INDIGENOUS SCREEN OFFICE
BUREAU DE L'ÉCRAN AUTOCHTONE

Interactive and Immersive Program, in partnership with the CMF 2026-2027

Program Overview

This program provides funding support to Indigenous screen-based creators for the development and production of Interactive and/or Immersive projects. Applicants to this program may undertake project work in the development and production of high-calibre videogames, AR/VR/MR works, apps, and immersive and/or interactive projects that include audiovisual content.

The ISO and the Canada Media Fund (CMF) are partnering on this program to provide additional funding to successful applicants.
Successful applicants who are funded by the ISO and meet the CMF-specific requirements will be eligible to receive additional funding from the CMF. Following confirmation that their project has been approved by the ISO, recipients will enter into a contractual agreement with both ISO and CMF for separate contributions to the project. Applicants will be asked to select if they would like to access the additional CMF funding in their application.

Contribution Amounts

$50,000.00 for individuals (including sole proprietors), collectives, companies, and councils, communities, or settlements for the **development** of a project

$100,000.00 for individuals (including sole proprietors), collectives, companies, and councils, communities, or settlements for the **production** of a project

CMF-eligible projects will be able to access higher funding amounts.

Application Dates

Opening date: October 14th, 2026 **Closing date:** November 18, 2026

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Contribution Amounts

All eligible applicants to this program can either apply for the **development** or **production** of their Interactive and/or Immersive Project.

Indigenous-owned production companies, Indigenous Collectives, Indigenous Individuals or Sole Proprietors, Indigenous governing bodies such as First Nation Band Offices, Inuit Communities or Métis Settlements:
$50,000.00 for development
$100,000.00 for production

- ➔ CMF Eligible projects that are approved by the ISO will be eligible for a maximum additional $50,000.00 for development and $100,000.00 in production;
- ➔ Applicants applying as individuals (or sole proprietors) or collectives will only be able to access a maximum of $100,000.00;
- ➔ A maximum 10% of the total budget, including all proposed or confirmed financing, can be allocated towards producer fees;
- ➔ A maximum of 5% of the total budget can be allocated towards contingency costs;
- ➔ Recipients may receive less than the request amount as recommended by peer assessment and approved by the ISO.

General Criteria and Eligibility

All applicants to ISO programs must confirm they have read the General Funding Guidelines prior to submitting an application.

Indigenous Identity and Project Ownership
The spirit and intent of ISO funding is to support Indigenous storytelling and Indigenous companies and organizations that are controlled by Indigenous people, who have decision-making authority and creative control.

For the purposes of ISO programs, “Indigenous” is defined as status and non-status First Nations, Inuit, and Métis peoples of Canada. All applicants must be citizens or permanent residents of Canada.

Please consult the Building Trust and Accountability: Report on Eligibility in the Indigenous Screen Sector which informs the ISO in regards to Indigenous identity, relationality, and access to funding programs. We also encourage applicants to consult the ISO’s working document on identity: ISO Policies and Processes for Eligibility in Relation to Indigenous Identity.

Applicants to ISO Funding Programs:

- ➔ Must own, control, or have optioned 100% of the project copyright, except for international treaty co-productions;

- ➔ Must not receive funding from other ISO programs for the same project activities or initiative. For example, funding for trainees cannot be included in another application to ISO Funding Programs;
- ➔ Must be able to accept a direct deposit in the name of the applicant;
- ➔ Must demonstrate that the Indigenous creatives have final decision making power in the case of co-creation (i.e.: Chain of Title Documents);
- ➔ If you are an emerging filmmaker, during the application process you must have a minimum of one (1) previous credit in the key role you hold in the project: director, writer, or producer and be able to demonstrate your ability to accomplish this project;
- ➔ Applicants whose project includes the hiring, selecting and/or engaging of First Nations, Inuit, and /or Métis employees, trainees, mentees or other, must adhere to the ISO Policies and Processes for Eligibility in Relation to Indigenous Identity;
- ➔ Must not be in a state of insolvency or bankruptcy, or in the course of the reorganization of its business within the meaning of the Bankruptcy and Insolvency Act (Canada);
- ➔ Applicants must adhere to the AI (Artificial Intelligence) guide in the General Funding Guidelines;
- ➔ Must be in good standing with ISO, with no outstanding final reports, defaults or pending complaints or investigations.

Eligible Applicant - **Individuals and Sole Proprietors**

- ➔ Are a First Nations, Inuit or Métis person residing in Canada and who is a citizen or permanent resident of Canada;
- ➔ Working in screen-based content, including TV, film, and web, gaming, apps, and XR (VR, AR);
- ➔ The project is under the financial and creative control of the applicant; two of the three key members of the creative team (director, screenwriter, showrunner/lead producer) must be Indigenous.

