



CANADA
MEDIA FUND

FONDS DES MÉDIAS
DU CANADA

PROTOTYPING PROGRAM GUIDELINES 2026-2027

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1. GENERAL INFORMATION

Section 1 of the [IDM Content Programs – Core Guidelines](#) shall apply to the Prototyping Program Guidelines, unless otherwise specified.

2. OVERVIEW

2.1 INTRODUCTION

Unless otherwise specified, in addition to the requirements set out in these Guidelines, Applicants must comply with:

- i) The rules and requirements of the [IDM Content Programs – Core Guidelines](#), and
- ii) The applicable policies and definitions in [Appendix A](#) and [Appendix B](#), namely:
 - a. [Appendix A](#): Section 7 (CMF Definitions)
 - b. [Appendix B](#):
 - i. Chapter 1 (Default Policy),
 - ii. Chapter 2 (Accounting and Reporting Requirements),
 - iii. Chapter 3 (Producer’s Fees and Corporate Overhead (PFCO) Policy), and
 - iv. Chapter 5 (Insurance Policy).

The Prototyping Program (the “**Program**”) allocates funding to Canadian interactive digital media Projects at the early stages of building a product to demonstrate its intended functionalities and design. Specifically, this phase is for experimenting, testing and validating different concepts and hypotheses to arrive at a first functional prototype. For clarity, the product will require a further production phase in order to be published or sold and will not be finished at the end of the Prototyping phase.

This Program shall fund Projects through a selective process in which Eligible Projects are assessed according to an evaluation grid.

2.2 DEFINITIONS

Please see [Appendix A](#) section 7 for definitions of the following terms found in these Guidelines:

- Diverse Community
- Diverse Community (Ownership) Project
- Gender Balance (Ownership) Project

3. ELIGIBILITY

3.1 ELIGIBLE APPLICANTS

An Eligible Applicant to this Program must meet:

- The criteria in section 3.1 of the [IDM Content Programs – Core Guidelines](#); and
- Any applicable specific eligibility criteria noted in this section.

As a reminder, the following additional requirements now apply across all IDM Programs (for more information see 3.1.1 and 3.2 of the [IDM Content Programs - Core Guidelines](#)):

- All new Applicants to the CMF through an IDM Program will be required to participate in a Pre-Application consultation with CMFPA staff in order to be considered eligible to apply.
- Applicants may apply to this Program with a maximum of one (1) Eligible Project per spring or fall deadline period.
- Applicants will be limited to holding a maximum of two (2) open contracts at the Prototyping phase. Applicants must ensure that previous Project final phase deliverables (including a cost report) are delivered and the file(s) closed before applying with a new Project.

3.2 ELIGIBLE PROJECTS

An Eligible Project to this Program must meet:

- The criteria in Section 3.2 of the [IDM Content Programs – Core Guidelines](#); and
- Any applicable specific eligibility criteria noted in this section.

3.2.1 Prototyping Phase

This Program is specifically for the early stages of a Project that has developed a solid concept and design, but that would benefit from experimentation, testing or validation of different concepts and hypotheses, before proceeding to the Production phase. It should result in a functioning prototype build. For clarity, the Project will require a further production phase in order to be published or sold and will not be finished at the end of the Prototyping phase.

3.2.2 Miscellaneous Requirements

- a) A Project may only receive one (1) round of funding from this Program in its lifecycle.
- b) A Project that has been refused funding from a particular Program activity (i.e., Prototyping) two (2) or more times since 2010-2011 cannot apply again for CMF-funding for that same Program activity.
- c) The CMF may commit to up to 50% of this Program's allocation for Applications submitted on the First Closing Date. The CMF will make the remainder of the allocation available for the Second Closing Date.

4. CMF CONTRIBUTION

A CMF Contribution to an Eligible Project will follow:

- The criteria in section 4 of the [IDM Content Programs – Core Guidelines](#); and
- Any applicable specific criteria noted in this section.

4.1 AMOUNT OF CONTRIBUTION

Successful Applicants receive funding in an amount appropriate to the needs of the Project subject to a Maximum Contribution of the lesser of 75% of the Project's Eligible Costs or \$250,000.

4.1.1 Increased Maximum for Past Success

Applicants that meet minimum engagement thresholds with a previously produced and publicly released¹ IDM Project are eligible to request an increased Maximum Contribution of the lesser of 75% of the Project's Eligible Costs or \$350,000.

