

**Project Titel:**

**First name, surname applicant:**

## **Diversity Checklist**

In support of diversity in teams and funded games

(last updated 26/02/2025)

Gamecity Hamburg is committed to a diverse, multicultural and inclusive games industry. We want to contribute to making a variety of voices, perspectives and stories visible in the projects we support. The games industry has both the opportunity and the responsibility to depict a diverse, modern society in games without reinforcing stereotypes or reinforcing unconscious prejudices.

By answering the questions in our Diversity Checklist, we want to encourage applicants to critically question their structures and processes in the development of projects and encourage them to adopt new impulses or provide them on their own.

Answering the Diversity Checklist is mandatory when applying for the prototype funding program. Applicants whose team and/or project contribute to the diversity of Hamburg's games landscape can receive a bonus in the evaluation by the awarding committee. On the contrary, applicants are not disadvantaged in the evaluation process if that is not the case for their team and/or project.

Please answer the following questions to the best of your knowledge and belief. You are encouraged to fill in the comment fields so that the awarding body can gain a better insight into the approach to the topics queried in the project.

### **Your Team**

- 1) Does your team include people from population groups that are comparatively underrepresented in Germany? e.g., BIPoC (Black, Indigenous, People of Color), by disability, with a migratory background?      Yes    No

Comment:

- 2) Do you make special offers to attract employees from population groups that are underrepresented in Germany to your team?      Yes      No

Comment:

- 3) Do you offer your employees opportunities to combine work and family commitments during the development process of the prototype?      Yes      No

Comment:

- 4) In case the application is submitted by an already established company or the founding of one is planned: does one or more of the founding members of the team identify as female, non-binary, transgender or otherwise non-cis-male?      Yes      No      Does not apply

Comment:

### Content of your Project

The following section is intended to answer questions about the content of the project and the story that may be covered. Please select from the options "Yes", "No" or "Does not apply" below. "Does not apply" may occur, for example, if no narrative elements are planned in the project in the case of a puzzle game. Please explain this with a short sentence in the appropriate place.

- 1) Does the story of your project incorporate or touch upon any of the following topics?      Yes      No      Does not apply

a) Gender Roles

Yes    No    Does not  
                         apply

b) Living with a Disability

c) Migration

d) Sexual Identities

e) Other topics, which cover little represented groups

Comment:

2) Do characters from underrepresented groups make an appearance in the game?

a) BIPOC

b) Queer people

c) People living with a disability

d) Other

Comment:

3) Do any of those characters play a major role in your game and serve as a figure of identification to the players?

Yes    No    Does not  
                         apply

Comment:

- 4) Is there a balanced gender representation in the story?      Yes   No   Does not apply

Comment:

- 5) "Do you take specific measures to avoid stereotypes in the creation of your game's characters? What approaches do you consider on taking up in the future?"      Yes   No   Does not apply

Comment:

- 6) What measures do you take to make your game accessible and inclusive for players with disabilities? What approaches do you consider taking up in the future?"      Yes   No   Does not apply

Comment: