The 3rd **“Hong Kong Game Enhancement and Promotion Scheme”** is the first scheme supporting game promotion in Hong Kong organized by Hong Kong Digital Entertainment Association. The Scheme aims at providing holistic support, including a promotion subsidy of HKD 450,000 - 550,000 for the launching new game, mentor guidance, training programmes (on marketing, fund-raising and game testing), technical resources and subsidies for marketing campaigns and a chance to join Tokyo Game Show 2022 to 12 selected gaming start-ups.

**Details of the subsidy**

Details of the subsidy to 12 participating companies︰

* Receive marketing subsidy of HKD 450,000 - 550,000 to promote a new game (all subsidy will be released on reimbursement basis)
* Receive subsidies for exhibition booth1 rental and construction expenses2 for joining the renowned Tokyo Game Show 2022. The project will also cover majority of air ticket and hotel charges3 for two attendees from each company. This helps promote Hong Kong game products to the international market and explore business opportunities
* Receive guidance from industry experts to gain experience in game operation and promotion
* Participate in training programmes on marketing, game testing and fund-raising to enhance the effectiveness of launch of new game
* Conduct thorough testing for game enhancement with help from 2 interns (each intern will work for 2 months)
* Gain public exposure for the company and the game through publicity channels of the Scheme (e.g. newspapers, the internet, social platforms, websites, an opening ceremony and sharing sessions)
* Four companies with the best performance in new game promotion will receive certificates of excellence, which will be helpful for further promotion in future

1. For booth allocation of Tokyo Game Show 2022 of participating companies, the secretariat office will arrange the booth allocation meeting and selection will be made by drawing lots.

2. The participating company can’t reimburse the cost of Tokyo Game Show 2022 from the programme.

3. 2 representatives of the participating company need to pay $5,000 per person for the partial cost of air ticket and hotel.

**Application Eligibility**

|  |  |
| --- | --- |
| Application Eligibility | * The game start-up must have been registered in Hong Kong in not more than 8 years ago on the date of application deadline. * The company must have less than 20 full-time employees. * The company should have produced a new game available for release after admitted to the scheme. The game should be 90% complete and have room for modifications before market release to enhance its quality and profitability. * The participating company must apply the Scheme with a new game and declare in the application form that the game has not been released commercially in any market before. * Participants from previous edition are also encouraged to enroll. |
| Application Rules | The company is required to submit the following information:   * The applicant must carefully read the Application Guidelines before filling in the application form. * The application form must be completed on a computer before being printed, signed, stamped and submitted online. * A valid Hong Kong business registration certificate must be submitted. * A new game of the company, which should be available for release after admitted to the scheme, must be submitted for the application. The company shall provide a trial/test version of the game for the reference of the vetting committee and/or submit a Powerpoint/video showcasing the game’s current test version for more than 1 minute. The document should be saved on a secure cloud platform (e.g. Google Drive and Dropbox). A URL linked to the downloading site of the file should then be listed on the application form so that the Association can take further actions. * A promotional campaign of the new game (with a budget no less than HKD 550,000) and its expected outcome must be submitted; selected companies shall later implement the promotional campaigns agreed by the assessment committee to promote the new game. * The promotional campaign needs to include no less than $60K “art technology element” such as Augmented Reality (AR), (Virtual Reality) VR, (Extended Reality) XR, and real time animation technology. * A completed and signed application form must be submitted to the online registration system on the official site along with other attachments by 11 Feb 2022 (Friday) 5:30pm. Late submissions will not be accepted. |
| Quota | 12 Game Start-ups |

**Assessment Criteria**

Vetting criteria are:

* Market potential of the new game
* Creativity of the new game
* Performance of the new game
* Quality of the new game
* Marketing plan of the new game and its expected outcome
* Marketing experience of the participating company

**Vetting Process**

Once an application is received, the Secretariat will screen all the submitted documents and check if there is any missing information.

Applicants will be selected by an assessment committee comprised of experts in the industry and academia.

* Vetting to shortlist for interview: Among all collected application forms, the assessment committee will select the eligible companies to advance to an interview according to a series of objective criteria.
* Vetting interview to select participating companies: The assessment committee will conduct interviews with finalists, which shall introduce and display the submitted new game on site and present a marketing plan for the game.

Regardless of the selection results, all applicants will receive an email notification on or before 11 March 2022.

**Application methods**

* The applicant can download the application form on the official website (http://geps.hk/).
* The applicant must carefully read the Application Guidelines before filling in the application form.
* The application form must be completed on a computer before being printed, signed, stamped and submitted online.
* A valid Hong Kong business registration certificate must be submitted.
* A new game of the company, which should be available for release after admitted to the scheme, must be submitted for the application. The company shall provide a trial/test version of the game for the reference of the assessment committee and/or submit a Powerpoint/video showcasing the game’s current test version for more than 1 minute. The document should be saved on a secure cloud platform (e.g. Google Drive and Dropbox). A URL linked to the downloading site of the file should then be listed on the application form so that the Association can take further actions.
* A Marketing plan of the new game (with a budget no less than HKD 550,000) and its expected outcome must be submitted; selected companies shall later implement the Marketing plan agreed by the assessment committee to promote the new game.
* A completed and signed application form must be submitted to the online registration system on the official site along with other attachments by 11 March 2022 (Friday) 5:30pm. Late submissions will not be accepted.

**Timetable (Tentative)**

|  |  |
| --- | --- |
| Item | Date |
| Open for application | 21 Dec 2021 |
| Briefing session | 30 Dec 2021 & 12 Jan 2022 |
| Deadline of application | 11 Feb 2022 |
| Interview and selecting eligible companies | Late Feb 2022 |
| Release of interview results | Early Mar 2022 |
| Training programme | Apr 2022 – Mar 2023 |
| Mentor guidance | Apr 2022 – Mar 2023 |
| Internship Program - Game tests and optimization | July – August 2022 |
| Launching Ceremony | Mid Aug 2022 |
| Promotion of new games by participating companies, progress meetings of participating companies and the assessment committee | Apr 2022 – Mar 2023 |
| Participation of Tokyo Game Show 2022 | 15 – 18 September 2022 |
| Industrial sharing sessions, during which “Certificates of Merit (Marketing Performance)” will be awarded to companies with excellent performance | Apr 2023 |

**Enquiry**

「Hong Kong Game Enhancement and Promotion Scheme」Secretariat Office

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Disclaimer: The Government of the Hong Kong Special Administrative Region provides funding support to the project only, and does not otherwise take part in the project. Any opinions, findings, conclusions or recommendations expressed in these materials/events (or by members of the project team) are those of the project organizers only and do not reflect the views of the Government of the Hong Kong Special Administrative Region, the Communications and Creative Industries Branch of the Commerce and Economic Development Bureau, Create Hong Kong, the CreateSmart Initiative Secretariat or the CreateSmart Initiative Vetting Committee.