

FUTURE UNFOLDING

ENGLISH VERSION

INTERACTIVE CONTENT FUNDING

IN BERLIN-BRANDENBURG

medienboard
BerlinBrandenburg

**AWARD-WINNING COMPUTER GAMES, COMPLEX TRANSMEDIA PROJECTS,
AND INNOVATIVE VIRTUAL REALITY CONTENT**

MEDIENBOARD BERLIN-BRANDENBURG (MBB) IS THE FUNDING INSTITUTION FOR THE AUDIOVISUAL INDUSTRY OF GERMANY'S CAPITAL REGION.

Berlin-Brandenburg is recognised worldwide as one of the biggest and most exciting centres for digital media and the creative industry. Created in 2006, the Medienboard's funding program for innovative audiovisual content contributes to the region's innovative character. With an annual budget of €1,3 million, the program funds the development and production of games, transmedia, virtual reality, and other innovative projects.

€1,3 M

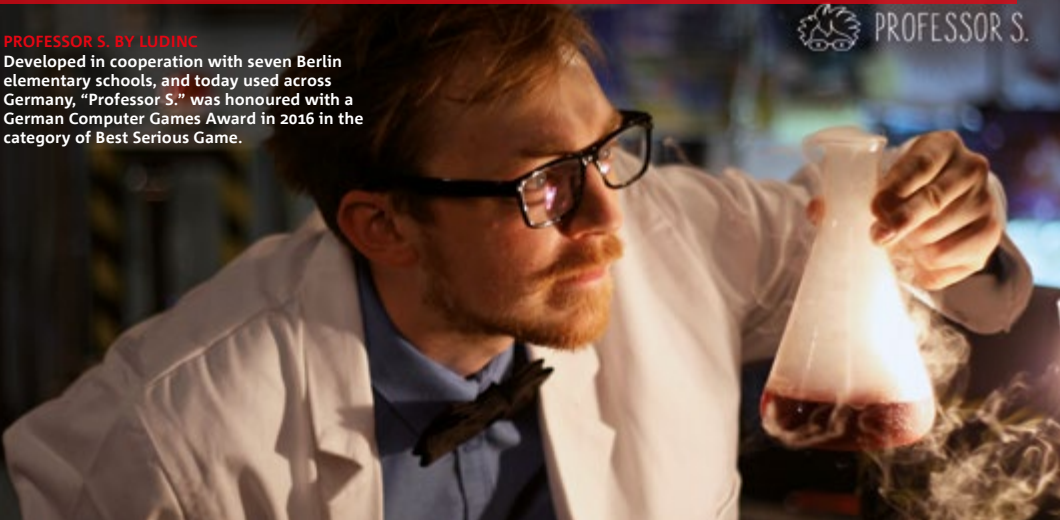
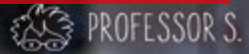
annual budget Medienboard
Berlin-Brandenburg

€3 M

annual budget
Creative Europe Media

PROFESSOR S. BY LUDINC

Developed in cooperation with seven Berlin elementary schools, and today used across Germany, "Professor S." was honoured with a German Computer Games Award in 2016 in the category of Best Serious Game.



MEDIENBOARD – ONE OF EUROPE’S LEADING FUNDS FOR INTERACTIVE AND INNOVATIVE CONTENT

**ARE YOU LOOKING TO FINANCE YOUR INTERACTIVE PROJECT?
WELCOME TO GERMANY’S CAPITAL REGION!**

WHAT’S ELIGIBLE FOR FUNDING?

- The development and production of games, transmedia, virtual reality, and other innovative audiovisual and interactive projects.

WHO CAN APPLY?

- (Co-)producers and developers from Germany (preferably based in Berlin or Brandenburg).

HOW IS THE FUNDING PROVIDED?

- The funding takes the form of a performance-based repayable interest-free loan.
- Medienboard funding can be combined with other financing components.
- At minimum, the Medienboard-provided funding resources must be spent within Berlin-Brandenburg.

