

French: <https://www.pictanovo.com/financer-un-projet/>

## Project funding - Regional

**DESCRIPTION**

The Region's Video Game Aid Fund supports the creation of games at the development and prototyping stage.

This selective assistance contributes to the emergence of talents, to the diversity of creation, to the structuring of the professional sector in the region and to the dynamism of the territory.

**ELIGIBILITY CRITERIA**

Any video game development studio constituted as a commercial company whose permanent establishment is located in the Auvergne-Rhône-Alpes region, or any production company developing a project with an artistic, cultural or heritage link with the Auvergne-Rhône-Alpes region, or using services provided by companies in the region.

**ELIGIBLE PROJECTS**

The project has to be specifically designed for video games, online or offline, on consoles, mobile devices, PCs, social networks and any distribution medium, excluding "pay to win" games, as well as educational games, for which the development or production of the game has not started before the application is submitted.

**FUNDING CONDITIONS**

- The aid is awarded in the form of a subsidy and is capped at €80,000 and may not exceed 50% of the development budget.
- The project must have an overall development cost greater than or equal to €50,000.
- The project must have a minimum of 50% of its development expenses carried out in Auvergne-Rhône-Alpes.
- The project must not contain any sequences that could be subject to a PEGI 18 (Pan-European Game Information) rating.

**WWW**

French: <https://www.auvergnerhonealpes.fr/aide/384/289-fonds-d-aide-au-jeu-video-culture-patrimoine.htm>

### Project funding - Regional

#### DESCRIPTION

Video game creation fund for commercial video game producers supporting conception, prototype, production and post-production.

#### BUDGET

The annual budget is €1 million.

#### FUNDING CONDITIONS

- Support cannot exceed €150,000.
- The aid granted is in the form of recoverable advances according to the terms and conditions specified in the agreements signed between the beneficiary and the Region.
- The project must have an overall development cost greater than or equal to 50,000€
- The project must have a minimum of 50% of the production expenses realized in Île-de-France
- The project must not contain any sequences that could be subject to a PEGI 18 (Pan-European Game Information) rating.

#### WWW

French: <https://www.iledefrance.fr/fonds-daide-la-creation-de-jeu-video-0>



# FRANCE

## RÉGION NOUVELLE-AQUITAINE



*Project funding - Regional*

### DESCRIPTION

Video game production support to conception, prototype and production for video games.

### OBJECTIVES

The Nouvelle-Aquitaine region aims to support the development of video games.

The challenge is to support video game projects carried out by businesses in the region in order to support the financing of these projects and to promote support for the video game sector in the region by taking into account its specificities.

### BUDGET

The annual budget is set around €800,000.

### ELIGIBILITY CRITERIA

Entities eligible for the support are companies of all sizes, primarily production companies, publishers and distributors of video games located in the region, who can prove ownership of the rights.

### FUNDING CONDITIONS

The aid is awarded in the form of a subsidy and is capped at €150,000 and may not exceed 50% of the development budget.

### WWW

French: <https://les-aides.nouvelle-aquitaine.fr/economie-et-emploi/production-de-jeux-video?recherche=jeux%20vid%C3%A9o>

# FRANCE

## RÉGION OCCITANIE



*Project funding - Regional*

### DESCRIPTION

The video game creation fund supporting conception and prototype in Occitanie Region started in July 2019 to strengthen the creative and economic dynamism of the video games sector, thus promoting the diversity of creations and making it possible to consolidate regional jobs.

### ELIGIBILITY CRITERIA

The company's CEO, or managers and the majority of its directors must be French nationals or nationals of a European State, or holders of residents cards in France.

The aid is intended for commercial companies established in the Occitanie Region.

### TYPES OF SUPPORT

The fund proposes support on the **pre-production phase** (prototyping). The grant cannot exceed €50,000 and/or 50% of the budget for pre-production.

The fund also supports the **production phase**. The maximum amount is set to €150,000 and cannot exceed 50% of the production phase budget.

### FUNDING CONDITIONS

- The project must not contain any sequences that could be subject to a PEGI 18 (Pan-European Game Information) rating.
- Serious games are not eligible for this aid.
- The period of validity is two years from the award decision. If the company does not complete the prototype of the game for which it obtained the aid, it is bound to reimburse all of the sums paid.
- The aid is paid in two parts: the first one after the signing of the agreement and the second one at the end of the prototyping process

### WWW

French: <https://www.laregion.fr/Jeu-video-39717>

## BMVI: COMPUTERSPIELEFÖRDERUNG DES BUNDES

### Project funding - National

#### DESCRIPTION

National fund managed by the Federal Ministry of Transport and Digital Infrastructure (BMVI).

