

INTERACTIVE FUND 2020-2021

WHAT IS THE INTERACTIVE FUND?

The Interactive Fund is a program created in partnership between Creative BC and the BC Arts Council. The program is intended to support the production of high quality, original, interactive digital media projects, content and software applications owned and controlled by BC societies, companies or individuals. By investing in interactive digital media projects, we aim to position BC residents for promising new markets.

ELIGIBLE APPLICANT

Applicants may be incorporated companies, non-profit societies or individual creators*. An applicant company must be a company incorporated in British Columbia or Canada (whose head office is in British Columbia) with a majority of the issued common voting shares held by BC residents. A non-profit society must be incorporated under the Society Act. An individual applicant must be a BC resident**.

All applicants, be it a company, society or an individual, must meet the following minimum eligibility criteria:

- Have a history of producing, creating or experimenting with digital or screen-based media for interactive platforms, exhibitions, networks or devices; and
- 100% of the copyright of the project being developed must be owned and controlled by the lead applicant. Exceptions may be granted where co-productions or partnerships exist demonstrating that the copyright ownership granted to the BC applicant is commensurate to the BC applicant's financial, technical and creative contribution and control.

Applicants are limited to one application to the Interactive Fund per society, company, subsidiary, or individual. Ineligible applicants include those who have received the Interactive Fund in the [2018/19](#) or [2019/20](#) competitions, and those who have not completed the terms of their existing contract with Creative BC.

DEFINITION OF INTERACTIVITY

For the purpose of this fund, interactivity is defined as:

“A method of communication in which the program's outputs depend on the user's inputs, and the user's inputs in turn affect the program's outputs. Interactive media engage the user and interact with [them] in a way that non-interactive media do not. Websites and video games are two common types

* Applicants must be 19 years of age or older.

**A BC resident is defined as a Canadian citizen or Permanent Resident who has resided in BC for at least 200 of the 365 days preceding the date of application and who have filed income tax in BC in the taxation year prior to the date of application.

of interactive media. Movies and most TV shows are generally not considered interactive media; however, shows that require audience participation could be considered interactive media.”

Definition source: <http://www.investopedia.com/terms/i/interactive-media.asp>

ELIGIBLE PROJECTS

Eligible projects should be primarily digital, and interactivity should be central to all applications. Projects should be:

- For use by individuals or groups;
- Interactive and allow users to make choices that impact their experience;
- Educational, informative or entertaining;
- Suitable for commercial exploitation and/or broad dissemination; and
- Intended for experience by the end user on a digital media platform, network, device that is capable of interactivity or gallery setting*.

Eligible projects include, but are not limited to:

- Digital based art installations;
- Interactive websites;
- Interactive narrative content;
- Virtual Reality/Augmented Reality experiences; and
- Mobile/tablet applications and games.

Creative BC recognizes that new technologies and ways of connecting with an audience change rapidly. If a project genre does not strictly fall in the above list, but is innovative, new and provides diverse content which meets the intentions of the program, applicants are encouraged to apply.

Ineligible projects include:

- Applicant website, either creating or updating a pre-existing company/society/ personal or website;
- Creating video content for streaming services (i.e. YouTube, Vimeo);
- Productions primarily intended for broadcast (i.e. Television, Netflix) or theatrical release;
- Projects which at the time of application are primarily intended to be convergent to previously exploited film or television production;
- Projects with a specific corporate, industrial or mainly promotional focus; and
- Catalogues or compilations of repurposed material, without benefit of new, value added original content.

*Applicants must adhere to BC Public Health orders.

APPLICATION EVALUATION

Applicants must submit a completed application form, together with the required support documents, and a Work Plan. Your Work Plan should be a succinct six-pages, include images and or charts, and answer the following questions:

- 1) What is the project concept?
- 2) Who is your target audience?
- 3) Who are your competitors?
-or-
Are you aware of any similar projects to yours? If so, please provide an example. If not, please explain how your Project is unique.
- 4) If you are developing a commercial property, what is your strategy for commercialization?
-or-
If you are developing an artistic project, how are you going to reach your audience?
- 5) How will the funds be used?
- 6) Who is on your team? What is their experience? and
How many jobs will this project create? (if applicable)

Applications are decided through a competitive, subjective process by an independent jury of peers. Applications will be reviewed in competition based on the following criteria:

- Experience of applicant individual, company or society and their key personnel;
- Diversity (as defined below);
- Creativity and originality of the Project;
- Goal Statement (which will be captured in the online application);
- Marketing and or distribution strategy; and
- Proposed project budget and finance plan (revenue, grants, etc.).

It is anticipated that the total request for funding will greatly exceed the funding available. Decisions will be partially based on an assessment of the applicants' ability to realize the budget submitted.

DIVERSITY, EQUITY AND INCLUSION

The Interactive Fund will prioritize applications from equity seeking groups. Equity seeking groups are defined as communities that experience significant collective barriers in participating in society. This could include attitudinal, historic, social and environmental barriers based on age, ethnicity, disability, economic status, gender, nationality, race, sexual orientation and transgender status, etc.

Applicants should ensure that their support materials clearly convey the strengths of their application with respect to inclusion and diversity. Diversity can be demonstrated through geographic region, team members, genre, activity, and other means.

FINANCIAL PARTICIPATION

Creative BC will provide grants of up to \$50,000 to successful projects with a total cash budget under \$200,000. The total cash budget for the project may equal the total grant request. No confirmed funding or outside investment will be required at the time of application. However, the presence of other confirmed funding, including cash investment from the applicant, may benefit an application

Creative BC will provide grants of up to \$100,000 for successful projects with a cash budget of \$200,000 or more that have a minimum of \$50,000 in confirmed cash financing. In order to access \$100,000, the cash budget for the project must be \$200,000 or greater, and the applicant must have a minimum of \$50,000 in confirmed cash financing (either self-funded or third party).

