



Project Title:

First name, surname applicant:

Diversity Checklist

In support of diversity in teams and funded games

(last updated 04/25/2024)

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 to provide their own.

Answering the Diversity Checklist is mandatory when applying for the Games Lift Incubator. 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. Comments are not mandatory but are appreciated to give us further insight into your approach to the topic.

Your Team

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

Comment:

- 2) If you're applying as a company or intending to found a company: does at least one of your founding members identify as female, non-binary, transgender or otherwise as non-cis-male? Yes No Does not apply

Comment:

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

Comment:

- 4) When expanding your team, do you take specific action to attract team members or employees from population groups that are underrepresented in the German games industry? 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 narrative elements play a very subordinate role in the project due to the genre or the nature of the game. Please explain this with a short sentence in the appropriate place.

- | | Yes | No | Does not apply |
|--|-----|----|----------------|
| 1) Does the story of your project incorporate or touch upon any of the following topics: | | | |
| a) Gender Roles | | | |
| b) Living with a Disability | | | |
| c) Migration | | | |
| d) Sexual Identities | | | |
| e) Other topics that throw a light on underrepresented groups | | | |

Comment:

- | | Yes | No | Does not apply |
|---|-----|----|----------------|
| 2) Are people from underrepresented groups represented among the characters in your game? | | | |
| a) BIPoC | | | |
| b) Queer people | | | |
| c) People with disabilities | | | |
| 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 game? 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) Do you take measures to make your game accessible and inclusive for players with disabilities? What approaches do you consider on taking up in the future? Yes No Does not apply

Comment: