

General guidelines



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Screen Tasmania acknowledges the Australian Aboriginal and Torres Strait Islander peoples of this nation. We acknowledge the traditional custodians of the lands on which Screen Tasmania is located, the muwinina people, and the entirety of the Tasmanian Aboriginal community, and we humbly pay our respects to their Elders, past and present.

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General guidelines

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

1. 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.

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

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

2. 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
- 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 www.classification.gov.au

Screen Tasmania 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
- 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.

3. Application and assessment process

Screen Tasmania generally conducts four funding rounds each financial year. Details of application submission information and funding round dates can be found on our [Screen Tasmania website](#). Some initiatives, notably under the [Industry Development](#) and [Traineeships and Attachments](#) programs, may be offered outside of these rounds, where opportunities are identified.

Assessment process

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 Expert Advisory Group, and may be decided by the Minister or Departmental officers.

The Screen Tasmania Expert Advisory Group considers applications for the higher budget programs (Project Development, Production Investment and Games Development). Because of the relatively low value and fast turnover of applications, applications under the [Industry Development](#) and [Traineeships and Attachments](#) programs are considered by the Executive Manager without reference to the Expert Advisory Group.

Reports for the Expert Advisory Group will be sought from external assessors under the [Project Development](#), [Production Investment](#) and [Games Development](#) programs, and will be provided to applicants for comment as, while they inform the decision-making process, they do not determine the outcome.

The Expert Advisory Group 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 Production Investment) or the Departmental Executive (for Project Development and Games Development).

Program	Recommendation from	Decision by
Industry Development	Screen Tasmania program officer	Executive Manager, Screen Tasmania
Production Investment	Screen Tasmania Expert Advisory Group	Minister for the Arts
Traineeships and Attachments	Screen Tasmania program officer	Executive Manager, Screen Tasmania
Project Development	Screen Tasmania Expert Advisory Group	Executive Manager, Screen Tasmania
Games Development	Screen Tasmania Expert Advisory Group	Executive Manager, Screen Tasmania
Proof-of-concept Production	Screen Tasmania Expert Advisory Group	Executive Manager, Screen Tasmania

Application process

Those intending to submit an application must read the relevant program guidelines available on the Screen Tasmania website and contact the relevant representative 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 the applicant to seek further information. We aim to work closely with applicants to ensure the best possible funding outcomes within the parameters of particular funding programs.

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 Screen Tasmania determines that a project is not ready for consideration, we may advise an applicant 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 applicants.

4. Eligibility

An applicant may be an individual or a company, depending on the program. Applicants must be independent: not a broadcaster, acting on behalf of a broadcaster or a government agency.

Applicants must have an Australian Business Number (ABN). In some rare cases, this requirement may be waived for applications for [Attachments and Traineeships](#), but only where the production company is hiring the attachee under a PAYE arrangement.

All applicants must satisfy all of the following.

- Not be in breach of any obligation under any agreement they have with Screen Tasmania, 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 dealings with Screen Tasmania.
- 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 the applicant has an appropriate option to the work.
- Have a meaningful creative involvement in the project that is the subject of the application.

Individual applicants 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 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
- not be a full-time student.

Company applicants must:

- be a company or association that is incorporated in Australia
- be carrying on business in Australia with central management and control in Australia

- 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.

Projects that have been previously unsuccessful in securing Screen Tasmania funding will only be eligible to reapply if the project has changed significantly, or if Screen Tasmania specifically invites such an application. If resubmitting after an unsuccessful application the applicant must clearly demonstrate how the project has changed.

Projects that have unsuccessfully applied twice will not be eligible to reapply.

Non-Tasmanian applicants

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

Program	Eligibility requirement
Industry Development	There is no requirement for a genuine partnership with a Tasmanian resident production company or creative.
Production Investment	Where practicable, applicants are encouraged to form a genuine partnership with a resident Tasmanian production company. Projects with genuine partnerships will be favoured above other projects.
Project Development	Applicants are required to be in a genuine partnership with a Tasmanian resident production company or key creative.
Games Development	Applicants are required to be in a genuine partnership with a Tasmanian resident production company or key creative.
Proof-of-concept Production	<ul style="list-style-type: none"> • Applicants are required to be in a genuine partnership with a Tasmanian resident production company or key creative, and • Tasmanian resident production company or key creative must retain some intellectual property rights in the project.

Expatriate Tasmanians

Expatriate Tasmanians are eligible to apply for Production Investment and Project Development (without a partnership), but 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.

5. Glossary

Terms used throughout Screen Tasmania Program documentation are defined as follows.

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.

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.

Entry level practitioner

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

Expatriate Tasmanian

A person whose principal place of residence is not in Tasmania, but can prove they have previously lived in Tasmania for at least 10 years.

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.

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.

Tasmanian resident production company

An established Tasmanian resident production company must be registered under the *Corporations Act 2001* (Cth) and:

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



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