In order to qualify, the previously released Project must meet the following thresholds:

- \$500,000 in gross revenues generated OR
- 20,000 units sold / downloaded (if a location based experience, then individual users / attendees can be counted)

4.2 ELIGIBLE COSTS

Eligible Costs must be costs directly related to the Project, including but not limited to:

- Research and preparation of content;
- Salaries and benefits/wages/contracts for Project team (Project management, business development, coding, design, system infrastructure, content development);
- Technology infrastructure (hardware and software);
- **Starting in 2026-2027**, design or construction costs only as deemed necessary to test immersive / experiential works, so long as the production of digital content remains the primary component of the budget;
- Expenses to put content online, including copyright clearance, documentation, design and development of the prototype, translation costs;
- Travel and accommodations;
- Project audit fees;
- Other technical and administrative expenses;
- Marketing and promotion; and/or
- Reasonable costs related to environmentally-sustainable activities, practices and personnel connected to the Project.

Projects must spend a minimum of 10% and maximum of 25% of budget categories B + C of their budget on eligible marketing, audience engagement, and community building costs.

¹Content must have been publicly released according to an industry standard definition to qualify. Prototypes / demos / testing content or game jams will not count.

5. EVALUATION PROCESS

Evaluation of an Eligible Project will follow:

- The criteria in section 5 of the [IDM Content Programs – Core Guidelines](#); and
- Any applicable specific criteria noted in this section.

This Program shall fund Projects through a selective and competitive process according to the following evaluation grid.

Eligible Projects will be assessed as follows:

- **Stage One:** All Eligible Projects will be reviewed on the Originality, Creativity and Advancement section of the evaluation grid. Only Projects which score a 45 or higher out of 60 on this section will proceed to Stage Two.
- **Stage Two:** The Eligible Projects which scored a 45 or higher in Stage One will be reviewed according to the remaining assessment criteria in the evaluation grid.

Assessment Criteria	Weight
<p>Team (13)</p> <ul style="list-style-type: none"> ▪ Experience and achievements of the Applicant within the IDM industry. ▪ Professional experience and achievements of team members within the IDM industry. Team members shall include lead production, creative, technical, sales and marketing roles. ▪ Experience and track record of team members working with one another. ▪ Feasibility of the team assembled to carry out and deliver the Project. ▪ Quality and degree to which the Applicant and creative and production teams are well-positioned to create this Project. <p>“Well Positioned” is outlined in the CMF’s Narrative Positioning Policy and can be addressed in the Narrative Positioning Statement.</p> <p>Parity (2)</p> <ul style="list-style-type: none"> ▪ Eligible Projects that meet the Gender Balance (Ownership) Project definition² (as defined in Appendix A). <p>Diversity (2)</p> <ul style="list-style-type: none"> ▪ Eligible Projects that meet the Diverse Community (Ownership) Project definition² (as defined in Appendix A). 	17
<p>Community and Sustainability</p> <p>Community Engagement Plan (2)</p> <ul style="list-style-type: none"> ▪ The Applicant and team members commit to (i) concrete steps to create the content responsibly, thoughtfully and without harm, including community engagement steps, and/or personnel hires, and (ii) will provide a written report at the final costs stage confirming the work completed. <p>Sustainability Plan (2)</p> <ul style="list-style-type: none"> ▪ The Applicant and team members commit to (i) steps related to environmentally-sustainable activities, practices and/or personnel hires on this Project, and (ii) will provide a written report at final costs stage confirming the work completed. 	4

² The CMF will rely on the self-identification information associated with an individual’s PERSONA-ID number for shareholders and board of directors of the Applicant company (and co-Applicant, if applicable) and parent company(ies) to determine whether Projects qualify. For clarity, non-Canadians will not be counted in these scores. For more information on PERSONA-ID, please see section 1 of the [IDM Content Program Core Guidelines](#).

<p>Children and Youth Content</p> <ul style="list-style-type: none"> • Projects whose target audience is General Public - Children or General Public – Youth. Market studies submitted need to reflect this target audience selection in order to qualify. 	2
<p>Originality, Creativity and Advancement</p> <ul style="list-style-type: none"> ▪ Originality, quality and relevance of content and form, and as applicable the narrative/story. ▪ Quality and sophistication of design elements and programming. ▪ Quality and distinctiveness of user experience and interactivity. ▪ Either: <ul style="list-style-type: none"> ○ <i>Innovation</i>: Development and/or integration of innovative technologies and/or novel and exciting approaches to content or narrative/story; OR ○ <i>Commercial Potential</i>: Marquee or distinctive elements that can maximize the revenue potential and audience reach. ○ As applicable, the evaluation of <i>innovation</i> or <i>commercial potential</i> can include the Project's potential to add to cultural significance – for example adding greater representation in voices from Diverse Communities or sharing new perspectives. 	60
<p>Financial Viability</p> <ul style="list-style-type: none"> ▪ Budget relevance and financial structure risk. ▪ Applicant's financial stability in relation to the size of the Project. ▪ Risk level assumed by the CMF and the Applicant. ▪ Relevance of preliminary revenue model. 	12
<p>Strategic Positioning and Marketing</p> <p>Market Study</p> <ul style="list-style-type: none"> ▪ Audience analysis. ▪ Market analysis. ▪ Positioning and competitive advantages. 	5
TOTAL	100