**The Montreal Games Incubator**

The mission of the Montreal Games Incubator is to recognize and assist the next generation of video game developers, designers, visionaries and entrepreneurs in the realization and their games and the commercial launch of their companies.

A collaboration between Concordia University and Dawson College, The Montreal Games Incubator provides a creative space at the intersection between university-level interdisciplinary digital games research and creation programs, technical college-level programs, the independent game development sector, and the video games industry. The incubator offers the opportunity to independent game creators, designers, artists, programmers and theorists to:

* expand their creativity in an enriching, enabling environment
* complete innovative or experimental game projects
* organize and form independent game studios
* enrich their teamwork abilities
* develop soft and hard skills related to game and business
* advance their careers

These goals may be facilitated through a mix of opportunities and resources being developed by The Montreal Games Incubator which aims to provide a rich climate for innovative game development and entrepreneurship, team-building and networking, mentorship and expert feedback, skills development and training as well as business opportunities and advice.

The Montreal Games Incubator hopes to meet the growing need of independent game developers to gain access to networks and resources for taking their prototypes to the next level, gaining experience, developing marketable games, and laying the foundations for possible careers within games and the digital arts.

**Pilot program July & August 2011**

We are starting this project with an incubator pilot program that will be up and running July and August 2011. We are looking for innovative projects and dedicated developers who are motivated to the resources of the Incubator pilot to complete their games, form their own studios, and bring their products to the marketplace.

Deadline for submission is May 15th, 2011 (see below for details)

**Criteria for selection**

**Innovation**

In contrast to multinational developers, independent developers have demonstrated great potential of being able to expand and deepen the cultural salience of video games. Independent developers do this by

* taking risks with respect to the exploration of new topics and content for games
* paying closer attention to developing principles of game design
* being more willing to experiment with new technologies,
* and paying greater attention to diversity in needs and desires of players and audiences.

With these points is mind, the jury of the Montreal Games Incubator is looking for innovative games. Examples of innovative games include, but are not limited to: art games, serious games, augmented reality games, games with experimental gameplay, games that involve new technology, or games with content that goes beyond that of currently available commercial products.

**Individuals and Teams**

Individuals and teams are welcome. The incubator anticipates capacity for supporting 10-12 developers in a single space. In general teams typically have 2–4 members with complementary skills, e.g., designer, artist, and programmer.

**Full-time availability**

All participants must be willing and available to work on their projects full-time over the eight weeks of July and August. Participants are expected to be in residence at the incubator site and be ready to help others and provide feedback on the project in addition to working on their own games.

**Prototype, Proposals, Plan & Pitch**

Interested teams should submit a playable prototype with a clear and concise eight-week work plan. Games can be in any stage of development, but games that can be completed within eight weeks are preferred.

A game concept document is desired, but not required (see below for more info). Game design, technical, or art documents are optional. A business plan is also optional.

To aid in the process the teams with the most promising proposals may be asked to give a 10 – 15 minute pitch.

**Submission Details**

Deadlines for submissions: May 15, 2011

Please send the following information about your team and prototype to "Shawn Bell" [sbell@dawsoncollege.qc.ca](mailto:sbell@dawsoncollege.qc.ca):

1. Title and brief description of the game, its core gameplay, features, theme, market, etc. (max 400 words)
2. What makes this game innovative? (max 200 words)
3. An eight week work plan.
4. Required hardware and software support
5. The name of team, and name of the team members and their CVs.
6. Game Concept Document or Game Design Document (recommended, but optional)
7. Business plan (optional)

After completing this information, please include the following:

1. Link/location where the prototype can be downloaded or played.
2. Link/location of a short video of the prototype in action (recommended, but optional)
3. Links to team members portfolio / demo reels

**Need a partner or another team member? Want more information?**

Successful independent games studios require teams with a balance of diverse skills, focused on a common vision and capable of working together to bring games from conception to market. The Montreal Games Incubator has organized two evenings in April to provide more information, answers questions, and facilitate team formation.

The first evening is scheduled for April 13, 2011 , 5–7 pm at the **T**echnoculture, **A**rt and **G**ames (TAG) research centre. TAG is an interdisciplinary collaboration platform for research/creation in game studies and design, digital culture and interactive art.

TAG is situated in Concordia’s Hexagram (Institute for Research-Creation in Media Art and Technology) lab complex.

TAG Research Group

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