Individual Applicants:
Please be advised the Canada Revenue Agency considers this funding as taxable.

Sole Proprietors:
If you are applying as a sole proprietor, you may apply under your business name (when applicable) for the funding to be deposited to your business bank account. Please keep all expense receipts related to this funding to offset your tax obligations. Funds will not be deposited to an account in any name other than the applicant name.

Eligible Applicant - **Companies**

- ➔ Indigenous-controlled: minimum 51% ownership by person/s who are First Nations, Inuit or Métis who is/are Canadian citizens or permanent residents of Canada;
- ➔ The project is under the financial and creative control of Indigenous persons; two of the three key members of the creative team (director, screenwriter, showrunner/creative producer) must be Indigenous;
- ➔ Registered as a corporation with its head office in Canada;
- ➔ Main activity of the company is the production or support of screen-based content, including TV, film, web, digital narrative content, and XR (VR, AR).

Eligible Applicant - **Collectives**

- ➔ Indigenous-led (if two members, both must be Indigenous, if more than two, the majority of the collective/group must be persons who are First Nations, Inuit or Métis), by citizens or permanent residents of Canada;
- ➔ Provide a collective agreement, signed by all members;
- ➔ Two or more artists working together under a group name with a bank account held in that name;
- ➔ The project is under the financial and creative control of Indigenous persons, two of the key members of the creative team (director, screenwriter, showrunner/creative producer) must be Indigenous;
- ➔ Main activity of the collective/group is the production or support of screen-based content, including TV, film, web, digital narrative content, and XR (VR, AR).

Eligible Applicant - Indigenous governing bodies such as First Nation Band Offices, Inuit Communities or Métis Settlements

- ➔ Must currently be recognized as an Indigenous nation/established community;
- ➔ The project is under the financial and creative control of Indigenous persons, two of the three key members of the creative team (director, screenwriter, showrunner/creative producer) must be Indigenous and are citizens or permanent residents of Canada;
- ➔ Must demonstrate capacity for undertaking a screen-based project, community interest, and support.

Program Eligibility

The Interactive and Immersive program supports projects that incorporate Interactive and/or Immersive elements, including technology, user experience, distribution, and more.

- ➔ This program is intended to support activities such as prototyping, testing, experimentation, research, writing, and the creation of a project;
- ➔ Led and produced by creators who are Indigenous and have engaged in meaningful research, collaboration, and cooperation with Indigenous communities impacted by their projects;
- ➔ Applicants who received Interactive and Immersive Program funding in previous funding cycles to develop a project are eligible to apply for production, subject to final report approval;
- ➔ If your project intersects on multiple mediums and you are unsure if it's eligible, please contact funding@iso-bea.ca.

ISO/CMF Eligibility Criteria

Applicants who are funded by the ISO and meet the CMF-specific requirements, will be eligible to receive top-up funding from the CMF:

- ➔ Must be a for-profit production company (i.e., a taxable Canadian corporation, within the meaning of Canada's Income Tax Act):
  - ◆ That is Canadian-controlled;

- Has its head office in Canada;
- In good standing with all applicable talent and industry associations and guilds;

➔ Projects must be interactive and/or highly immersive. This can include, but is not limited to:

- Video games;
- Interactive or Immersive projects that contain audio and audiovisual content (including XR/VR/AR);
- Web applications;
- Mobile applications;
- Software applications with a connection to the Canadian cultural sector.

Note: a fuller definition of "interactive" and a full list of ineligible project types are both available in the CMF IDM Core Guidelines, section 3.2.2.2 and 3.2.2.3 (page 7);

➔ Canadian Elements:

- Its underlying rights are owned, and significantly and meaningfully developed, by Canadians;
- It is conceptualized in Canada, with at least 75% of its Eligible Costs being Canadian costs;
- It is under Canadian ownership and Canadian executive, creative, and financial control;

➔ Applicants must obtain relevant insurance policies, as described in CMF's Business Policies - Appendix B

CMF-Eligible Applicants will be required to have all proposed financing confirmed in order to access CMF funding. The CMF will provide a contract but will not provide funds until all financing requirements are met.

Eligible Expenses

➔ Costs associated with the production phase of interactive and immersive content including equipment rentals, studio rentals, production office, on-set costs and fees;

➔ Engagement with experts, consultants, mentors, knowledge keepers or other professional development in relation to the project;

- ➔ Hiring of key creatives, cast, crew, technical expertise, publicists, cultural advisors/knowledge carriers, community liaisons, or specialized talent;
- ➔ Trainee and mentorship positions during production (except if applying to other funded training programs);
- ➔ Production of promotional materials i.e. trailers;
- ➔ Producer fees up to 10% of the budget;
- ➔ Contingency related costs up to 5% of the budget;
- ➔ Translation and language support;
- ➔ Accessibility costs during production and post production;
- ➔ Fees and honorariums for community engagement;
- ➔ Facilitator and consulting fees;
- ➔ Technology costs, including equipment purchases (must include detail in budget notes).

