

MEDIA SUB-PROGRAMME: SUPPORT FOR THE DEVELOPMENT OF EUROPEAN VIDEO GAMES

Object of the aid: Narrative storytelling video games regardless of platform or expected distribution method. The story must be told or shown throughout the whole game (in-game storytelling) and not only as an introduction or an ending to the game. In all cases the video game must be intended for commercial exploitation.

Beneficiaries: European video game production companies which have been legally constituted for at least 12 months prior to the submission date and that can demonstrate a recent success*.

**The applicant must prove that it has produced or developed a previous Video Game that is eligible under the terms of this call and that has been commercially distributed after the 01/01/2014 and before the date of submission.*

Main eligible costs

- Cost of personnel (salary + Social Security contributions)
- subsistence allowances
- costs of travel
- depreciation cost of equipment corresponding to the duration of the action
- costs of consumables and supplies
- a flat-rate amount, equal to 7% of the eligible direct costs of the action, is eligible under indirect costs

With the exception of the costs related to the acquisition of author rights activities may not start before the date of submission of the application and must end 36 months after this date.

Maximum intensity: 50% of the total eligible costs of the action.

Maximum grant amount: €150,000

Deadline for submitting applications: 2nd of March of 2017

Program managed by the Education, Audiovisual and Culture Executive Agency of the European Union