

Screen Tasmania program guidelines

6. General Guidelines

1 January 2018

SCREEN TASMANIA

Program Guidelines

General Guidelines

These Guidelines apply to all Screen Tasmania funding programs and set out the funding programs' application and assessment processes, general eligibility criteria, and other relevant matters. You should be read them in conjunction with our [Terms of Trade](#) and the relevant [Program Guidelines](#).

1. Introduction

Screen Tasmania is the Tasmanian Government's funding body for the Tasmanian screen industry. Screen Tasmania is a business unit within the Department of State Growth, sitting in the Cultural and Tourism Development Division.

We work together with the screen industry to foster Tasmanian talent and stories to strengthen an enterprising and innovative screen industry that contributes to a vibrant cultural life.

Our programs are approved under the *Cultural and Creative Industries Act 2017*.

2. What we fund

Screen Tasmania provides funding support for the development and production of interactive content and games, animation, television drama and comedy series, factual and documentary series and one-off documentaries, and feature films (for cinemas and other platforms). Screen Tasmania also provides industry and professional development support.

Specific funding amounts and caps are outlined in the relevant Program Guidelines. All amounts and caps are subject to available funds.

3. What we do not fund

Screen Tasmania does not fund retrospectively and does not fund the following projects or associated activities:

- advertising or marketing campaigns, infomercials, sports broadcasts, current affairs, news and community television programs
- projects solely intended for corporate, curriculum-based educational, training or promotional purposes
- projects intended for non-commercial purposes (for example, community television), or productions which are not intended for national and/or international broadcast or distribution
- interstitials, although variations may be considered in regard to animation and non-traditional forms where a genuine market interest can be shown, or
- projects that are likely to be classified X18+ or RC (Refused Classification) as described in the guidelines for the Classification of Film and Computer Games available from the Classification Branch of the Commonwealth Department of Communications and the Arts <http://www.classification.gov.au>.



Screen Tasmania also does not fund the following activities or components of projects:

- activities associated with a course of study or which are predominantly funded by an educational institution, or
- websites unconnected with a production.

Screen Tasmania does not fund purchasing or costs for:

- equipment or capital works
- acquiring an option, or
- publication of film journals, books or magazines.

4. Application and assessment process

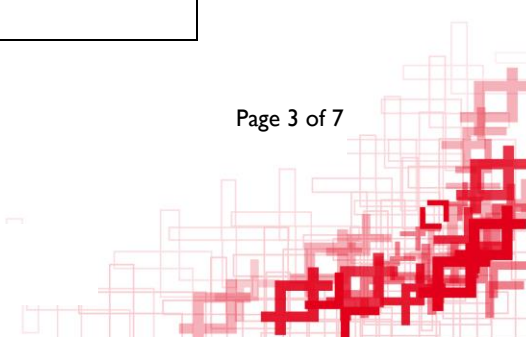
Screen Tasmania generally conducts four funding rounds each financial year. Details of funding program submission information and funding round dates can be found on the Screen Tasmania [website](#). Some initiatives, notably under **Capitalise**, **Capacity** and **Emergence** programs, may be offered outside of these rounds, where opportunities are identified outside ordinary funding rounds.

The *Cultural and Creative Industries Act 2017* (the Act) prescribes ‘peer assessment’ of applications for Tasmanian Government support from Screen Tasmania. A panel of industry experts, the Screen Tasmania Expert Advisory Group (STEAG), has been appointed under the Act to assist in this process. Depending on the program, and as approved by the Minister for the Arts, an application may or may not be considered by the STEAG, and may be decided by the Minister or Departmental officers.

STEAG considers applications for the higher budget programs (**Originate**, **Capitalise** and **Upload**). Because of the relatively low value and fast turnover of applications, applications under the **Capacity** and **Emergence** programs are considered by the Executive Manager without reference to the STEAG.

- Reports for the STEAG will be sought from external assessors under the **Originate**, **Capitalise** and **Upload** programs, and will be provided to you for comment as, while they inform the decision-making process, they do not determine the outcome.
- The STEAG assesses applications, taking into account external assessors’ reports and the advice of a Screen Tasmania project officer, and recommends whether the application should be approved by the decision-maker; either the Minister for the Arts (for **Capitalise**) or the Departmental Executive (for **Originate** and **Upload**).

Program	Recommendation from	Decision by
Originate	Screen Tasmania Expert Advisory Group	Executive Manager, Screen Tasmania
Capacity	Screen Tasmania program officer	Executive Manager, Screen Tasmania
Capitalise	Screen Tasmania Expert Advisory Group	Minister for the Arts



Emergence	Screen Tasmania program officer	Executive Manager, Screen Tasmania
Upload	Screen Tasmania Expert Advisory Group	Executive Manager, Screen Tasmania

Application process:

You must read the relevant program guidelines available on the Screen Tasmania website and contact the relevant representative to discuss your application prior to submission.

Applications must be lodged electronically through Screen Tasmania’s [online application portal](#). The portal will automatically acknowledge a completed and lodged application.

During the application, assessment and contracting process, we may contact you to seek further information regarding the application. We aim to work closely with you to ensure the best possible funding outcome for the application within the parameters of the particular funding program.

We reserve the right to contact and discuss an application with other parties associated with the application, including (but not limited to) broadcasters, Screen Australia, other state agencies, distributors and/or sales agents and any companies/organisations included in the applicant’s finance plan.