SUBMITTING AN APPLICATION

- When making the application, concrete work on the project may not yet have started.
- As a rule, up to 50% of the total project costs can be funded.
- Applications should contain the following: A project description and visualisation, a detailed cost calculation and financing plan, a distribution concept and details on the revenue model, and information on the applicant or team.
- Before applying, please set up a consultation appointment with a Medienboard funding advisor. The necessary application forms will be provided after this appointment.

SUBMISSION DEADLINES

- There are three submission deadlines per year. The current dates can be found on our website, along with additional information, guidelines, and fact sheets.

MORE INFORMATION AT

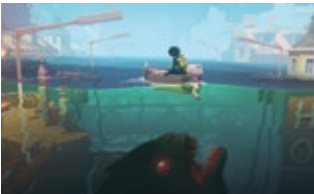
[www.medienboard.de/en/foerderung/
interaktives-und-innovatives/](http://www.medienboard.de/en/foerderung/interaktives-und-innovatives/)



THE INNER WORLD – THE LAST WINDMONK

by Studio Fizbin

An adventure game set in the same narrative world as its award-winning predecessor, "The Inner World".



SEA OF SOLITUDE

by Jo-Mei Games

In "Sea of Solitude", released as a second part of the sequel of Electronic Arts Originals series, players join protagonist Kay on a journey of discovery in which they learn that monsters are far from the most dangerous enemies.



FIGHTLINGS

by Thoughtfish

A tactical, context-based collectible-card game designed for two players. Nominated for a German Developers Award in 2016, "Fightlings" received an additional German Computer Games Award nomination in 2017 in the category of Best Innovation.



EINS ZWEI DREI TIER

by App und Up

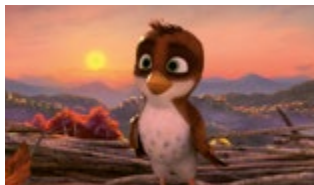
An app for children four and up, using the humour of the animal kingdom to inspire kids to rhyme, laugh and play.



LIFE, LOVE & TENTACLES

The Medienboard has supported

virtual-reality projects since 2015, the first German funding institution to do so. With Firepunchd Games' "Life, Love & Tentacles", players step into the shoes of a giant octopus who falls in love with a human. Surviving the daily human routine leads to amazing adventures – especially when it's such a challenge to keep from reducing everything to rubble.



RICHARD THE STORK

Based on the animated feature film

"Richard the Stork", Knudsen and Streuber Medienmanufaktur and Honig Studios jointly developed a social-gaming app in which players help Richard the Stork reach Africa over the course of several adventure-rich games.



16 SUNRISES

by Prospect TV Production

This multi-platform project follows French ESA astronaut Thomas Pesquet on his mission to the ISS. The digital realisation of the trip, which is accompanied by a TV documentary and giant-screen version, includes a unique 360° viewing experience.

EU FUNDING FOR VIDEOGAMES AND PROJECTS FOR DIGITAL PLATFORMS

WHO CAN APPLY?

- Independent European production companies or game developers that have been legally constituted for at least 12 months, and can demonstrate a recent success of a commercial exploited project.

AT A GLANCE

VIDEOGAMES:

- Funding for the development of narrative videogames from concept to first prototype.
- The games must be innovative and intended for the international market.
- Around €3 million in funding is available annually.
- Funding of between €10,000 and €150,000 per project.
- One application deadline per year.

PROJECTS FOR DIGITAL PLATFORMS:

- Funding for the development of cinema and TV films and projects for digital platforms.
- The projects must be innovative and intended for the international market.
- Application must be submitted at the latest eight months before filming begins.
- Depending on project type, the funding amount will be a fixed sum of €25,000, €30,000, or €50,000.
- Two application deadlines per year.

NON-REPAYABLE GRANT

- All Creative Europe funds are awarded as a non-repayable grant.

MORE INFORMATION AT

Creative Europe Desk Berlin-Brandenburg
info@ced-bb.eu
www.creative-europe-desk.de



ON RUSTY TRAILS

by Black Pants Game Studio

This game about rusty Robot Elvis has already garnered three German Computer Games Award nominations in 2017, including for the category of Best German Game. It's available for PC, Mac and Linux.

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