The fund strives to strengthen the landscape of production companies based in Germany and to upscale the competitiveness internationally.

#### BUDGET

An annual budget of €50 million.

The funding is provided as a non-repayable grant. In principle, funding may be provided in addition to other subsidies.

#### TYPES OF SUPPORT

##### Support for prototype phase

The minimum support is set to €30,000 and must not exceed €400,000 and/or 50% of the budget.

For prototypes, funding-eligible development costs must be between €30,000 and €400,000.

The maximum share of funding is 50%.

##### Support for production phase

The minimum amount is set at €100,000. Also, for a project with a budget below €2,000,000, the grant cannot exceed 50% of the budget.

For productions, funding-eligible development costs must be at least €100,000.

Development costs of between €100,000 and €2 million are funded at a maximum of 50%. Development costs of between €2 million and €8 million are funded on a degressive scale, from 50% to 25%.

Development costs of over €8 million are funded at a maximum of 25%.

Projects with development costs of more than €40 million are separately assessed with regard to their innovative impulses, cultural relevance, economic effects and available means. This does not affect the funding amount below the threshold.

#### WWW

German: <https://www.bmvi.de/Shared-Docs/DE/Artikel/DG/computerspielefoerderung-antragstellung.html>

## FFF - FILMFERNSEHFONDS BAYERN

### Project funding - Regional

#### DESCRIPTION

Regional fund based in Munich, managed by the Bavarian Film and Television Fund (FFF Bayern).

Shareholders of FFF Bayern are the Freestate of Bavaria, the Bavarian regulatory authority for new media (BLM), Bayerischer Rundfunk (BR), Zweites Deutsches Fernsehen (ZDF), Seven.One Entertainment Group, RTL Television and Sky Deutschland Fernsehen.

FFF Bayern has an annual budget of approx. €40 million.

#### TYPES OF SUPPORT

The Digital Game Funding Program in Bavaria supports high-quality computer games with cultural value with focus on non-violent, outstanding games.

The support is available for concept development, prototype development and production.

VR/AR/MR/XR game projects can also apply.

A new funding guideline for games will be published in 2022.

#### WWW

English: <https://www.fff-bayern.de/en/funding/funding-schemes/games.html>

German: <https://www.fff-bayern.de/de/foerderung/foerderbereiche/games.html>

#### BUDGET

Annual budget of approx. €2.5 million.

#### FUNDING SIZE

- Up to €20,000 in concept funding (grant)
- Up to €80,000 - €120,000 in prototype funding (loan)
- Up to €500,000 in production funding (loan)

#### ELIGIBILITY CRITERIA

- For companies with an office in Bavaria or with an economic focus on the region (not mandatory but important).
- Innovation, cultural content or context, regional effect.

## FILM- UND MEDIENSTIFTUNG NRW

### Project funding - Regional

#### DESCRIPTION

Film- und Medienstiftung NRW is a regional film and media fund based in Düsseldorf. Shareholders include the federal state of North Rhine-Westphalia as well as the broadcasters WDR, ZDF and RTL.

With an average annual funding volume of more than €35 million, the Film- und Medienstiftung NRW is one of the leading funding institutions in Germany and Europe.

The fund supports the development and production of video games and interactive content.

#### BUDGET

Annual budget of €3 million.

#### FUNDING STAGE

Concept development, prototype development, production.

#### FUNDING SIZE

- Concept development (grant): up to 80% of development costs, max. €20,000.

- Prototype development (grant): up to 80% of development costs, max. €100,000.
- Production funding (conditionally repayable, interest-free loan): up to 50% of production costs, max. €500,000.

#### ELIGIBILITY CRITERIA

- Companies based in NRW.
- Innovative and creative content, regional effect, economic potential.
- Consultation prior to applying mandatory.

#### PLATFORMS

All platforms; PC, consoles, mobile (eg web, AR, VR).

#### WWW

English: <https://www.filmstiftung.de/en/funding/games-interactive-content/>

German: <https://www.filmstiftung.de/foerderung/games-interaktive-inhalte/>



OMNO, © Studio Inkyfox (DE)



### Project funding - Regional

#### DESCRIPTION

Gamecity Hamburg is a regional fund financed by the Free and Hanseatic City of Hamburg, operated by Gamecity Hamburg.

Gamecity Hamburg is the contact for prototype funding in Hamburg, from first consultation to the transfer of the grant.

