



CALL FOR APPLICATIONS

ANIMATION/GAME DESIGN ACCELERATOR: For Emerging and Established Practitioners

ABOUT THIS PROGRAMME

The Cultural and Creative Industries Innovation Fund (CIIF) seeks to partner with accelerator programmes to equip a larger cadre of professionals within the Creative Industries (CI) sector with enhanced technical and business skills, and increased access to resources including market integration platforms. In this regard, CIIF has partnered with the **Caribbean Export Development Agency (Caribbean Export)**, **Animae Caribe** and **the University of Trinidad and Tobago** to offer twenty-five (25) emerging and established practitioners opportunities to enhance their technical capacity in the area of 360 design development - design of both an animated series and game based on a single concept.

The Accelerator will consist of a 10-day online mentorship programme and a five-day boot camp that will take place from **August 12-16, 2019**.

The Accelerator precedes the Fourteenth Edition of the Caribbean Festival of Arts (CARIFESTA XIV), scheduled for 16-25 August 2019 in Trinidad and Tobago. In partnership with the Government of Trinidad and Tobago and the CARICOM Secretariat and with support from Caribbean Export, participants will have the opportunity to pitch to international sector buyers. They will also compete for a first prize of USD10,000 from CIIF to be used to produce an Animation Production Bible, Game Production Bible and 30-60 second trailer.

WHO IS THIS ACCELERATOR FOR?

This Accelerator is intended for emerging and established practitioners engaged in animation/game design as described below.

- (1) Emerging Practitioners refer to persons who have:
 - (a) been actively practicing for at least two (2) years in their field.
- (2) Established Practitioners (Team Lead) refer to persons who have:
 - (a) been actively practicing for more than five (5) years in their field;
 - (b) have worked locally and/or regionally; and
 - (c) have a formally registered business.

Additional requirements are as follows:

- Businesses must be registered in one of CDB's Borrowing Member Countries¹ and CARIFORUM through support by Caribbean Export.
- ALL team members must be citizens of one of CDB's Borrowing Member Countries.
- ALL approved entities/persons must be willing to allow for monitoring and evaluation of their enterprise for impact assessment up to 24 months after the close of the programme.
- ALL approved entities/persons must be willing to allow for publishing of non-sensitive business information for programme promotional and development purposes.

TEAM AND PROJECT REQUIREMENTS

Each team must be comprised of three (3) persons inclusive of an animator/illustrator, an experienced writer and a game developer. The Accelerator is intended to support recently developed projects therefore **all project ideas submitted must be new project ideas, that is, ideas should not have been previously circulated in a public arena.**

WHAT WILL PARTICIPANTS LEARN?

Participants will work in teams to develop an animated series concept and an affiliated game. During the 10-day online mentorship programme, participants will be guided by mentors in developing their concepts. Following the mentorship, a five (5) day in-person Boot Camp will bring teams from the Caribbean together under the guidance of a professional scriptwriter, animator and game designer to produce a preliminary animated series production Bible with a supported game prototype for next stage development.

The Five (5) day boot camp will include the following topics:

¹ Anguilla, Antigua and Barbuda, The Bahamas, Barbados, Belize, British Virgin Islands, Cayman Islands, Dominica, Grenada, Guyana, Haiti, Jamaica, Montserrat, St. Kitts and Nevis, Saint Lucia, St. Vincent and the Grenadines, Suriname, Trinidad and Tobago and Turks and Caicos Islands.

1. Presentation - The Story Telling Arc. The Heroes Journey from a Caribbean Perspective
2. Workshop - Character Development and Design
3. Game Design Conceptualisation - Creating Games from Story Ideas
4. Presentation - How to create Episodic Springboards for Animated Series
5. Presentation - The 360, Licensing and Digital Approach
6. Workshop - Creating a Production Bible
7. Game Production Workshop - Creating the Prototype
8. Workshop - Pitching Process

WHERE WILL THE ACCELERATOR TAKE PLACE?

The Workshop will take place in Trinidad and Tobago at the University of Trinidad and Tobago Campus, Wrightson Road, Port of Spain.

HOW MUCH WILL BE COVERED?

CIIF in collaboration with Caribbean Export Development Agency will cover 85% of expenses, including airfare, accommodation for six (6) days, transport to and from the course, transport to and from the airport and course fees. Participants will be expected to cover some meals and other incidentals estimated at USD 500.

APPLY

To participate in this programme, practitioners are asked to complete the [online application form](#) by **July 28, 2019**.