## 

SECTION I - COMPANY BACKGROUND INFORMATION							
1	Incorporation documents for the Corporation, including amendments & organization / ownership chart(s)						
2	<b>Wages:</b> Payroll Information for all employees that are involved in any manner in the development and marketing of the digital media product, including <b>copies of the most current T4 slips,</b> number of weeks of annual vacation entitlement, average hours worked / week, and if part year employee - start or termination date.						
3	Financial statements: For all companies + general ledger trial balance (if available) last 3 years.						
4	<b>Tax returns &amp; NOA's</b> : An electronic copy of the "pre-OIMDTC" income tax return (in Taxprep, Profile or Cantax formats) + any related notices of assessment (NOA's i.e. if already assessed).						
5	<b>Contracts and summary of payments made to subcontractors</b> that performed development or marketing. Please also provide a brief explanation of the nature of the work performed and clarify if any are to "non-arm's length" parties. Please note that we need <b>GST/HST #'s</b> for all contractors.						
6	<b>Financial assistance</b> - Please provide a summary of payments received or receivable from any level of Canadian government or from other Canadian companies with respect to the costs under claim.						
7	Unpaid amounts: Identification of any amounts included in claimed expenses which are currently unpaid.						
SECTION II (Description of EACH Product - template attached)							
1	<b>PRODUCT DESCRIPTION:</b> please complete the OIDMTC Product Description & Cost summary worksheet (ATTACHED)						
2	<b>Digital Game:</b> Was any of the work performed involved developing a digital game? (Y/N)						
3	<b>Chain of title documentation</b> of ownership rights to the product (e.g. agreements for licensing, agreements, domain name registration, fee-for-service, co-production, distribution, where available).						
4	<b>Business and Marketing Plan</b> including a description of the target audience/market and revenue model. Where possible, please include letters and or agreements that confirm interest and proposed terms from third-party distributors or equivalent.						
5	List of names and roles (with brief description) of all individuals (Ontario employees and/or subcontractors) working on the product including names and addresses of individuals (including those who are not employees of the qualifying corporation).						

## Once completed email to <u>meukteam@meuk.net</u> for a free evaluation

## **MEUK - OIDMTC project description (complete for EACH product being claimed)**

I) i)	Product Background Information			Explanatory notes / results:	
	Project Title Website URL (if any) Project Start Date Actual/ Estimated Completion Date	)			
	Genre	Arts & Entertainment	Y/N		
		Educational	Y/N		
		Instructional, reference, news, current affairs	Y/N		
		Gaming	Y/N		
	Delivery format	Online	Y/N		
	-	Optical	Y/N		
		Console	Y/N		
		Wireless	Y/N		
		ITV	Y/N		
II)	Interactive Compon	ents (need two or more to qualify)			
1	Images	Yes/No?	Y/N		
2	Sound	Yes/No?	Y/N		
3	Text	Yes/No?	Y/N		
III)	Product Description	<u>L</u>			
i)	Description of produ	uat development or digital game development estivities			
i)		uct development or digital game development activities			
		production schedule and timeline (e.g. Gantt chart).	Y/N		
	Design and technical specification documentation, where applicable, including any of;				
		flow chart,	Y/N		
		functional design,	Y/N		
		a description of the user experience,	Y/N		
		storyboard,	Y/N		
		a list of technical requirements &/or	Y/N Y/N		
		specifications or script.			
		specifications or script.	Y/N		
ii)	ONTARIO BASED	-		<u>\$ Development</u>	<u>\$ Marketing * (m</u>

**Costs** 

EMPOYEE LABOUR: (T-4 SLIPS ISSUED) Labour costs (hours/rates) by direct SUBCONTRACT PAYMENTS: Labour \$ via contractor **OTHER: Marketing, Distribution** 

TOTAL

\* Marketing: (max 100k per product in the last 24mths prior to completion)

<u>\$ Marketing \* (max</u> 100k/ product)