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FREQUENTLY ASKED QUESTIONS
CALL FOR APPLICATIONS - DESIGN / INTERACTIVE MEDIA

What is a matching grant (only applies to production contributions)?
Pro Helvetia's contribution to production is a «matching grant», i.e. a complementary grant. This means the applicant must provide evidence of funding (own or third-party) for the project to be produced. Pro Helvetia's contribution will match the amount of this funding up to a maximum of CHF 50,000.
As evidence of first-party or third-party funding, we require a signed document confirming that the sum in question has been earmarked exclusively for the production of the project concerned.

Does an applicant have to be a Swiss citizen?
No, the applicant must have a connection with Switzerland. This condition is also fulfilled if the studio in question is domiciled in Switzerland. Also eligible are Swiss citizens working abroad.

Who is entitled to submit an application (design)?
The application must be submitted by the bearer of the idea behind the project. This need not necessarily be the designer, but can also be the studio or firm that has the intellectual property (IP) rights to the project. The other criteria – no more than 7 years after completion of professional education or training and after foundation of the studio or firm – must also be fulfilled.

Can I request financial support for working hours spent on the project?
No, financial support for the applicant's own working hours is not provided. However, contributions towards the costs for a commissioned third party working on the project may be requested.

What legal form does my studio need to have?
The applicant does not have to be a legal entity. However, in view of bringing the project to market, he/she must be prepared to take such a step. Examples of legal forms include the limited liability company (GmbH) and the public limited company (AG). Sole proprietorship does not count as a legal entity.

How interactive does my project have to be in order to qualify for support (interactive media)?
The focus in this call for applications is on computer games, virtual and augmented reality, interactive comics and any other kind of digital content whose use requires a high degree of interaction. No support is granted for purely technological projects (without content), outreach projects, 360° VR projects, social media projects and the like.

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Do I already need to have a playable prototype for the pre-production category (interactive media)?
As a new requirement, a prototype must be submitted in the pre-production category. It can be a simple version, but has to be capable of demonstrating the basic idea behind the project.

I do not want to have information on my project disclosed at this stage. What is Pro Helvetia's position regarding confidentiality?
Confidentiality is ensured. All jury members are obliged to sign a non-disclosure agreement (NDA). If the project is accepted for support, the studio concerned will be informed on how the results are communicated.

Can I submit further documentation at a later stage?
No, incomplete dossiers are not passed on to the jury. The documents must be submitted in PDF format and in the order specified on the information sheet.

What is a value proposition?
The value proposition should, in a few short sentences, show what markets and target groups the studio is aiming at with its project, and what goals the project is pursuing. A value proposition template can be found on the application website www.myprohelvetia.ch. It can be downloaded when the application is being filled out (on the «Enclosures» page). Templates cannot be sent by mail in advance.

What happens after I have submitted my project?
Once the application deadline has passed, the dossiers are made accessible to the jury for preparation purposes. After the jury meetings (3 days) have taken place, the jurors' decisions require approval by the Director of Pro Helvetia before they are officially communicated to the applicants by letter. Then a contract is drafted, together with the applicants of projects selected for support, defining the payment modalities and the project milestones.