GUIDELINES

SA Games Studio Placement Program

South Australian **Film Corporation**

What is the program?

The SA Games Studio Placement Program supports paid employment placements for emerging to mid-career South Australian game developers within South Australian game development studios.

The program is designed to reduce some of the financial risk for studios while giving emerging to mid-career developers the opportunity to gain meaningful commercial experience that helps further their career in the games industry.

In alignment with the South Australian Film Corporation (SAFC) Strategic Plan 2025-2028, the objectives of this program are:

- To assist South Australian game creators in reaching development milestones for new and upcoming games.
- To build a sustainable, long-term model of support for South Australian game creators that fosters new and innovative projects with commercial, critical, and artistic merit, fueling South Australian company growth and helping local teams to thrive and expand.
- To grow the number of South Australian digital game titles released each year, and to assist more teams in qualifying for the SA Video Game Development (VGD) Rebate.
- To advance diverse South Australian game development teams, and to give them opportunities to thrive in the global games marketplace.

What is on offer?

Eligible South Australian game development studios may apply for funding to support a six-month or 12-month full-time placement for eligible South Australian game developers.

The SAFC will contribute:

- up to $20,000 towards salary and superannuation costs for a six-month placement; or
- up to $40,000 towards salary and superannuation costs for a 12-month placement.

The Host Studio Applicant must contribute the remaining salary, paid at an appropriate industry level, together with the remaining superannuation costs.

The proposed role may be:

- a new position to be advertised by the Host Studio; or
- a position for which the studio has already identified an eligible Game Developer Applicant.

The proposed role must be for permanent ongoing or fixed-term employment. Contractors, freelancers, and casual employee structures will not be considered.

Funding is available subject to the total program allocation of $200,000. A maximum of two applications per Host Studio may be supported.

Who is eligible?

Host Studio Applicants

Applications must be made by eligible South Australian game development studios seeking to employ an eligible South Australian game developer through the program.

The Host Studio must:

- be incorporated and carrying on business in Australia and have its central management and control in Australia,
- be 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,
- be up to date and compliant with all relevant state and federal government obligations at the time of application for, and payment of, funding (including BAS, PAYG and GST obligations),
- be able to offer a full-time role that is either permanent or a six or 12-month fixed term, to an eligible developer participant,
- be up-to-date and compliant with all relevant state and federal employment law,
- contribute the remaining salary and superannuation costs not covered by SAFC funding,
- pay the participant at an appropriate industry level per the Professional Employees Award 2020,
- provide appropriate supervision, structured mentoring and professional development throughout the placement, and
- have no outstanding contractual obligations to the SAFC.

Game Developer Applicants

The Applicant must:

- have read, and be compliant with, the SAFC's Terms of Trade,
- be a South Australian Resident (as defined in the Terms of Trade), and
- have a clear, demonstrated commitment to a professional career in the games industry in the role for which they are applying (e.g. personal games projects, relevant university qualifications, credits relevant to the role on commercially released games outside secondary or tertiary education), OR
- have significant related experience in parallel industries that qualifies the applicant for the specific games industry role for which they are applying (e.g. project management, VFX artist, animator, web developer, software engineer) and are seeking to enter the South Australian games industry.

The SAFC is committed to supporting increased participation in the screen industry of people from groups under-represented in the South Australian screen industry which include:

- First Nations practitioners,
- Female identifying practitioners,
- LGBTQIA+ practitioners,
- Practitioners residing in Regional or Remote areas of South Australia,
- Practitioners from a Culturally and Linguistically Diverse background,
- D/deaf and/or disabled practitioners.

Who is not eligible?

Applicants who:

- have already completed a paid placement within the most recent financial year,
- are seeking general games industry experience,
- are a part-time or full-time student.

Evaluation criteria

All eligible Game Developer Applicant applications will be sent to Host Studios for selection. Host Studios may interview applicants prior to selecting a suitable candidate and offering a placement.

The SAFC is not involved in the placement selection process, however, Host Studios are not permitted to hire a Game Developer Applicant until formally notifying the SAFC in writing of the successful candidate and confirming their eligibility against the above criteria.

Application process

The SAFC will issue a call for applications from Host Studio Applicants and Game Developer Applicants via the SAFC website. Once open, applications must be made (both from Host Studio Applicants and Game Developer Applicants) via the SAFC's online grants platform safilm.smartygrants.com.au.

Host Studio Applicants must provide a placement role description, expected salary, length of placement (six or 12 months) and be able to address the eligibility criteria outlined in these guidelines.

Game Developer Applicants must include a cover letter addressing eligibility and assessment criteria outlined in these guidelines, along with a current CV.

Next steps

Before applying, both Host Studios and Game Developers must read the SAFC's Terms of Trade and speak to the SAFC regarding their intentions.

Contacts

Please direct all phone enquiries to the relevant staff below via SAFC Reception on +61 8 8394 2000.

For initial enquiries, please contact the SAFC Program Coordinator at programs@safilm.com.au.

For other enquiries, please contact the SAFC Game Development Executive at games@safilm.com.au.