If your application is unsuccessful, you may only resubmit the same project if substantial changes have been made to it. Therefore, if you’re re-submitting the project after a previous unsuccessful application, you must provide a summary of the changes that have been made to the project and explain how they are sufficiently substantial to make it eligible to be considered again.

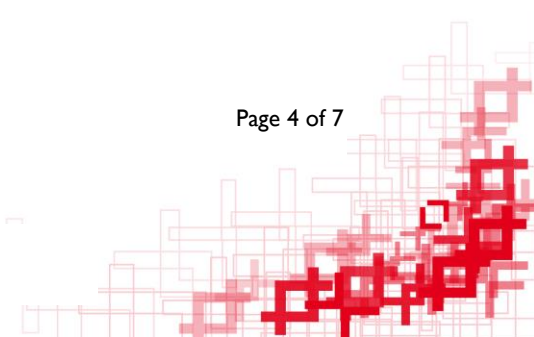
After two unsuccessful applications, a project will not be reconsidered unless specifically invited to resubmit.

If we feel that a project is not ready for consideration, we may advise you to withdraw the project and resubmit at a later stage. However, the final decision will rest with the applicant. Under no circumstances will we or the STEAG publicly discuss the reasons an application was successful or not, except with you.

5. Eligibility criteria

An applicant may be an individual or company, depending on the program:

- Individual – you must:
 - be an Australian citizen or Australian resident, defined as a person who is domiciled in Australia, and who has actually been in Australia, continuously or intermittently, during more than one half of the year immediately preceding the application
 - be of at least 18 years of age
 - be a professional in the industry, or be able to show evidence of a commitment to a professional career in the screen industry, and
 - not be a full-time student.
- Company – you must:



- be a company or association that is incorporated in Australia
- be carrying on business in Australia with your central management and control in Australia, and
- be represented by a professional in the industry, or be able to show evidence of a commitment to a professional career in the screen industry.

In all cases, you must have an Australian Business Number (ABN). In some rare cases, this requirement may be waived for applications for Attachments under **Emergence**, but only where the production company is hiring the attachee under a PAYE arrangement.

You must be independent: not a broadcaster, acting on behalf of a broadcaster or a government agency.

All applicants must also:

- not be in breach of any obligation under any agreement you have with us, unless an alternative arrangement is agreed with us prior to the application
 - This requirement also applies to all key principals included in the application.
- always act in good faith in all your dealings with us
- have the capacity and resources to carry out the project that is the subject of the application
- have the right to carry out the project that is the subject of the application (including any relevant copyright and appropriate clearances from all significant participants). If the application is based on an underlying work, we will expect, at the least, that you have an appropriate option to the work, and
- have a meaningful creative involvement in the project that is the subject of the application.

Non-Tasmanian applicants

Non-Tasmanian applicants are eligible for some Screen Tasmania programs. Eligibility requirements are as follows:

- **Capitalise**
 - Where practicable, encouraged to form a genuine partnership with a resident Tasmanian production company.
 - Projects with genuine partnerships will be favoured above projects that do not.
- **Originate and Upload**
 - Required to be in a genuine partnership with a Tasmanian resident production company or key creative.
- **Capacity**
 - No requirement for a genuine partnership.
- **Emergence**
 - Ineligible.

Ex-patriot Tasmanians

- Expatriate Tasmanians are eligible to apply for **Capitalise** and **Originate** without a partnership.
- Expatriate Tasmanians are ineligible to apply for all other programs.

A person who is not a Tasmanian resident, but who has previously lived in Tasmania for at least 10 years is an expatriate Tasmanian for these purposes.

Glossary

Terms used throughout Screen Tasmania Program documentation are defined as:

Tasmanian resident

A person whose principal place of residence is in Tasmania at the date of application and has been so for the six consecutive months prior to submitting the application.

Expatriate Tasmanian

A person whose principal place of residence is not in Tasmania, but can prove he or she previously has lived in Tasmania for at least 10 years.

Tasmanian resident production company

An established Tasmanian resident production company must be registered under the Corporation Act and:

- have its principal place of business in Tasmania
- have at least 50 per cent beneficial ownership by a Tasmanian resident(s)
- derive a significant proportion of income from original screen based content creation.

Digital media

Content that is created for platforms other than traditional media including computer games, mobile devices and the web.

- Interactive: non-linear projects, where the user has a direct and meaningful impact on the events on screen throughout the experience, beyond simply 'point and click to play'.
- Linear: narrative storytelling that is not interactive, but which may screen on any platform including broadcast television, online or mobile devices.

Entry level practitioner

A person with no credits but who has demonstrated a commitment to a career in the screen industry.

Emerging practitioner

A person with at least one, and not more than five, credits as a key creative or head of department for a screen project that has been shown at a recognised festival or been commercially distributed. For interactive projects, a person with at least one, and not more than five, credits as a developer, designer, artist, animator or programmer on any completed project.

Experienced practitioner

A person with at least one feature film or television broadcast credit or a track record that is appropriate to the type of project seeking funding. For interactive projects, at least one credit as a lead developer, designer, artist or programmer on a commercially released project.



Genuine partnership

A genuine and demonstrable creative and/or financial partnership between a Tasmanian resident or production/game development company and a non-Tasmanian applicant.

Key creative

A writer, director or producer in linear production, or a lead role in production, design, art or programming in interactive production.

