

EUROPE CREATIVE MEDIA sub programme: Support for Development of video games



Europe
Créative
MEDIA

Specific call for video game since 2014

Limited budget: 3,78 M€

for 30 projects from 35 countries

Supported projects since 2014

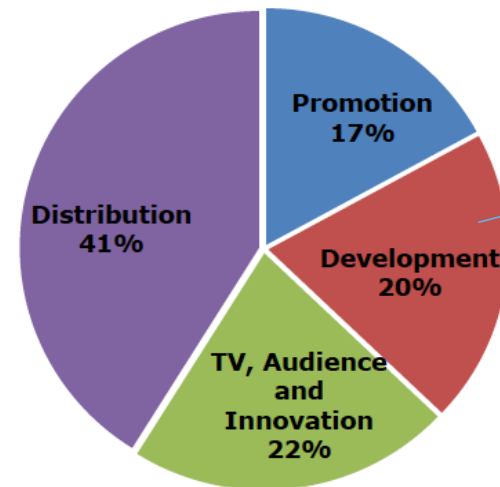
- 178 video game projects supported by this scheme:
29 for Germany, 18 for France and Poland, 16 for the UK, 13 for Norway and 11 for Sweden
- **22 video games released:**
- from Poland and Sweden 5 games, and
- From: France, Germany, Denmark and Norway: 3

Europe Creative MEDIA: 115 M€ for 2019 (+5M€)



Creative Europe MEDIA

Budget split by sector



Jeu vidéo
3,78 M€



What is for?

To increase the capacity of European video game producers to develop projects (from concept to the first version of a playable prototype);
with highly innovative content and quality gameplay,
which will have **the potential to circulate throughout Europe and beyond**

What kind of video games?

- with a **strong narrative storytelling element**,
- high level of ambition in terms of gameplay, user experience and artistic expression
- The most supported games are mostly adventure or action-adventure games, off-line

For who?

- Be registered for a minimum of 12 months and have video game production as their main business activity
- Applicant companies must also be able to demonstrate that they have **developed/produced one previous eligible video game**
- This game must:
 - Be credited to the applicant company
 - Have been commercially distributed (demonstrated by a relevant sales report showing revenues generated between 1 January 2017 and the date of submission)

