

Call for proposals: intelligent, reusable game technologies

The DGA Gaming Fieldlab of Dutch Games Association is calling for research proposals that advance the state of the art in reusable, intelligent game or gamification technologies aiming to bring game design and development to the next level.

Funding

The funding is bound to public-private partnerships (research-industry collaborations) and requires 50% private co-funding (government regulations). In this call, there is room for 5 funded projects of €40,000, half of which (€20,000) should be co-funded by private partners (or ANBI partners), either cash or in kind.

Topics

The projects should deliver intelligent, reusable software tools or components and make these available to the game development community. Topics include, but are not limited to:

- Player experience modelling and personalisation
- Performance assessment
- Procedural content generation
- Believable agents
- Affective computing
- Performance modelling and assessment
- Natural interaction technology (language, sensors, biofeedback)
- AI-assisted game design
- Game analytics
- Augmented and Virtual Reality
- General AI and machine learning for games
- Interactive narrative and digital storytelling
- Support for gamification

Results

The following results are expected:

- The projects delivers one of more relevant game software artefacts
- The software is made available as a separate component or tool and ready to be reused
- The software is tested in real-world conditions
- An application case study is provided as a demo
- The software comes with manuals and tutorials to promote reuse
- Intellectual property rights are covered appropriately

Proposal evaluation criteria

Proposals will be evaluated against the following criteria:

- Scientific and/or technological originality
 - What makes the proposed approach unique?
 - How does it compare to existing approaches?
- Practical relevance
 - What practical problem is solved?
 - Why should game developers reuse the proposed solution?
- Feasibility of the proposal
 - Are the proposal and its anticipated outcomes realistic, taking into account time and budget?
 - Do consortium partners have an appropriate track record to perform the work?
- Results
 - What will actually be delivered?
 - How will this be supported/maintained for future use?
- Potential impact on the game industry
 - The resulting software can be easily deployed in various technical environments
 - The software would allow to create better games with reduced effort
 - The software will be made widely accessible
 - The opportunities to directly engage external partners and networks.

Also, the following formal and administrative requirements hold:

- The consortium is composed of at least one public partner (knowledge institute) and one private partner; the knowledge institute acts as the principal applicant
- Proposal should use the proposal template and should stay within 3 pages
- The proposal should be written in English to allow for international review
- Projects should start within 2 months after approval and end before March 2021
- Project duration does not exceed 15 months
- 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 including private co-funding, which may be in kind.
 - A fixed hourly rate of €60 including direct and indirect labour costs and VAT.
 - Costs of goods, consumable 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 right after approval of the proposal 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 private the private party/parties against payment in accordance with market conditions, while taking into account private contributions to the project.

Important dates

May 1 st , 2019:	An information meeting about this call is arranged in Utrecht in conjunction with the Dutch Game Summit on May 1st. More details on this information session can be found here .
July 1 st , 2019:	The call deadline for submission of proposals. Submissions should use the proposal template and budget sheet, and include a collaboration agreement, which should be sent to fieldlab@dutchgamesassociation.nl
August, 2019:	Decisions about the grants
September, 2019:	Public presentations of granted project proposals
Spring 2020:	Mid-term Fieldlab meetup
Winter 2020/2021	Final projects' presentations and workshops

Contact/inquiries

For further inquiries please contact fieldlab@dutchgamesassociation.nl