

# GameINN

## GRANTS FOR R&D PROJECTS IN VIDEO GAMES SECTOR



PwC, on behalf of the sector, has developed a **Feasibility Study**, which defined the research agenda and the programme **GameINN**

### Basic information about the Sectoral Programme GameINN, under the Measure 1.2 „Sectoral R&D Programmes” of the Operational Programme Smart Growth (OP SG)

The **date of announcement** of the call for proposals in the Sectoral Programme GameINN is already known (Measure 1.2 Sectoral R&D Programmes, Operational Programme Smart Growth).

Supported projects should involve industrial research and/or development works in the field of video game production within certain research areas, leading to the utilization of the global gaming market potential by Polish industry. Projects may be implemented by the **enterprises or consortia of companies**.

### Basic rules within the programme

- The project must relate to only one of the areas listed in the **thematic scope of the competition**
- There are only **5 main criteria** of the scored substantive assessment
- Under the grant agreement, the **beneficiary is obliged to implement results** of industrial research and experimental development into the business activity
- **Subcontracting costs** can not exceed 60% of all eligible costs for individual enterprises and **50%** for consortia of companies



\* Beneficiary of the programme:

1) Entrepreneur defined in the article 1, appendix 1 of the (EU) Commission Regulation no. 651/2014, declaring certain categories of aid as compatible with the internal market, pursuant to the art. 107 and 108 of the Treaty, or  
2) Industrial Consortium (a group of entrepreneurs), consisting of at least two entrepreneurs, within the meaning of art.1 appendix 1 of the (EU) Commission Regulation no. 651/2014, declaring certain categories of aid as compatible with the internal market, pursuant to the art. 107 and 108 of the Treaty.

\*\* Assumptions for GameINN 2016. More details about current edition will be available after call for proposal date.

## The thematic scope of the competition

- 1 Innovative solutions in the field of video games design
- 2 Innovative solutions in the field of game engines, a new generation of platforms and graphic techniques and data optimization
- 3 The development of the artificial intelligence, tools and mechanisms of interaction
- 4 Development of mechanisms to share games in the cloud and solutions for the delivery and management of content in mobile and network games
- 5 Tools supporting production of games
- 6 Diffusion of gaming technology to various sectors of economy

## GameINN

## Conditions of bonus\*

1

Wide distribution of the project's results (through scientific articles or speech at science conferences)

or

2

+ 15%  
bonus\*

Effective cooperation of at least two unrelated entrepreneurs

## Level of co-funding

Industrial research  
Development work

Small enterprise

70%  
45%

Medium enterprise

60%  
35%

Large enterprise

50%  
25%

# Project selection criteria\*

## Formal assessment

Formal assessment concerns mainly correctness, completeness, timeliness of submitting the documentation.

Large companies are required to show the **diffusion effect**, by the description of the planned cooperation with SMEs, non-governmental or research institutions in the area of conducted R&D project.



## Substantive assessment

Substantive assessment (Measure 1.2 Operational Programme Smart Growth) is based on following criteria:

- **Basic access criteria (Yes/No)**
  - Project complies with National Smart Specialization (NSS)
  - Project complies with thematic area of competition,
  - Intellectual property issues do not constitute any obstacle for implementing the results of the project,
  - Management staff and way of management of the project enable its proper execution
- **Scored substantive criteria**
  - a. Planned R&D works are adequate and necessary to achieve Project's results, and the risks are defined (0 – 5 points)
  - b. Research team and technical resources allow for a proper R&D works realization (0 – 5 points)
  - c. Novelty of project's results (0-5 points)
  - d. Market demand for project's results and profitability of implementation (0-5 points)
  - e. Implementation of the project's results is planned in Poland (0 or 3 points)

At the stage of Individual Assessment, project is evaluated by three experts. The project needs to receive at least 3 points in each category a) – d) in order to receive a grant and . The overall number of all points needed to receive a grant is 15



## Expert panel

Projects that meet formal criteria and receive the required number of points in the substantive assessment will proceed to the final assessment given by the Expert Panel. During the Panel, the applicant will have an opportunity to refer to questions and doubts raised by the experts.

**The recommendation of the Expert Panel is decisive when allocating a grant.**



## Similar and complementary competitions:

1. Fast track for SME and large enterprises – submission of applications from 1 February until 1 March 2017 and the fourth quarter of 2017
2. R&D projects under the Regional Operational Programmes – schedule of the call for proposals depends on the particular region.
3. Support for investment in R&D infrastructure (R&D centers of the private enterprises, Measure 2.1 OP SG) – submission of applications from 8 May until 7 July 2017



## How we can help:

Free of charge initial analysis of the project at the eligibility criteria and chances of getting grant aid.

### Advisory at the stage of applying for the grant:

- Preparation of competition documentation,
- Support during the project assessment,
- Advisory while clearing the project and the grant, i.e. : trainings, preparation/verification clearing documentation, preparation for project's execution audit by the authorized institutions.



**Andrzej Jarosz**  
Partner  
+ 48 502 184 608  
andrzej.jarosz@pl.pwc.com  
PwC Poznan Office  
Plac Andersa 7  
61-894 Poznań



**Jolanta Kokosińska**  
Partner  
+48 502 184 656  
jolanta.kokosinska@pl.pwc.com  
PwC Warsaw Office  
Al. Armii Ludowej 14  
00-638 Warszawa



**Beata Cichocka -Tylman**  
Director  
+ 48 519 506 527  
beata.tylman@pl.pwc.com  
PwC Warsaw Office  
Al. Armii Ludowej 14  
00-638 Warszawa



**Rafał Pulsakowski**  
Senior Manager  
+ 48 502 184 206  
rafal.pulsakowski@pl.pwc.com  
PwC Krakow office  
ul. Lubicz 23a  
31-503 Kraków



**Jacek Zimoch**  
Manager  
+ 48 502 184 165  
jacek.zimoch@pl.pwc.com  
PwC Wroclaw Office  
ul. Swobodna 1  
50-088 Wrocław

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