Ineligible Expenses

- ➔ Re-takes or pick-ups;
- ➔ Activities and phases of a project that have been previously funded by the ISO;
- ➔ Development or Production costs that have already been incurred or paid;
- ➔ Activities that are carried out to satisfy Post-Secondary Course Requirements of an educational institution;
- ➔ Costs for projects not included in the application;
- ➔ Promotional or sponsored content.

Please refer to the General Funding Guidelines for further information about ineligible activities.

CMF Ineligible Expenses

In addition to the ineligible expenses noted above :

- ➔ The CMF cannot fund the same activities or phases of work through two CMF programs. Applicants should notify the ISO if the CMF is already a funder on the project.

Eligibility Review

An initial review for eligibility and missing documentation will be conducted by the ISO Program Coordinator and Program Manager. This review is intended to confirm the eligibility of an application and confirm the application's readiness to move forward to assessment.

The ISO Funding team will reach out if additional information is needed to confirm eligibility and readiness, and applicants will be given a short period (maximum 5 business days) to submit any outstanding documents.

Ineligible or incomplete applications can be withdrawn at any time in the process. Applicants will be notified by the ISO when the application is withdrawn. If an applicant is unable or does not submit the required information within the specific time frame then the project will be deemed ineligible for funding.

Applications will immediately be deemed ineligible if they are missing any of the following core eligibility materials:

- ➔ Budget
- ➔ Schedule
- ➔ Creative materials
- ➔ Chain of Title/IP

Application Requirements

Applicants must supply the following information in the ISO portal.
Details for each requirement can be found in the program in the ISO portal, as well as in the Application Requirements checklist.

- ➔ Eligibility Form
- ➔ Applicant Information Form - Individual, Sole Proprietor, Company, Council, Community, or Settlement, Collective
- ➔ Project Information Form
- ➔ Project Proposal Form
- ➔ Production/Development Schedule
- ➔ Budget and Financial Structure (template provided)

- ➔ Creative Materials
- ➔ Chain of Title documents and IP Agreement
- ➔ Bios and CVs
- ➔ Letters of Support
- ➔ Marketing, Promotion and Distribution Plan (if applicable)
- ➔ Community Engagement Plan (optional)
- ➔ Applicant Data
- ➔ ISO Declaration

Applicants are encouraged to review the Application Checklist prior to submitting an application to this program.

Submission Process and Funding Decision Notification

Applications must be completed in the application portal in the ISO Portal by **November 18th 2026 at 5pm PST on the closing date.** The portal will close on the deadline and applications will not be accepted after that time. Please refer to the 'Requesting an Extension" section for information on receiving an extension.

Funding notifications can be expected 3-4 months following the closing. Please expect delays for holiday closure in December.

Funding Process and Priorities

The ISO's funding priorities across all programs, as further defined in the General Funding Guidelines, are as follows:

- ➔ Provide support to authentic Indigenous storytellers;
- ➔ Strive to support Indigenous storytelling where it is happening across regions;
- ➔ Create paid employment and career development opportunities for Indigenous people;
- ➔ Encourage environmental responsibility and sustainable production practices in development, production and the exploitation of their projects.

Please refer to the General Funding Guidelines for further details.

This program will be assessed through a peer review process made up of Indigenous individuals representing different nations, a range of industry practices, and regions of Canada. All final funding decisions will be made by the ISO on the basis of the peer review recommendations.

The assessment will be based on the criteria listed in the General Guidelines.

The ISO also considers the following priorities during assessment and allocation of funding:

- ➔ Availability of funds;
- ➔ ISO mandate and 3-year strategic plan;
- ➔ Thoughtfulness, thoroughness, and clarity of application.

Program Closure

The Interactive and Immersive Program has a deadline of November 18th, 2026 at 5:00pm PST, at which time the ISO will:

- ➔ Close the program in the ISO Portal;
- ➔ Update the website, and announce the closure on social media and via the ISO newsletter.

The ISO's fiscal year is from April 1st to March 31st.

Requesting an Extension

Applicants may request an extension to submit their application. Requests must be submitted at least 10 business days in advance of program deadlines to determine eligibility.

Extensions to submit applications, if approved, are limited to 5 business days after the deadline. Extension requests must include a rationale and be emailed to: funding@iso-bea.ca.

