

Video Games Early Stage Growth Program

Frequently Asked Questions

1. When are applications due?

Applications are due Monday November 2, 2026 at 4:00 PM PT. Incomplete applications or applications received after this date and time cannot be reviewed.

2. How do you define a new or early stage company?

Ultimately, for the purpose of this program, if you've only shipped one game or less, you're a new company. We don't define it by date or incorporation, or staff count, or revenues/expenditures. If you've yet to incorporate, note that you will need to do so if your application is successful. The viability of your venture and the probability of success and potential for growth are key considerations in the evaluation criteria.

3. Is this only for B.C. companies?

The purpose of this fund is to promote the growth of the video game industry in B.C. through support for companies in the province developing their own creative IP. To be eligible, companies must be incorporated in B.C., have headquarters in B.C., and be majority owned by B.C. residents. In addition, 75% of the costs tied to this grant must be incurred in B.C. A consideration in the evaluation criteria is the potential for positive impact on the B.C. video game industry as a whole.

4. At this time, video game production is not our principal area of work. Are we still eligible?

Yes, you are eligible, but bear in mind that one element of the program design and intent is to support the long-term success of the overall video game sector in B.C. so your Business Development Plan should outline how you intend to sustain and grow your video game production activities in the future.

5. What are you looking for in the Business Development Plan?

This plan needs to both a) provide the specifics of the funding request and b) demonstrate the overall proficiency of the studio. In addition to showing how the funding will make a measurable difference to the company's current activities, the plan should also cover your company vision and growth plan, plans for fostering talent and diversity, and contributions to the growth of the games industry in BC.

6. Can I use the funds for both company-related costs and project-related costs?

The fund is designed to accommodate a variety of funding requests tailored to the applicant's specific needs. It can be used for company-related costs, or project-related costs, or a

combination of the two. As long as the costs meet the criteria outlined in the Eligible Costs section of the Guidelines, they qualify.

7. Does the money need to be re-paid?

The funding is provided in the form of non-recoupable or non-repayable contribution, with no requirement that Creative BC be reimbursed, except in specific instances of default or sale. Recipients are, however, required to provide reporting on their progress and outcomes, as stipulated in the funding agreement.

8. Is there a timeline to spend the funds?

Recipients have 12 months to use the funding, with potential for extensions in extenuating circumstances.

9. I still have questions, who can I talk to?

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