#### TYPES OF SUPPORT

The fund supports developers and game studios to create a prototype for digital games.

#### BUDGET

Annual budget €520,000.

#### DEADLINES

There are two funding rounds per year in general (spring and autumn), depending on the quality of applications in the last round and the resulting budget.

#### FUNDING STAGE

Development of a prototype.

#### FUNDING SIZE

Up to €80.000 and a maximum of 80% of the eligible cost for the prototype (non-repayable).

#### ELIGIBILITY CRITERIA

The developers and their enterprise must be located in Hamburg.

### Studio funding - Regional

#### DESCRIPTION

In addition to the prototype funding Gamecity also provides "Games Lift", a three-month incubator programme for students, start-ups and developers that offers financing, workshops, coaching, and mentoring for the development of concepts for digital games and other games-related services.

#### BUDGET

€120,000.

#### FUNDING STAGE

Concept phase.

#### FUNDING SIZE

Up to €15.000.

#### ELIGIBILITY CRITERIA

Max. 5 members per team, who must be based in Hamburg and be available to attend workshops on approx. 2 days per week for the duration of the program.

#### DEADLINES

Once a year, application opens in June.

#### WWW

English: <https://www.gamecity-hamburg.de/>

German: <https://www.gamecity-hamburg.de/de/>

## MBB - MEDIENBOARD BERLIN-BRANDENBURG

*Project funding - Regional*

### DESCRIPTION

Medienboard Berlin-Brandenburg (MBB) supports the **development** of digital games as well as projects for networking in the games industry on national, international and cross-sectoral levels.

### BUDGET

€3.5 million.

### FUNDING STAGE

The MBB funds games of all genres and in different stages of development: casual games, large independent productions, projects by established companies and debut productions. As well as prototypes, DLCs and relevant add-ons.

### FUNDING SIZE

Flexible, depending on proposal and project, max 50% of budget can be funded, conditionally repayable interest-free loan, can be combined with other funding programs as the German government funding (Computerspiel-förderung des Bundes), Creative Europe-funding and other funding programs.

Maximum amount: n/a

### WWW

English: <https://www.medienboard.de/en/games>

German: <https://www.medienboard.de/foerderung-games>

### ELIGIBILITY CRITERIA

- (Co-)Producers and developers from Germany (preferably based in Berlin-Brandenburg).
- Funding should be granted to companies that have a place of business, a branch or at least a permanent establishment in Berlin-Brandenburg at the time the funding is paid out.
- At least the funds granted by the Medienboard must be used in Berlin-Brandenburg (regional effect).
- The applicants must be in possession of all rights of the game/IP. In the case of a co-production, the rights may also be divided.

## MDM: NEW MEDIA SUPPORT

*Project funding - Regional*

### DESCRIPTION

The Mitteldeutsche Medienförderung (MDM) is a regional film and new-media fund.

### TYPES OF SUPPORT

"New Media Support" is given for the **development** and **production** of innovative narrative and story driven content, including interactive formats such as games, multiplatform content, virtual and augmented reality.

### BUDGET SIZE

Flexible.

### FUNDING SIZE

Flexible - depending on proposal for project development and production.

### ELIGIBILITY CRITERIA

- (Co-)Producers and developers, from Germany (preferably based in the region of central Germany).
- Max 50% of budget can be funded, exceptions can be made for complex audiovisual works.

### WWW

English: <https://www.mdm-online.de/index.php?id=aktuelles&L=1>

German: <https://www.mdm-online.de>

## MFG: GAMES BW

### Project funding - Regional

#### DESCRIPTION

Games BW is a regional fund managed by the MFG Film Funding Baden-Württemberg, financed by the State of Baden-Württemberg and the broadcaster SWR.

The Games BW fund supports high quality, culturally or pedagogically important digital games and innovative, interactive media projects with a game character.

#### TYPES OF SUPPORT

Support is available for concept development, prototype development and production.

#### BUDGET

An annual budget of at least €900,000.

#### FUNDING SIZE

- Concept development (grant): up to 80% of total costs, max. €20,000.
- Prototype development (loan): up to 80% of total costs, max. €20,000 or max. €80,000; €120,000 for very demanding development.
- Production funding (loan/grant): as loan up to 50% of total costs, max. €20,000 or max. €500,000; as grant up to 20% of total costs, max. €20,000 or max. €500,000.

#### ELIGIBILITY CRITERIA

- Game companies based in Baden-Württemberg.
- Innovative, high quality, high cultural and/or educational value, scalable, high market potential, regional effects.
- Consultation at MFG prior to application.

