

«Call for Projects: Swiss Games»

Guidelines

1. General information

Sophisticated, high-quality computer games are now internationally established as a new and popular form of art and entertainment. The artistic, technical and content potential of such games is nevertheless far from exhausted. Each game world is a Gesamtkunstwerk or composite work of art created by artists, scriptwriters, animators, composers, musicians, painters and graphic designers.

Yet computer games have so far been ignored by sponsors of the arts in Switzerland. By launching their «Call for Projects: Swiss Games», the Swiss Arts Council Pro Helvetia, the Federal Office of Culture, the Fantoche International Animation Film Festival and the SUISA Foundation for Music hope to promote both the creation of high-quality computer games in Switzerland and greater collaboration between the various disciplines involved in their production.

Their aim is to facilitate a future generation of computer games of a high artistic standard and with a high distribution potential. A credit line of CHF 300,000 has been opened to finance the first round of grants to be awarded for Swiss computer games in 2011.

The adjudication will be performed by an international jury of experts in this field. The computer games selected will be presented at the Fantoche International Animation Film Festival in Baden in September 2011. The SUISA Foundation for Music will award an additional prize of CHF 15,000 for the best original sound composition among the selected computer games.

2. Conditions of entry

The «Call for Projects: Swiss Games» is open to all computer game creations which meet the following conditions:

2.1 Conditions relating to form and content:

- The game must have been developed for computers, mobile phones or game consoles.
- The game must contain artistic and/or experimental elements.
- The game must be aimed at a specific target audience.
- The game must be developed in at least two of the following languages: German, French, Italian, Romansh and English.

2.2 Conditions relating to project structure:

- At least 51 percent of the production costs must be accounted for by artists who are Swiss nationals or permanent residents of Switzerland (i.e. holders of a Swiss passport or C permit).
- The application documents must contain a business plan, including a realistic financing plan in which the sum being sought is also accounted for.
- The maximum grant available is CHF 50,000. The grant may not be used to finance more than 50 percent of the total project budget.
- The total project budget must not exceed CHF 250,000.
- Professional project implementation must be guaranteed.
- Entrants must submit a first playable prototype with recognisable graphic and music worlds.
- A beta version of the project must be completed by the end of August 2011 at the latest.
- The game must be previously unpublished.



- By submitting a project, the entrant is at the same time indicating his or her acceptance of these guidelines.

2.3 Additional conditions for the prize to be awarded by the SUISA Foundation for Music (only for projects selected by the jury pursuant to 6.1):

- All composers of an original soundtrack who enter the contest for the best original sound composition must already be, or become, members of the Cooperative Society of Music Authors and Publishers in Switzerland (SUISA). Only sound compositions composed especially for one of the selected projects are eligible to take part.

2.4 The following are excluded from taking part:

- games with educational or therapeutic objectives
- games that were commissioned or are commercial in nature
- games which present members of either sex or of a social group in a demeaning way or which are generally offensive to human dignity
- games which glorify or trivialize violence
- games which are pornographic in character

3. Application documents

Applications must be submitted electronically via the Fantoche website: www.fantoche.ch.

Further information on how to apply will be provided on the Fantoche website as of 15 November 2010.

4. Application folder

The application folder must contain the following:

- a completed application form
- a playable prototype of the game
- a written project description (of no more than 3 pages of A4 in length and containing details of the form, content and artistic aspirations of the game, a list of all those involved in the project, the target group or groups for which the game was developed and a description of the planned promotion and distribution strategy)
- a budget and financing plan for the total development costs
- CVs of everyone involved in the project

The application form, project description and CVs must all be in English. Application documents in other languages cannot be considered.

5. Closing date for entries

5.1 Grants

The complete application documents must be submitted via the Fantoche website only (www.fantoche.ch) no later than 15 March 2011. In cases of doubt, the electronic registration date shall apply. Late entries cannot be considered. Receipt of the entry will be confirmed by e-mail.

5.2 Prize for the best original sound composition

The projects selected from the «Call for Projects: Swiss Games» can further compete for the prize for the best original sound composition. To take part in this contest, they must submit sound samples and a musical concept no later than the beginning of August 2011.

6. Adjudication criteria

6.1 Grants

Projects will be adjudicated according to the following criteria:

- gameplay (the mechanics of the game)
- scenario (storytelling)
- visuals and aesthetics
- music and sound design
- technical innovation
- interactivity
- overall impression and interplay of the various components
- transverse collaboration with Swiss experts in the audiovisual field (e.g. 2D/3D animation, script, scenography, music composition, directing)

The jury will differentiate between the following categories:

- Logic games (multi-player games, strategy, management, puzzle games, etc.)
- Ability games (racing, jump'n'run, sport, simulation, etc.)
- Story-driven games (action, adventure, role-play, etc.)

6.2 Prize for the best original sound composition

The original soundtrack will be judged by its quality, originality and interactivity.

7. Jury

The five-member jury for grant allocation will be chaired by Guillaume de Fondaumière (France).

The best original sound composition will be selected by the SUISA Foundation for Music.

8. Size of the grant

8.1 Grants

A credit line of CHF 300,000 has been opened for the «Call for Projects: Swiss Games». The jury can furnish a project not only with a grant, but also with an external coach of its own choice.

Entrants will be notified of the jury's decision no later than mid-May 2011.

8.2 Prize for the best original sound composition

In addition, a prize of CHF 15,000 will be awarded by the SUISA Foundation for Music for the best original composition. Only projects which have already been awarded a grant will be eligible for this prize. The winner of the SUISA prize will be announced at the Fantoche International Animation Film Festival 2011.

9. Grant contract and payment

The entrants selected to receive a grant will be required to sign a contract in which the obligations of both parties are agreed.

The grant will be paid out in two instalments: two-thirds upon receipt of the signed contract and one third upon completion of the project. The claim to the remaining instalment shall lapse if the project is not completed by the agreed date.



10. Financing of the selected projects

Projects which receive a grant may not receive any other form of support or assistance from the same partner institutions (Pro Helvetia, Federal Office of Culture, Fantoche or SUISA Foundation for Music).

11. Final provisions

Entrants will be notified of the jury's decision in writing no later than mid-May 2011.

No grounds will be given for the selection or non-selection of projects. The jury's decision is final and incontestable. The selected projects will be presented at the Fantoche Festival in Baden in September 2011. The partner institutions have the right to show beta versions of the selected projects throughout the Fantoche Festival 2011.

The projects submitted to the «Call for Projects: Swiss Games» may not be presented to the public prior to the presentation of the selected projects at Fantoche 2011.

Pro Helvetia, the Federal Office of Culture, Fantoche and the SUISA Foundation for Music reserve the right to use details of the selected projects (e.g. the project title and names of the developers) as well as visuals and isolated sequences for communication purposes.

12. Contact

Any questions concerning these guidelines should be addressed to:

Dominik Marosi

Assistant to the Artistic Director

Fantoche

International Animation Film Festival

Bruggerstrasse 37A

5401 Baden

T +41 56 290 14 44

marosi@fantoche.ch

www.fantoche.ch

The «Call for Projects: Swiss Games» is a joint project by Fantoche, the Swiss Arts Council Pro Helvetia, the Federal Office of Culture and the SUISA Foundation for Music.

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