

Delivery Methods

- **Website:** The content of the project is delivered via an Internet connection through a web browser, regardless of the device used to deliver it.
- **Application:** Can be either a mobile app (includes both a content and code to consume it) or a software (i.e. a purely technological product without any included content), both require an installation to deliver the content or perform a task.
- **Physical support:** Any tangible storage method. Requires a manufacturing process and, usually, a specific reading device.
- **Downloadable:** Fixed package that can be consumed later without an Internet connection. Requires the installation of an application which may or may not be part of the project.
- **Streaming:** Fixed package that must be consumed as it is streamed, requires a connection and the installation of an application which may or may not be part of the project.

Content Types

- **Video:** Moving images with or without sound, limited interaction options are offered to the user.
- **Rich interactive media:** Multimedia content that requires interaction from the user to complete the experience, multiple paths are possible.
- **Game:** Multimedia content that requires high level of interaction from the user to complete the experience. Sets apart from other rich interactive media projects by including a combination of rules, progression, rewards and/or other "playing features".
- **eBook:** Digital presentation of a physical book or original creation. Requires rich and substantial audiovisual and interactive elements to be eligible to CMF funding.
- **Social media:** Real-time creation and exchange of user-generated content on a dedicated platform, involving a "many-to-many" approach.