#### WWW

German: <https://games-bw.mfg.de/>

## NORDMEDIA

### Project funding - Regional

#### DESCRIPTION

Nordmedia is a regional fund co-financed by the state of Lower Saxony, the City of Bremen, the broadcasters NDR, Radio Bremen and the ZDF, managed by the media region of Lower Saxony and Bremen.

Funding - networking – developing, these terms essentially sum up the core activities of nordmedia.

In its role as the central media sponsorship organisation for Lower Saxony and Bremen, nordmedia has shaped the consolidation and development of the media branch in both of these North German states since 2001.

#### BUDGET

Annual budget of €9 million (including all audiovisual supports).

#### FUNDING STAGE

Early and development stage.

#### FUNDING SIZE

There are different funds:

- Concept up to €25,000;
- Development of prototypes up to €60,000;
- Production up to €100,000;
- Distribution up to € 50,000.

#### ELIGIBILITY CRITERIA

The games developer must be located in the Lower Saxony state.

#### FUNDING CONDITIONS

The promotion can be up to 50% of eligible costs respectively.

#### PLATFORMS

PC, tablet, mobile.

#### WWW

English: <https://www.english.nordmedia.de/>

German: <https://www.nordmedia.de/>

## EKOME: 40% CASH REBATE

### National

#### DESCRIPTION

The Greek Cash Rebate program was launched in 2018 to support the production of digital cultural and educational games.

EKOME develops the digital gaming sector by fostering domestic producers working in various gaming sectors through the 40% cash rebate investment incentive.

A video games development company may claim a 40% return on the total sum of the eligible expenses incurred in Greece. Eligible expenses are the expenses made within Greek territory and they can amount up to 80% of the total production budget.

#### BUDGET

The Greek cash rebate has a cap of €12 million on cash return, per application.

#### ELIGIBILITY CRITERIA

The applicant for the Greek cash rebate incentive could be either a Greek company (production service company or co-producer) or an established, in Greece, branch of the international producer (Greek tax ID).

The beneficiary could be either the Greek or the international non-resident production company.

#### CONDITIONS

- Application must be submitted up to 10 days before the start of the development of the Game Design Document Application through the platform at [www.ependyseis.gr](http://www.ependyseis.gr)
- The eligible expenses must amount to a minimum eligible spend of €30,000.
- Application must meet the minimum score in the cultural criteria test.
- State aid cannot exceed more than 50% of the total budget, 60% in the case of an EU co-production and 80% in the case of a difficult work.

#### EXAMPLE

A Video Game project has a total cost of €2 million and a Greek expenditure cost of €1 million. In this case, if all its Greek expenditures are eligible for the Greek Cash Rebate program, the return may be 40% of the €1 million, therefore €400,000.

#### WWW

English: <https://www.ekome.media/>

Greek: <https://www.ekome.media/el/>

## EKOME: 30% TAX RELIEF

### National

#### DESCRIPTION

The Greek Tax Relief was launched in 2020 to support the production of audiovisual works in Greece with digital cultural and educational game content.

#### ELIGIBILITY CRITERIA

The Tax Relief incentive for Video Games is available for investors, legal entities or individuals, taxed in Greece. The tax incentive deducts from the net taxable income of the beneficiaries up to the amount of 30% of the eligible expenses of the production incurred in Greece. The Tax Relief can be combined with the Greek Cash Rebate to maximize the total return percentage on both incentives.

The applicant for the Tax Relief incentive could be either a Greek Company (production service company or co-producer) or an established, in Greece, branch of the international producer taxed in Greece. State aid limitations apply only in the case of the applicant producer's financial contribution.

#### CONDITIONS

In order for a company to qualify for the 30% tax relief incentive:

- An application must be submitted through the platform at [www.ependyseis.gr](http://www.ependyseis.gr)

- A special separate bank account owned by the applicant production company is required. All the cash flow and the payments should be carried out through this separate projects' bank account.

#### EXAMPLE

A video game has a total cost of €2 million and €1 million is the Greek eligible expenditure. The deduction of the tax payments refers to 30% of the eligible expenditure, meaning €300,000. Therefore the Beneficiary, taxed in Greece, will deduct €300,000\*24% (the Greek taxation rate for enterprises) = €72,000 **or** €300,000\*45% (the Greek taxation rate for individuals) = €135,000.

