



CREATIVE EUROPE MEDIA

Development

Berlinale 2014





OVERVIEW of OPPORTUNITIES

PREVISION 2014







260 selected



17,5 M

2,5 M =

20 M €



CREATIVITY

HIGH QUALITY



International DISTIBUTION POTENTIAL

European Added Value

AUDIENCE REACH

SIMPLIFICATION





WHO CAN APPLY?

✓ Independent <u>European</u> audiovisual <u>production companies</u> holding majority rights to the project

✓ Eligible countries

✓ PIC Code (Participant Identification Code)





WHAT KIND OF FILMS?

- Animation
- Creative documentary
- Fiction
- > intended for cinema release
- > intended for TV
- > intended for digital platforms
- ❖ Principle photo -> earliest 8 months from the submission





GO for SINGLE? GO for SLATE?

Company registered at least for

12 months

> 36 months





Track record of a previous work

GO for SINGLE?

- officially released or broadcast
- > after 1/01/2011
- 1 work for all applicants

GO for SLATE?

- Produced in last 5 years and
- officially released or broadcast
- > after 1/01/2011
- > in 3 foreign countries
- 2 works for big countries (DE, ES, IT, FR, UK)





SINGLE PROJECT

LUMPSUMS

- ➤ Animation 60.000 €
- ➤ Documentary 25.000€
- > Fiction
 - > Production budget
 - < 1,5 M € 30.000
 - > Production budget
 - > 1,5 M €
 - 50.000 €

SLATE FUNDING

- BUDGET BASED
- > 3 − 5 projects
- > 70.000 200.000 €
- Max 150.000€ for documentary slates
- EU co-financing rate maximum 50%





WHY LUMP SUMS? SIMPLIFICATION!

Advantages for the beneficiary:

- Certainty of amount at the moment of selection
- Certainty of amount at the moment of the final payment
- Simplified monitoring (i.e. no more amendment related to budget variations)
- Simplified reporting requirements (no certification by an independent auditor)
- No need to keep a specific accountancy for Media

Reporting obligations:

- Focus is on the results of the development process rather than on accountancy and administrative compliance from the applicant

and Culture



AWARD Criteria SINGLE PROJECT

1) Relevance and European added-value:	
Quality of the project and the potential for Europe	an
distribution	50
2) Quality of the content and activities:	
Quality of the development strategy	10
3) Dissemination of project results:	
Quality of the European and international distribu	tion
and marketing strategy	20
4) Quality of the project team:	
Experience, potential and adequacy of the team	10
5) Impact and sustainability:	
Quality of the financing strategy and feasibility	
potential of the project	10

Education and Culture



Automatic points SINGLE PROJECT

- ✓ An applicant company established in a countrywith low production capacity
- ✓ A project targeted for young audience 10
- ✓ A project intended for co-production with a company established in a participating country which does not have a common official language

5





AWARD Criteria SLATE FUNDING (1/2)

1) Relevance and European added-value:	
Capacity of the company to develop and produce a	ıt a
European and international level	20
2) Quality of the content and activities:	
Quality of the slate, the development strategy, the	.
financing strategy and its European dimension	20
3) Dissemination of project results:	
Quality of the European and international distribut	tion
and marketing strategy	20
4) Quality of the project team:	
Experience notential and adequacy of the team	10





AWARD Criteria SLATE FUNDING (2/2)

5) Impact and sustainability:

Quality of the financing strategy and feasibility potential of the project

10

6) Innovative character:

Capacity of the company to be innovative in its activities

20

Automatic points

✓ An applicant company established in a country with low production capacity

10





VIDEO GAMES - NEW SCHEME

- ➤The link with a "traditional" audiovisual work has been removed and stand-alone games can be supported
- Two levels of contribution depending on the stage of the project and the co-financing capacity of the applicant:
- € 10.000 50.000 for concept development: support for activities up to a game concept
- € 10.000 150.000 for project development: support for activities up to a playable prototype





Not to be missed! Single Projects



12h00 Brussels time!!







Not to be missed! Slate and Video Games



12h00 Brussels time!!





WHO TO CONTACT

- Your local Creative Europe Desk
- ❖ EACEA-MEDIA-DEVELOPMENT@EC.EUROPA.EU

PRESENT TODAY
Virve INDREN
Nathalie DUCHER
David RAFFIER
Vincent COEN