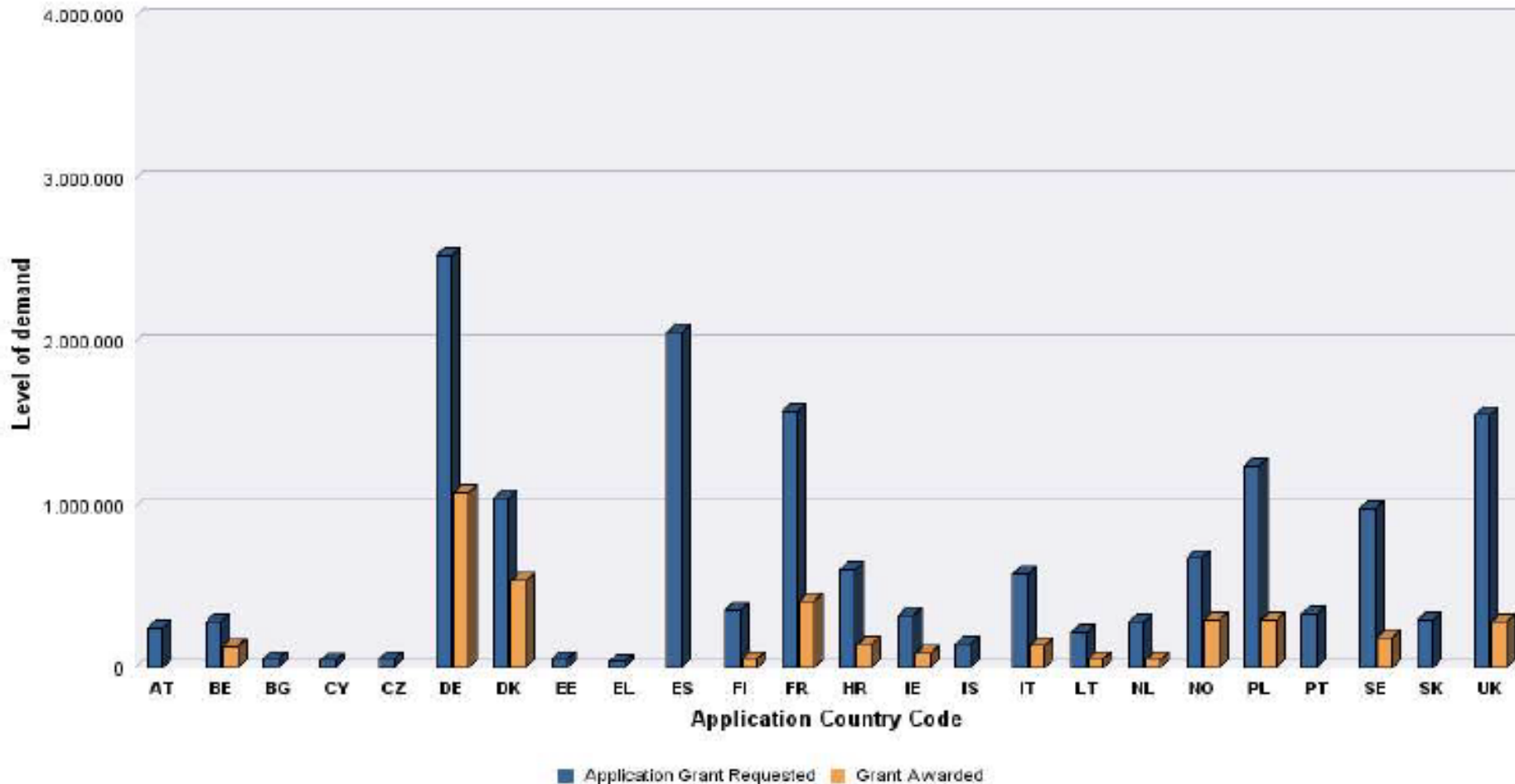
Budget available

- between EUR 10.000 and EUR 150.000
- the amount does not exceed 50% of the total eligible costs of the action.

Results from EACEA 24/2018

Creative Europe MEDIA - Applications by country

Development of European Video Games - Call for proposals EACEA/24/2018 - deadline 27 February 2019



Results from call EACEA 24/2018:

- Of the **139 applications** submitted from 24 countries, **31 were selected** (from 14 countries) and granted funding totalling €3.8 million:

| Origin of application | Received | Eligible | Proposed for selection |
|------------------------------------|-------------|-------------|------------------------|
| Big countries (DE, FR, ES, IT, UK) | 71 (51,08%) | 56 (47,86%) | 14 (45,16%) |
| All other countries | 68 (48,92%) | 61 (52,14%) | 17 (54,84%) |
| Grand total | 139 | 117 | 31 |

Results in Germany and France

8 from Germany and 3 from France:

- **Compagnies in Germany:** United Soft MEDIA Verlag GmbH, proxy Studios DmbH, Aesir interactive GmbH, Osmotic Studios – Max und Kluge Gbr, Baumer Berger Nikutta Gbr, Ahoiii entertainment, Fizbin GmbH
- **Compagnies in France:** Piece of cake Studios, Cyanide, Innerpsace VR France

Results since 2014

- Since 2014, there have been **178 video game projects** supported, including 29 for Germany, 18 for France and Poland, 16 for the UK, 13 for Norway and 11 for Sweden.
- **22 Creative Europe-supported games were released:** Poland and Sweden have 5 games each; France, Germany, Denmark and Norway, 3 each.
- The best ratio is therefore Sweden with 5 games out of 11 supported.

Examples from supported games

- **BIGPOINT: *Blood Runs Cold* (2016)** is a gruesome take on the hidden object genre. Subjected to a trial by media in a world where news is more about shocking headlines than truth, players must assist journalist Paige Harper.
- **ESPACES OF PLAY: *Future Unfolding* (2016)** is a top-down action adventure that is all about exploration. Your goal is to unfold the mysteries and solve the puzzles hidden in the beautiful landscapes around you. Developed by German independent games studio, Future Unfolding takes inspiration from poetry and art.

Examples

- CCCP *Dead in Vinland* (2018): Developed in France by CCCP and published by Pladius Entertainment, *Dead in Vinland* is a survival/management game, mixed with RPG (role-playing game) and adventure elements about a Viking family trying their best to survive on a mysterious island.
- CYANIDE STUDIO: *the Council*: Developed in France by Cyanide Studio and published by Focus Home Interactive, *The Council* is a unique episodic game where characters include aristocrats, founding fathers, a lieutenant and a duchess. Players must navigate a tale of intrigue and manipulation in the style of a classic murder mystery.

Next call 2020: deadline to apply **12.02.20!**

The call can be found on the website of the **Education, Audiovisual and Culture Executive Agency** ([EACEA](#)), which manages Creative Europe(publication of the call this week..)

For help, contact your Europe Creative Desk:

In France: Paris, Strasbourg;

In Germany: Berlin, Düsseldorf, Hamburg, München.

New applicants must first obtain a Participant Identification Code (PIC) by registering for an [ECAS account](#) and enter company information into the [Participant Portal](#). Once registered, you can download an [e-Form](#) and begin your application. More details can also be found in the [Guide for Applicants](#).

Other MEDIA supported initiatives

Training Scheme: BIENNALE COLLEGE Venezia: Cinema VR

For 10 VR concepts, of up to 30 minutes duration that can be made with € 60,000 and presented at the Venice International Film Festival in 2020.

Open to 22nd October 2019 to teams of director and producer from all over the world, at their first, second or third VR project.

Other MEDIA supported initiatives

- **Market Scheme: VR Days Europe** : 14 – 16 of November in Amsterdam

3-day conference and exhibition on Virtual, Augmented and Mixed Reality content, creativity and innovation with 140+ expert speakers from the worlds of health, tech, business and the arts.

- **Events organized by the Europe Creative Desks:**
Gamescom Köln: “Meet your neighbours” ...

Thanks for your attention

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Creative Europe Desk France

For questions and assistance, contact your desk:

https://ec.europa.eu/programmes/creative-europe/contact_en