#### INDICATIVE ELIGIBLE EXPENDITURES FOR BOTH CASH REBATE AND TAX RELIEF INCENTIVES PROGRAMS

- Labour costs
- Equipment and studio rental
- IP rights and licences expenses
- Transportation and catering costs
- Production costs
- Music and Sound Design
- Localization/Subtitling
- Application fee
- Voice Actors/Motion Capture Actors
- Support staff

# IRELAND



## WRAP FUND

*Project funding - Regional*

### DESCRIPTION

The Western Region Audiovisual Producers Fund (WRAP) is a Regional Fund committed to strategic investment in the audio-visual Gaming sectors in the West of Ireland.

WRAP makes commercial investments to encourage regional production activity across the film, television drama, animation and gaming sectors, in order to support local talent, create sustainable employment, build the audiovisual infrastructure and contribute to the culture and language of the region.

### TYPES OF SUPPORT

WRAP can provide funding by way of recoupable loan for the development of up to ten projects annually across all mediums (feature film, television drama, animation and games).

### BUDGET

Awards of up to €15,000 will be available to support eligible projects at any stage during the development/prototype phase.

### ELIGIBILITY CRITERIA

The WRAP Games Prototype Loan Fund is open to Developers of an original game IP in the English or Irish language intended for commercial exploitation that they wish to develop or co-develop for international markets and distribution where the intellectual property is owned/co-owned by the Developers.

### TAX CREDIT

Additionally, the Ministry of Finance is working on including video games in the Section 481 Tax Credit. The actual rules for Irish film, television and animation companies is a 32 to 37% tax credit on projects.

### WWW

English: <https://wrapfund.ie/>



SONG OF THE SEASONS, © Isometric Dreams (IE)

# ITALY

## FIRST PLAYABLE FUND

*Project funding - National*

### DESCRIPTION

First Playable Fund is a national fund financed and managed by Ministero dello Sviluppo Economico (Ministry of Economic Development) through Invitalia e infratel (Ministry's in-house companies).

The fund was created in 2020 and launched in 2021 with the aim to support the development of the digital entertainment industry.

### BUDGET

€ 4 million.

### FUNDING SIZE

From €10,000 to €200,000 for projects up to 50% of the eligible total costs (projects with total costs under €20,000 are not eligible).

Each applicant can submit max 2 projects

### FUNDING STAGE

Stages of conception and pre-production, preparatory phases for the realization of the videogame prototype (=first playable version of the game).

### ELIGIBILITY CRITERIA

Software publishing and production companies based in Italy.

### WWW

English: <https://www.invitalia.it/cosa-facciamo/rafforziamo-le-imprese/fondo-intrattenimento-digitale>

*Studio Funding - Regional*

**DESCRIPTION**

Created in 2019 with a budget of €600,000 it supports up to 10 innovative start-ups, of which 2 still to be established at the time of submission.

**TYPE OF SUPPORT**

The subsidy consists of a contribution to the costs of the project and participation in an accelerator program lasting about three months, as part of the new widespread accelerator dedicated to the "Cinecittà Game Hub" videogame industry to be carried out under the supervision of technicians specially designated by the Istituto Luce Cinecittà, which will be followed by a demo day, that is to say a structured presentation to an audience of publishers and investors.

**BUDGET**

The contribution for each beneficiary innovative start-up is equal to a total of €60,000.

**WWW**

Italian: <http://www.lazioinnova.it/bandi-post/sostegno-alle-startup-innovative-nel-settore-dei-videogame/>

*Fiscal incentives*

**DESCRIPTION**

An agreement has been signed by the Italian Minister of Culture and has yet to be approved by the European Union.

It will extend the tax credit available for the film industry to the video game industry.

Companies producing video games will get a 25% tax credit towards their development costs, up to €1 million.

More information will be available here: <https://cultura.gov.it/comunicati/decreti-del-ministro>

# NORWAY

## NFI - NORWEGIAN FILM INSTITUTE

### Project funding - National

#### DESCRIPTION

National fund financed and managed by the Royal Norwegian Ministry of Culture created in 1955. It provides support for Norwegian Films, televisions series, and video games, organizes also training and talent development in the sector.

NFI provides grants for the development of Norwegian video games. The scheme is aimed at game producers to promote games as a cultural expression and stimulate a broad and varied offer of Norwegian games.

#### BUDGET

Annual budget of more than €3.5 million in 2020 for video games.

#### FUNDING STAGE

You can apply for development grants for all parts of the development process, from early development to completion of the game.

You can apply for several development stages.

#### FUNDING SIZE

From €20,000 to €300,000 (there really is no limit on the funding size for a project, but €300,000 was the highest amount in 2020 and €20,000 the lowest).

