

Proposal Guidelines	
1	<p>Q: What is the difference between the three themes?</p> <ul style="list-style-type: none"> <li>• Promote and deepen the Singapore identity</li> <li>• Promote positive social values associated to Singapore and Singaporeans</li> <li>• Celebrate Singapore's culture and heritage and/or promote cross-cultural awareness</li> </ul> <p>A: There are no clear definitions in terms of how we measure each theme. However, these are the general sentiments that should be elicited from the game narrative where they feel a stronger sense of Singaporeanness or they become more aware and connected to our culture and heritage.</p> <p>Kindly refer to the examples in the CFP deck for successful games with cultural narratives and elements.</p>
2	<p>Q: Which takes precedence: targeting Singaporeans or global audiences?</p> <p>A: The emphasis is on prioritizing the Singaporean audience. However, the goal is for the game to be successful and resonate with global audiences as well. This is because there are dual outcomes with focus on both economic and socio-cultural impact. While raising Singapore's profile is a key aspect, the games are also expected to have commercial viability, contributing to the economic landscape.</p>
3	<p>Q: Can we develop a game to be on a platform like Oculus or Roblox?</p> <p>A: Yes, we are platform agnostic.</p>
4	<p>Q: What are the guidelines for the game's languages, and do we need to incorporate the 4 main SG languages?</p> <p>A: While we are language agnostic, it is preferable for the game to be in English to cater to the majority of local audiences.</p>
5	<p>Q: Can there be a balanced representation that reflects the multifaceted nature of the nation, instead of a purely positive portrayal of SG?</p> <p>A: The game concept could capture and illustrate the nuanced realities of the country. It's essential to consider what players will take away from the game experience.</p>
6	<p>Q: Is it permissible to feature events such as World War 2 in the game?</p> <p>A: The inclusion of real events is allowed. It's important to consider the values and messages that we intend to communicate through these inclusions.</p>
7	<p>Q: What are the core values of Singapore, and will they be a criterion for evaluation?</p> <p>A: We are open to universal values such as family values or kindness, and we are not fixated on adhering to a specific set of five Singaporean values. More importantly, we aim to assess how the entire proposal comes together and integrates or reinforces the identity of Singapore. The key consideration is whether players leave the game with a deeper understanding or sense of Singapore, and whether they feel pride or have a more enriching experience.</p>

<b>Submission Details</b>	
1	<p>Q: How do I obtain an ACRA Business Profile?</p> <p>A: You may access your business profile via the ACRA website. All businesses registered in Singapore would have an ACRA business profile.</p>
2	<p>Q: What should I do if my business is newly set up and I do not have a financial statement?</p> <p>A: You are still welcome to submit a proposal. We are revising our CFP Guidelines and submission requirements, and financial statements are no longer mandatory for submission.</p>
3	<p>Q: Can a non-gaming company submit a proposal?</p> <p>A: You are welcome to do so, but please note that "Company credentials: The company has a portfolio and a track record in developing games." is a part of the Evaluation Criteria, as outlined in the Guidelines Annex A.</p>
4	<p>Q: I am a game developer. Can I submit my proposal as an individual? [Perhaps as a freelancer or independently from their studio.]</p> <p>A: Only Singapore-registered business entities are eligible for this programme. You may consider submitting a proposal together with a studio or register for a business entity on ACRA.</p>
5	<p>Q: Is there an indicative costing available for the CFP, considering the significant cost difference between games like "Raji: An Ancient Epic" and "Ghostlore"?</p> <p>A: The budget for the game will be determined by the applicant, considering the specific game type and scale they intend to create.</p>
6	<p>Q: Am I allowed to submit a proposal based on a game that shares the same IP with another game?</p> <p>A: Yes, it is allowed if the game concepts are distinct.</p>
<b>Funding Support</b>	
1	<p>Q: Will IMDA co-fund more than \$50k if the production budget incurred is higher than \$50k?</p> <p>A: Our support is capped at \$50k per vertical slice. We are seeking your inputs on the production budget to deepen our understanding of the full budget required for a full prototype development based on your concept.</p>
2	<p>Q: Why \$50k only?</p> <p>A: We recognize that the bulk of game development costs are attributed to manpower. This \$50k is meant to co-finance the development of the prototype with the game developers.</p>
3	<p>Q: Why are only 5 proposals supported?</p> <p>A: As this is a pilot exercise, we want to streamline our processes for better efficiency, without compromising sufficient representation. A shortlist of 5 game proposals will help us achieve the most optimal results as we progress.</p>
4	<p>Q: Is IMDA providing any support after the prototyping phase?</p> <p>A: We will ascertain the next steps after we've consolidated the learnings and analyzed the data derived from the audience-sensing efforts.</p>