Applicants may be required to provide proof of financing via bank statements or paid invoices. Creative BC reserves the option to reduce the amount of funding per successful application should we choose to award funds to more applicants.

ELIGIBLE COSTS

Eligible Costs include costs directly related to the project, such as but not limited to:

- Market research;
- Labour and personnel;
- Technology content and design;
- Expenses required to put content online, including copyright clearance, documentation, design and development;
- Technical and administrative expenses;
- Marketing and promotion; and
- Costs directly associated to operating during the Covid-19 pandemic (i.e. PPE, testing, cleaning, etc.)

All costs associated with the project do not have to be incurred in BC, however, featuring BC talent may benefit an application.

Ineligible Costs include:

- Purchase of equipment (Capital Expenses) not essential to the project;
- Production of a live action film or television program;
- Travel costs (i.e. accommodation, air fare, per diem); and
- Corporate overhead and administrative expenses not associated with the project.

APPLICATION PROCEDURE

The application deadline is **Friday, February 15th, 2021**. Applicants must submit a completed online application together with the required support documentation. Applications must be received by 11:59pm on Friday, February 15th, 2021. Additional documents over and above the requested materials will not be forwarded to the jury. Incomplete applications will not be considered.

ADJUDICATION PROCESS

The Interactive Fund uses a peer adjudication system. A jury of up to five members is selected to review all applications in a funding competition. For each competition, assessors are identified from a variety of disciplines and expertise giving particular consideration to the diversity of the applicants.

The Jury meets and carefully evaluates each application. In the event of a conflict (for example, if a jury member has a professional working relationship with an applicant), that member is required to recuse themselves, and will not participate in the final funding decision for that applicant. This process ensures companies and individuals are treated fairly and impartially.

TIMELINE AND ADVANCE OF FUNDS

Decisions will be made by March 31, 2021. Successful applicants will enter into an agreement with Creative BC (the "Agreement"). The Advance is non-recoupable (except as noted below under Forfeiture and Default and within the Agreement) and will be released over two drawdowns, as outlined in the Agreement. No updates will be provided on the status of applications prior to the public announcement.

REPECTFUL WORKPLACE

Applicants must confirm that they are in compliance and will comply with their obligations to ensure it maintains a respectful workplace free of bullying and harassment, including compliance with the Workers' Compensation Act, and applicable Occupational Health and Safety Regulations, Policies and Guidelines. Applicants will make available to Creative BC, on request, all of its policies, procedures and guidelines, as well as evidence that such policies, procedures and guidelines are being implemented in compliance.

INDIGENOUS CONTENT

It is recommended that any applicant applying with an Indigenous story read: [On Screen Protocols & Pathways: A Media Production Guide To Working With First Nations, Metis, And Inuit Communities, Cultures, Concepts & Stories](#) (available on the imagineNATIVE website) prior to submitting their application.

FORFEITURE AND DEFAULT

A completion date is noted on the Agreement by which all deliverables will be submitted. Should the successful applicant not provide all materials by this date, the successful applicant may forfeit any outstanding drawdown amounts and the commitment will be reduced. Should a successful applicant be placed in Default according to the terms of the Agreement, this limits the applicant individual, society, or company, its principals and any parent or subsidiary companies from accessing further funding from Creative BC. In addition, Creative BC reserves the right to request immediate repayment of any funds advanced.

INTERACTIVE FUND CHECKLIST

Before you apply, please ensure that you have completed and or obtained the following:

- Work Plan (no more than 6 pages);

Your Work Plan should answer the following questions:

- What is the project concept?
- Who is your target audience?
- Who are your competitors?
- or-
- Are you aware of any similar Projects to yours? If so, please provide an example. If not, please explain how your project is unique.
- If you are developing a commercial property, what is your strategy for commercialization?
- or-
- If you are developing an artistic project, how are you going to reach your audience?
- How will the funds be used?
- Who is on your team? What is their experience? and
How many jobs will this project create? (If applicable)
- Budget (template provided); and
- Production Schedule (template provided);

IF APPLYING AS A COMPANY:

- Certificate of Incorporation for the Applicant, Co-Applicants, Parent Companies, Service Providers as applicable;
- One page corporate profiles (including company mandate) for Applicant, Co-Applicants, Parent Companies and Service Providers;
- Web links to a maximum of 3 projects completed within the past 3 years; and
- Chain of Title (template provided).

IF APPLYING AS A NON-PROFIT SOCIETY:

- Certificate of Incorporation under the Society Act;
- List of the Board of Directors;
- One page profiles (including mandate) for Applicant, Co-Applicants, and Service Providers;
- Web links to a maximum of 3 projects completed within the past 3 years; and
- Chain of Title (template provided).

IF APPLYING AS AN INDIVIDUAL ARTIST:

- Bio and CV (maximum two pages);
- Web links to a maximum of 3 projects completed within the past 3 years; and
- Chain of Title (template provided) or Letter/Declaration of Ownership.

IMPORTANT NOTICE

The online application will be open for submissions on **January 15th, 2021**. The Interactive Fund does not accept applications on a first come, first served basis. Applications will not be reviewed prior to the deadline of **February 15th, 2021**, therefore there is no advantage to submitting your application early.

Please sign-up for our email [newsletter](#) to be notified of the Online Info Session (Date TBD).