#### WWW

Norwegian: <https://www.nfi.no/sok-tilskudd/utvikling/utvikling-av-spill-etter-kunstnerisk-vurdering>

#### ELIGIBILITY CRITERIA

- The applicant must be a production company established in Norway or in another EEA country that has audiovisual production as its main purpose.
- The enterprise must be registered in the Norwegian unit or enterprise register.
- The applicant must be able to document satisfactory financial, professional and practical ability to carry out the project and be responsible for the project's accounts.

The following projects are not eligible: training tools or manuals; encyclopaedias; distribution of projects with the commercial market as a goal.

#### CONDITIONS

The application must concern a Norwegian cultural product that meets at least three of the four points in the culture test:

1. The design document or literary original is originally written in Norwegian or Sami.
2. The computer game is in the Norwegian or Sami language.
3. The project focuses on the Norwegian language, culture and history, or topics that are relevant to a Norwegian target group.
4. The computer game has a significant contribution from authors or performing artists residing in Norway or another EEA country.

#### PLATFORMS

Mobile, PC and console.



LAST DAYS OF SNOW, © Loeding (NO)



DRAUGEN, © Red Thread Games (NO)



MØRKREDD, © Hyper Games (NO)

*Project/Studio funding - National*

### DESCRIPTION

**Aid for the promotion of the video game sector and other forms of digital creation.**

The Spanish Ministry of Culture and Sport has launched in 2021 its first aid for the video game industry.

The budget allocated in 2021 is €1 million and is expected to increase in the coming years.

The support is a grant and the maximum allocated per project has not been defined yet. Additional information can be found on the ministry's website.

The grants will promote projects that contribute to different purposes, such as:

- To promote investments that allow the development, production, editing, publishing, distribution and/or commercialization of projects in the videogame sector and other forms of digital creation, as well as the digital creation, as well as the improvement of the quality of the supply of the same.
- To increase the generation of employment by promoting the development, professionalization and structuring of the sector, as well as to promote the presence of women in the industry, and to promote the achievement of equality between men and women in the sector, and to promote the achievement of gender equality.
- Increase the visibility of Spanish video games and other forms of digital creation in the sector's main international markets.
- Stimulate the participation of the private sector in the financing of the video game sector and other forms of digital creation and encourage cultural patronage.

### WWW

Spanish: <https://www.culturaydeporte.gob.es/servicios-al-ciudadano/catalogo/becas-ayudas-y-subvenciones/ayudas-y-subvenciones/industrias/promocion-videojuego-creacion-digital.html>

*Project funding - Regional*

### DESCRIPTION

Refundable contributions to projects in the field of video games.

Reimbursable contributions are financial aid in the form of "co-financing" that allow the company to have a priori funding for a cultural project.

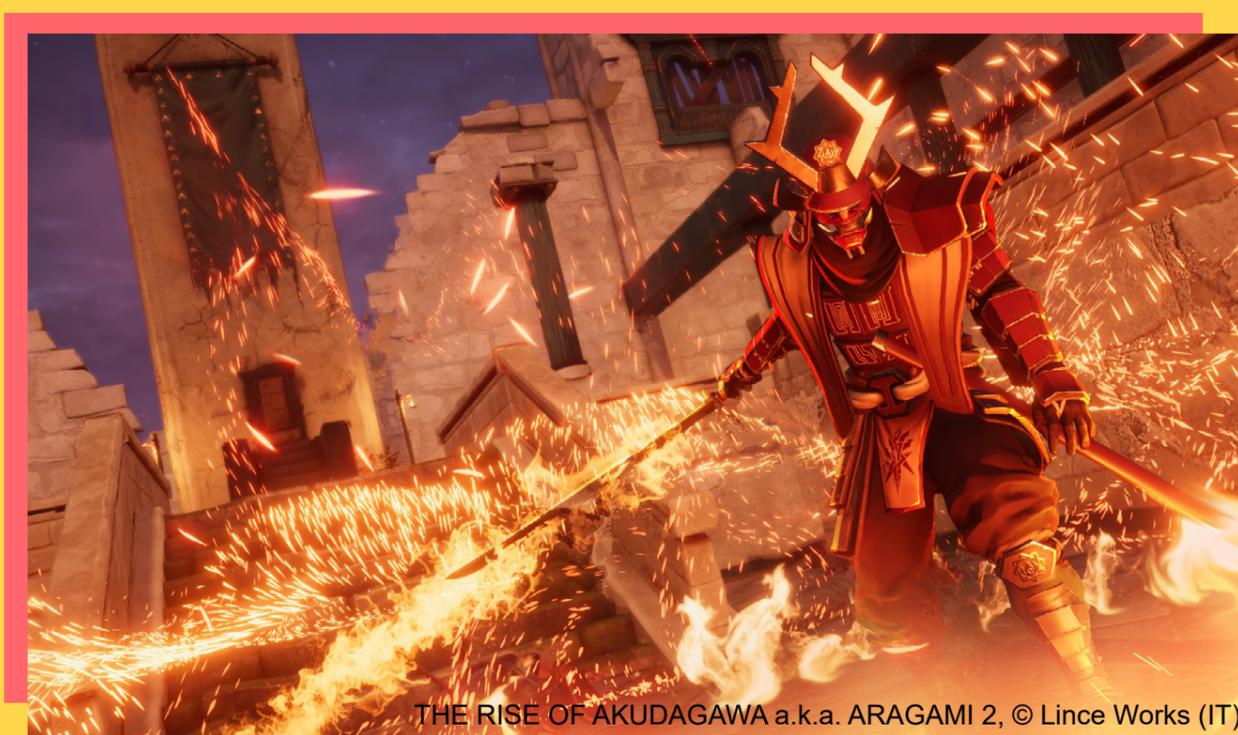
Applications may be submitted by private companies that are individuals or legal entities whose corporate purpose is the development, production, publishing, distribution, marketing or dissemination of video games and that meet the requirements and conditions established

