

**Project Titel:**

**First name, surname applicant:**

## **Diversity Checklist**

In support of diversity in teams and funded games

(last updated 03/01/2024)

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:

### **Your Team**

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

- 2) Do you offer your employees opportunities to combine work and family commitments during the development process of the prototype?  
If so, please describe:

- |   |  |     |    |
|---|--|-----|----|
| 3 | Do you make special offers to attract employees from population groups that are underrepresented in Germany to your team?<br>If so, please describe: | Yes | No |
|---|--|-----|----|

### 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 |
|----|---|-----|----|

a) Gender Roles

b) Living with a Disability

c) Migration

d) Sexual Identities

e) Religious or Ideological Topics

- |    |  |
|----|--|
| 2) | Is the story strongly influenced by one or more of these topics? |
|----|--|

- |    |   |     |    |
|----|---|-----|----|
| 3) | Does the story incorporate People of Color among relevant characters? | Yes | No |
|----|---|-----|----|

Does not apply – please elaborate why:

- |    |   |
|----|---|
| 4) | Do characters with an orientation other than heterosexual appear among relevant characters? |
|----|---|

Does not apply – please elaborate why:

- 5) Are queer people represented in the story among relevant characters? Yes No

Does not apply – please elaborate why:

- 6) Is there a balanced gender representation in the story?

Does not apply – please elaborate why:

- 7) Are relevant characters portrayed who represent people with disabilities?

Does not apply – please elaborate why:

- 8) What approaches are used in the development of the characters to avoid stereotypes? (Does not apply – please elaborate why:)

- 9) What measures do you take to make your game accessible and inclusive for players with disabilities? Please describe: