

GUIDELINES

MIGW 2026 South Australian Delegation



South Australian **Film Corporation**

What is the program?

In partnership with the Interactive Games and Entertainment Association (IGEA), the Department of State Development (DSD), and supported by Create SA, the SAFC is supporting a South Australian presence at Melbourne International Games Week, running 2-11 October 2026.

Melbourne International Games Week (MIGW) is the largest digital games event in the Asia-Pacific region. Running since 2015, the multi-day festival brings together industry professionals, educators, and gamers to celebrate the culture and business of video games. The event encompasses Games Connect Asia Pacific (GCAP) (5-7 October), PAX Australia (9-11 October) and Play Now (8 October).

The SAFC is supporting a delegation of South Australian video game developers to travel to Melbourne for MIGW, attending GCAP and the Australian Game Developer Awards (AGDAs) and PAX Aus, with additional support available to any developers that are also attending the Play Now pitching event.

What is on offer?

Up to 12 travel grants of \$2000 are available for solo game developers and single developers as part of a development team (up to two applicants per team) to attend MIGW 2026. This funding will come in the form of a one-off grant, which must be used on travel and accommodation. A total of twelve applicants will be selected.

Successful applicants will also receive a 3-day pass for GCAP, running 5-7 October at the Melbourne Convention Centre. This pass will also give applicants access to the GCAP meeting system and the AGDAs that will take place at the close of the conference.

Five of the twelve successful applicants will also be chosen to be included in the GCAP featured attendee listings, as well as gaining access to a GCAP VIP meeting room.

Prior to the week, SAFC will also host an online MIGW 2026 workshop specifically for selected applicants called 'Commercial in Confidence' run by experienced games business development consultant, Jon Cartwright. This workshop will cover practical advice for developers attending MIGW, paying particular attention to increasing the success of commercial outcomes during potential GCAP meetings, Play Now attendance, and PAX Australia. Jon will also be choosing six projects for a private 1:1 pitch review.

Who is eligible?

Applicants who are applying must:

- be over 18 years of age,
- be a South Australian Resident (as defined in the Terms of Trade),
- have read, and be compliant with, the SAFC's Terms of Trade,

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- be a credited game developer or actively working on a game that will include their credit,
- must be able to attend all the MIGW events such as GCAP, Pax Aus and Play Now (all events fall between 5-11 October, 2026) and the online MIGW 2026 workshop in advance of the event,
- possess a registered and active Australian Business Number (ABN), if applying as a solo developer, or be employed by a games business that is registered in South Australia and have its principal place of business in South Australia for at least six months immediately prior to the date of the application.

What projects are eligible?

South Australian game productions and South Australian game developers with 'pitch-ready' projects. Preference will be given to applicants who are most likely to have positive business outcomes from attending MIGW, by organising meetings during GCAP, attending the Play Now pitching event or showcasing their game at PAX Australia.

What projects are ineligible?

- Gambling games, including "social casino" games,
- Non-digital games,
- Games designed for educational purposes only, or business-to-business products (e.g. interactive instructional tutorials, educational research projects),
- Games that are not intended for commercial release,
- Games based on external IP not owned or licensed by the applicant,
- Games by teams that primarily consist of, or are run by, currently enrolled students in game-related courses or degrees,
- Games that are deemed unlikely to receive classification within Australia,
- Remasters and upscales of existing games, or games that have already received a full retail release,
- Games developed by team members that are younger than 18 years of age.

What are the assessment criteria?

As part of South Australia's MIGW 2026 delegation, it is expected that delegates will use their time during the week to further the aims of their project and/or business.

As part of the application process, applicants must outline anticipated outcomes, and steps planned to achieve these outcomes. Outcomes may include:

- Meetings with potential publishers for applicants' projects, including pitch meetings
- Meetings with potential clients to discuss future work opportunities
- Forming new contacts and building on existing relationships within the wider industry
- Meetings with influential figures or mentors who may be able to service applicants' business, or contribute to the wider South Australian digital games industry
- Exhibiting applicants' game to an Australian audience and engaging in marketing opportunities

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- Experiencing the Australian games industry and learning about local and global technological trends or innovation
- Promoting South Australian games business and talent to national and international attendees

Successful applicants will be required to submit an acquittal form following the event, outlining their experiences (including attendance, meetings, partnerships, and feedback, including successes and achievements, challenges and difficulties), and how successfully they were able to achieve the goals outlined in their application.

How do I apply?

Applications are to be submitted through the SAFC's online grant portal at safilm.smartygrants.com.au.

Before applying, all applicants must read the SAFC's Terms of Trade and speak to the SAFC regarding their intended SAFC grant request.

Key Dates

Applications open: Thursday 11 June, 2026

Applications close: Monday 22 June, 2026

Applicants notified: by Monday 29 June, 2026

Where can I find out more?

For all inquiries, please contact Neil Rennison, Acting Game Development Executive, on 08 8394 2008 or email games@safilm.com.au.

Accessibility Options

Please contact us if you require these guidelines in an alternative format.

SAFC supports attendance by Deaf and disabled practitioners. For a confidential discussion of your access needs, please contact SAFC by calling 08 8394 2029 or via the national relay service.

(Note: All amounts in this guideline are quoted exclusive of GST, unless otherwise stated)