The time of commercial launch, understood as the date on which the project begins its commercialization, must occur between January 1, 2021 and December 30, 2022, both inclusive.

Projects aimed at the acquisition, construction, rehabilitation or improvement of inventoried assets are excluded.

### WWW

Catalan: <https://icec.gencat.cat/ca/tramits/tramits-temes/Ajuts-a-projectes-en-lambit-dels-videojocs-i-el-multimedia>



THE RISE OF AKUDAGAWA a.k.a. ARAGAMI 2, © Lince Works (IT)

# SPAIN

## DEPARTAMENT DE CULTURA: CONSULTING

*Studio funding - Regional*

### DESCRIPTION

This is a support that provides the consulting needed for any videogame company. Therefore, the catalan government pays the subsidy for consulting purposes.

It is not a specific adjustment for video game companies, but a consultancy may be vital for new entrepreneurs to avoid basic errors and to compete with a vision from a different perspective.

The object of this line of subsidies is the granting of subsidies for the realization of consultancies for companies, both individuals and legal entities, and entities in the fields of performing arts, visual arts, publishing, music, audiovisual and digital culture, in the following ways:

- Modality of specific consultancy
- Modality of preferential consulting:
  - Plans of analysis and strategies for the development of audiences
  - Internationalisation
  - Plans of environmental sustainability
  - Elaboration of the strategic plan or redefinition of the business model

Usual application termination: 1st quarter of the year.

### WWW

Catalan: <https://cultura.gencat.cat/ca/tramits/tramits-temes/Subvencions-per-a-la-realitzacio-de-consultories-per-a-empreses-o-entitats-cultural-s?category=230652bb-0738-11e8-ac82-005056924a59>

# SPAIN

## DEPARTAMENT DE CULTURA: PROMOTION

*Studio funding - Regional*

### DESCRIPTION

Subsidies to projects of internationalization of companies and entities of video games.

The purpose of this scheme is to subsidize internationalization projects for video game companies and entities that contribute to the commercialization of their production.

The grants granted in accordance with these terms and conditions are considered as de minimis grants.

Private companies, both natural and legal persons, and private non-profit entities that have as their corporate purpose or as their main activity the production, editing, distribution, marketing or dissemination of video games can be eligible for these subsidies.

Usual application termination: 2nd quarter of the year.

### WWW

Catalan: <https://cultura.gencat.cat/ca/tramits/tramits-temes/Subvencions-a-projectes-dinternacionalitzacio-dempreses-videojocs?category=230652bb-0738-11e8-ac82-005056924a59>



## CREATIVE INDUSTRIES FUND: DIGITAL CULTURE GRANT SCHEME

### Project funding - National

#### DESCRIPTION

With the Digital Culture Grant Scheme, the Creative Industries Fund NL supports projects that are focused on the field of work within the creative industry related to artistic and social design challenges pertaining to the virtual domain, new technologies, new media or games.

The project must contribute to the quality, development or understanding of the field of digital culture.

#### OBJECTIVES

The scheme is in line with the Fund's objectives to promote the development of artistic quality, to stimulate experiment and research and to support reflection and debate.