Accessibility Funding and Support

The ISO acknowledges that within the screen industry, numerous individuals require assistance beyond the conventional support offered. The ISO will provide monetary support of up to $500.00 CAD on a case-by-case basis to address accessibility expenses during the application stages. Applicants will be asked to provide a detailed invoice and rationale included with their request. **Maximum of $1000.00 CAD per year per applicant.**

These expenses include but are not limited to:

- ➔ Application writing and support;
- ➔ Video or audio recording;
- ➔ Equipment rentals;
- ➔ Professional fees;
- ➔ Language interpretation/translation fees;
- ➔ Final report submission support.

If you have barriers to access including but not limited to language, internet or physical barriers, please contact the ISO to discuss accommodations and support at funding@iso-bea.ca.

Artificial Intelligence (AI) Guiding Principles

Responsible: The adoption of AI must be ethically responsible and carefully considered. This includes safeguarding intellectual property, privacy, and data, while being vigilant about potential bias and discrimination.

Collaborative: AI should be viewed as a tool to enhance human capabilities rather than replace them. Its implementation should foster collaboration between humans and technology.

Transparent: The use of AI must be transparent and accountable. Clear and relevant contextual information about its application and usage should be provided to ensure understanding and trust.

Please see the General Funding Guidelines for more information.

Misrepresentation

If at any time, an Applicant, as required or requested by the ISO, provides false information or omits or misrepresents material information in connection with an application, including with respect to Indigenous identity, such provision of false information, omission or misrepresentation will be considered an event of default and the ISO may exercise the following contractual rights:

- ➔ Termination of any contracts, including any remedies thereunder;
- ➔ Denial of eligibility for existing and future funding;
- ➔ Repayment of any funds already advanced;
- ➔ Civil and potential criminal prosecution, in the case of fraud.

These measures may be imposed not only on the Applicant but also on related, associated and affiliated companies and individuals that are parties to the application. Any Applicant receiving approval for funding will be required to sign a legally enforceable agreement, which includes provisions concerning misrepresentations, defaults, and related matters.

Accepting Funding and Contribution Agreement

All signatories of ISO Contribution Agreements must be Indigenous and the majority owners of the project. Companies, collectives and non-profits with Indigenous and non-Indigenous owners, board members, and collective members, must ensure the Indigenous representatives sign all contracts.

Funding must be deposited into an account belonging to the Applicant. It is the responsibility of the Applicant to notify the ISO of updated banking information upon receipt of a successful letter.

Please see the General Funding Guidelines for an example of an ISO Contribution Agreement.

Successful applicants who are eligible for the additional CMF funding will create a profile on CMF's application portal Dialogue, and sign a funding contract directly with the CMF.

Final Reporting

A final report will be required for all funding Recipients. Any material changes to a project and its budget must be approved by ISO before funding can be transferred to different project activities. The final report form and requirements are made available through the ISO portal.

Requests for extensions to submit final reports are submitted via the ISO Portal and can be found in each program application. Extension requests should be made prior to the agreement end date to prevent outstanding report status.

Applicants with outstanding final reports in any ISO program will not be eligible for further funding or opportunities until the report is submitted and approved. It is the responsibility of the Applicant to keep track of final report deadlines.

Successful applicants who are eligible for the additional CMF funding will be required to submit a final report to the CMF. Reporting details will be outlined in the CMF agreement.

Recognition of Contribution

Recipients must acknowledge ISO support with a textual reference and a bilingual animated logo in the credit sequence, or appropriate placement in the completed work, where applicable. ISO logos are available for download on the ISO website at https://iso-bea.ca/funding/logo-kit/.

When sharing information about ISO funded projects or opportunities, Applicants are required to tag ISO on any social media posts related to this funding, and include the ISO logo when applicable:

- ➔ Facebook: @ISO.BEA
- ➔ Instagram: @indigenousscreen
- ➔ Threads: @indigenousscreen
- ➔ LinkedIn: @indigenous-screen-office
- ➔ Bluesky: @iso-bea.bsky.social
- ➔ X (Twitter): @screen_office

Questions are encouraged at least two weeks prior to submission or the application closing date and may be directed at any time to funding@iso-bea.ca.

About the Canada Media Fund:
The Canada Media Fund (CMF) fosters, develops, finances, and promotes the production of Canadian content and applications for all audiovisual media platforms. The CMF guides Canadian content towards a competitive global environment by fostering industry innovation, rewarding success, enabling a diversity of voices, and promoting access to content through public and private sector partnerships. The CMF receives financial contributions from the Government of Canada and Canada's cable, satellite, and IPTV distributors. Visit our website for more information.

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CANADA MEDIA FUND