

## DGA Gaming Fieldlab, 2<sup>nd</sup> call for proposals:

### Public-private collaborative research on games and gamification

The DGA Gaming Fieldlab of Dutch Games Association issues its second call for research proposals to support the Dutch game industry sector and amplify research-industry collaborations. This second call has a wider scope than the first call and its financial conditions are more favourable.

#### Topics

Project proposals should investigate novel approaches to the design, creation, configuration or evaluation of games or gamification. Target outcomes may include:

- Technical artefacts (e.g. plug-ins, adapters/connectors, tools, components, services)
- Methodologies (e.g. workflow protocols, procedures, design aids, evaluation materials/instruments)
- Thematic reports (e.g. industry or market needs analyses, state of the art reviews, meta-studies, try-outs).

#### Proposal evaluation criteria

- A clear research question
- Clear target outcomes
- Scientific relevance
- Added value as compared with existing approaches/solutions
- Follow-up plans of usage by the industry partners
- Practical significance for the wider game industry sector
- Enabling access and reuse by third parties
- Arrangement of intellectual property rights

#### Funding

In this call, there is room for 4 separate subsidies of €20,000. The funding is reserved for public-private partnerships (research-industry collaborations). The part of the subsidy that goes to the industry partners should be matched equally by the industry partners in kind or cash; subsidies reserved for the research partners may do without match funding, if so desired. Given the source of funding it is recommended to reflect true public-private collaboration in the budget.

See an example budget distribution below:

|                  | Co-finance<br>(cash/in kind) | DGA Fieldlab<br>subsidy | Total budget    |
|------------------|------------------------------|-------------------------|-----------------|
| Research partner | € 5,000                      | € 17,000                | € 22,000        |
| Industry partner | € 3,000                      | € 3,000                 | € 6,000         |
| <b>Total</b>     |                              |                         | <b>€ 28,000</b> |

#### Additional formal and administrative requirements

- The consortium is composed of at least one Dutch public partner (knowledge institute) and one Dutch private partner (game studio, possibly more than one); the knowledge institute (higher education institutes, research institutes) acts as the principal applicant.
- The proposal should use the (new) proposal template and should be within 5 pages.
- The proposal should be written in English to allow for international review.

- The project should start within 2 months after approval and end before March 2021.
- The project team publicly presents its progress and achievements at both a mid-term and final meeting organised by the DGA Gaming Fieldlab, and to prepare and deliver one or more workshops for potential users of the software artefacts.
- The project contributes to general publicity, e.g. for the Fieldlab website and CLICKNL.
- All declared costs should comply with the regulations of the PPS-TKI funding described at <http://www.rvo.nl/tki>, in particular the PPS- scheme 2016 (or in detail at [Kaderbesluit nationale EZ-subsidies](#)); most of these are summarised below:
  - Proposals should include a realistic planning budget specification possibly including co-funding, which may be in kind or cash.
  - A fixed hourly rate of €60 including direct and indirect labour costs and VAT.
  - Costs of goods, consumables and services may be included only if they are directly related to the research (hence no generic overheads allowed)
  - The partners will administer and explain the working hours spent to the project, as well as other costs
  - VAT is reimbursed only when parties are not liable to VAT (e.g. public parties)
  - The partners in the consortium provide a written signed collaboration agreement including the partners commitments.
  - The project contributes to the Dutch national knowledge infrastructure, in particular it contributes to one or more themes from [the Knowledge- and Innovation Agenda 2018-2021 of the Creative Industries](#)
  - In accordance with Article 1.a of the PPS funding scheme, Intellectual property rights should either come to the public party/parties or should be (partly) transferred to the private party/parties against payment in accordance with market conditions, while taking into account private contributions to the project.

### Important dates

|                   |   |
|-------------------|---|
| 11 September 2019 | An information meeting about this call is arranged in Utrecht September 11 <sup>th</sup> , 14.30 – 16.00. Beatrix Building Jaarbeurs Utrecht.   |
| 1 October 2019    | The call deadline for submission of proposals. Submissions should use the proposal template and should include a signed collaboration agreement, which should be sent to <a href="mailto:fieldlab@dutchgamesassociation.nl">fieldlab@dutchgamesassociation.nl</a> |
| 1 November 2019   | Decisions about the grants  |
| Winter 2019/2020  | Public presentations of granted project proposals on a joint Fieldlab meeting   |
| Spring 2020       | Mid-term Fieldlab meet-up   |
| Winter 2020/2021  | Final projects' presentations and workshops   |

### Contact/inquiries

For further inquiries please contact [fieldlab@dutchgamesassociation.nl](mailto:fieldlab@dutchgamesassociation.nl)

### Documents

[Proposal template call 2 \(MS Word\)](#)

[Example collaboration agreement Clicknl \(MSWord\)](#)