#### ELIGIBILITY CRITERIA

The Digital Culture Grant Scheme is open for projects initiated by professional makers, observers, agencies or cultural institutions active within the field of digital culture.

#### BUDGET

€1,490,000.

#### FUNDING SIZE

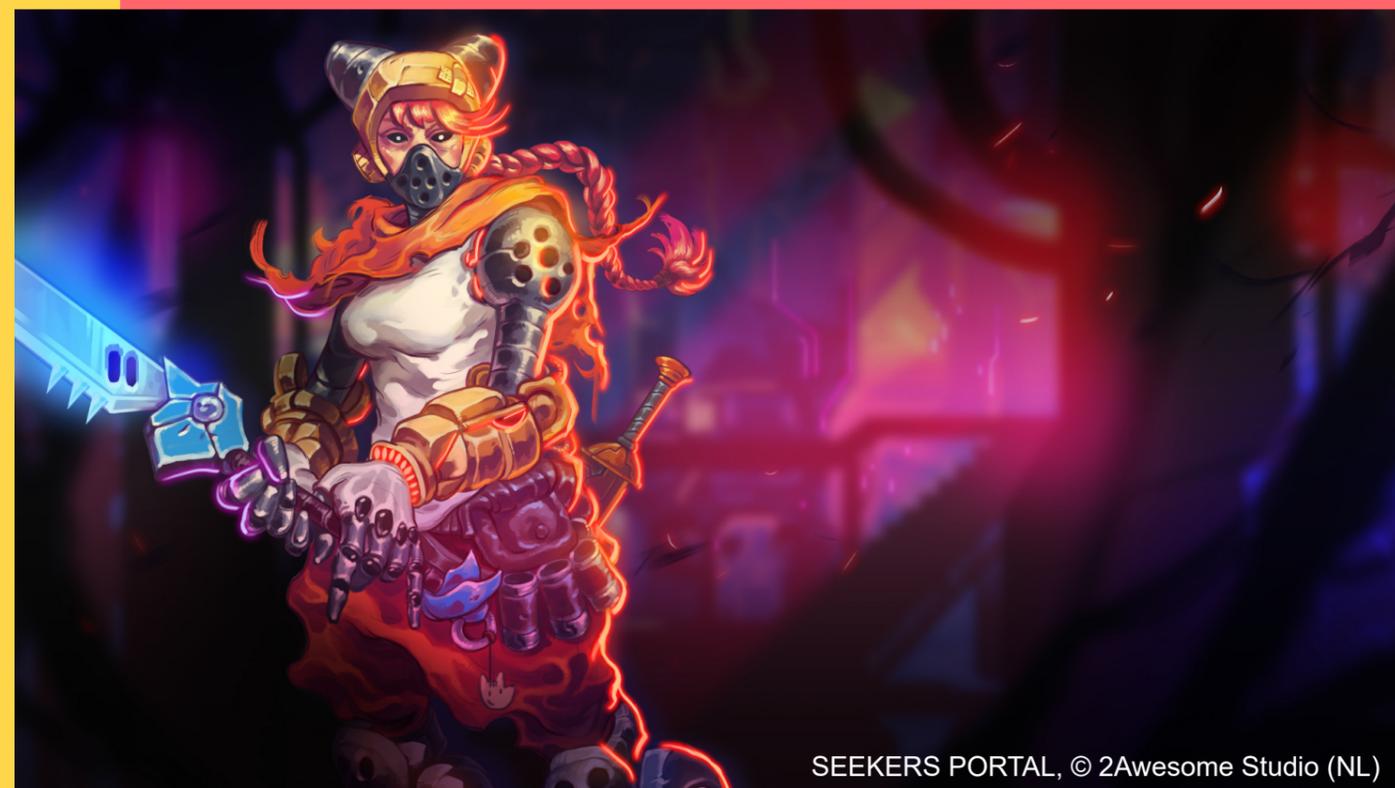
- Option 1: a regular project grant, which requires a reasonable amount of co-financing.
- Option 2: a starting grant up to a maximum contribution of €7,500, with co-financing not being required.

#### FUNDING CONDITIONS

- The project must mainly serve a Dutch interest.
- The project must start within six months after the date of the decision.
- The project period should be no longer than 24 months.

#### WWW

English: [https://stimuleringsfonds.nl/en/grants/digital\\_culture\\_grant\\_scheme/](https://stimuleringsfonds.nl/en/grants/digital_culture_grant_scheme/)



SEEKERS PORTAL, © 2Awesome Studio (NL)

# CONTACT INFO

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