	Any potential support for further development will depend on the success and popularity of the prototypes during the audience-sensing phase. Grantees are strongly encouraged to explore or secure methods of marketing their new game to demonstrate the justification for additional support.
5	Q: Should the game be published later, do we need to acknowledge IMDA in the game credits? A: No, there is no need to acknowledge IMDA or include our logo in the credits.
6	Q: Will ownership of the concept and vertical slice belong to IMDA after the programme? A: The concept, vertical slice and IP solely belongs to the grantee.
7	Q: If a publisher approaches us at the end of the programme, does this prevent us from IMDA's further support after the programme? A: Grantees are highly encouraged to proceed with their own commercial arrangements if a publisher demonstrates interest.
8	Q: I am receiving funding from another government agency for my game, am I eligible to apply for further funding to expand the game? A: While double funding is not permitted, we are open to supporting the expansion of the game beyond its current state through incremental builds, provided that it is clearly outlined in the proposal.
9	Q: What are the future plans of IMDA? Is there potential for IMDA to provide further support to enhance regional competitiveness, or is IMDA's focus primarily on developing games about Singapore? A: IMDA is taking initial steps by funding game prototypes. The performance of these prototypes and the learnings gathered from this pilot phase will inform our next steps.
<b>Panel</b>	
1	Q: How will the matching between mentors and grantees be conducted? A: IMDA will match the publisher to a proposal according to the publisher's expertise alignment with the game proposal's focus. For example, if the proposal is for a console game, a mentor experienced in console game publishing will be assigned. This ensures the mentor's expertise is well-suited to the proposal's specific requirements.
2	Q: How will the feedback sessions between mentor and grantee be conducted? A: IMDA curated a panel of publishers to provide feedback to selected teams. Mentorship sessions will occur monthly, and the publishers will directly coordinate with the teams. Each session's duration and format will be based on the needs and availability of the mentor-mentee pair.
3	Q: What is the background of the judging panel, so that we may provide a better pitch? A: The judging panel comprises experts with extensive experience in publishing for PC, console, and mobile platforms. It is not necessary to simplify explanations for a layman audience. When pitching, it is important to delve into the game concept and ensure alignment with the requirements stated upfront.

<b>Platform Showcase</b>	
1	<p>Q: Are there any restrictions on exhibiting the game, beyond the physical showcase organized by IMDA?</p> <p>A: Grantees are encouraged to exhibit the game as part of their own initiatives. This would allow the grantees to capture more insights to refine the gameplay and further validate its commercial viability.</p>
2	<p>Q: If my proposal is selected, can I opt out of the platform showcase?</p> <p>A: All proposals selected are required to take part in the showcase.</p>
3	<p>Q: Why is SGCC the choice of the platform showcase?</p> <p>A: SGCC was selected as the platform due to its extensive and diverse demographic reach, encompassing audiences beyond gaming. This will expand the potential reach of the game and allow us to capture feedback from more audience segments.</p>
<b>Prototyping Stage</b>	
1	<p>Q: How is the vertical slice with 10-min gameplay being quantified, does it include game loop?</p> <p>A: The focus is on the game loop and gameplay, with an emphasis on delivering a compelling player experience.</p>
2	<p>Q: What happens if the design changes significantly from the initial pitch during the development process?</p> <p>A: While there is openness regarding changes in aesthetic and art direction, it should not deviate too far from the original game proposal and concept, on which the assessment was based. The mentorship provided will also come in handy and be useful to guide the direction during the development process.</p>
<b>Monetisation</b>	
1	<p>Q: Are Web 3.0 monetization methods acceptable?</p> <p>A: Our assessment focus is primarily based on the gameplay rather than the specific monetization methods. While the monetization model and payment system are not a consideration factor when assessing the proposals, it's important to take reference from the GRA's regulations.</p>
2	<p>Q: Can my game's monetization model include gachapon (using virtual or real money to obtain randomized virtual game items)?</p> <p>A: Please refer to the GRA regulations.</p>