

South of Scotland CreaTech Fund Criteria

1. CreaTech Fund overview

A simple capital grant fund of between **£2k-£5k** per project to help unlock potential and ambition in the area of CreaTech. CreaTech is defined by the Creative Industries Council as where creativity meets technology.

CreaTech brings together creative skills and emerging technologies to create new ways of working and to inspire business growth and investment. CreaTech embraces the commercial and cultural possibilities of virtual reality, augmented reality, Internet of Things, virtual production, artificial intelligence, 5G, and other developing fields.

The intention of this fund is to allow creative enterprises to invest in technology to develop and test new ideas and realise their potential. Projects that focus on CreaTech by way of demonstration, participation, training or skills development are also encouraged.

This intervention aligns with the NSET theme of Entrepreneurial People and Culture, the RES theme of Creative and Cultural Excellence and SOSE 5 Year plan under entrepreneurship and unlocking creative and cultural excellence.

2. CreaTech Fund Detail

- Minimum grant of **£2,000** and maximum of **£5,000**
- Intervention rate as follows:

Enterprise Type	Intervention Rate
Community / not-for-profit enterprise	100%
Commercial enterprise - less than 10 employees	75%
Commercial enterprise - more than 10 employees	50%

Grant awards will be net of VAT where this is recoverable by the enterprise.

3. Fund Project Criteria

Essential Criteria:

- Capital equipment for projects that combine creativity with technology in the creative industry sector as defined by Scottish Government including; advertising, architecture, computer games, crafts, cultural education, design, fashion and textiles, film and video, heritage, music, performing arts, photography, radio & TV, software and electronic publishing, visual art, writing and publishing.

- Projects that test and introduce new ideas that lead to long term sustainability and inclusive growth ambitions, and/or realise development opportunities.
- Deliver one or more of [SOSE's aims](#) and align with [National Strategy for Economic Transformation](#) and the [Regional Economic Strategy](#)
- Viable projects identified and able to be delivered in 2023/24 financial year.
- Activity that the funding is being requested for has not yet started.
- All eligible expenditure must be spent by 29th February 2024.

4. Eligibility

Enterprises wishing to access the fund must meet the following eligibility:

- Be an established small or medium sized enterprise, sole trader or constituted/registered, community-led organisation or social enterprise trading at least 12-months.
- Only one application can be submitted per enterprise and where individuals are connected to multiple enterprises, only one will be eligible.
- Be working in the creative industry sector as defined by Scottish Government including; advertising, architecture, computer games, crafts, cultural education, design, fashion and textiles, film and video, heritage, music, performing arts, photography, radio & TV, software and electronic publishing, visual art, writing and publishing. Enterprises out with these sectors require a South of Scotland creative industry partner.
- Sole traders must be registered with HMRC and be able to provide their Unique Tax Reference.
- Operate within the South of Scotland Enterprise area (Dumfries & Galloway or Scottish Borders).
- Must not be in financial difficulty or at risk of immediate liquidation.
- Enterprises working in the gambling or adult entertainment sector are not eligible.

5. Eligible Expenditure

- The purchase of equipment for projects that combine creativity with technology to unlock potential in the creative industry sector.
- Whilst not exhaustive, examples could include; virtual reality headsets, technology required for augmented reality, immersive technology, sensors and equipment for creative IOT use, microcontrollers, 3D printers, 3D scanners, laser cutters, Esports infrastructure, filming equipment, music/sound production equipment and computer equipment **but** only when required as part of a wider CreaTech solution. Software applications may be eligible but **only** as an essential part of a wider capital equipment solution and not a standalone purchase.

6. Ineligible Expenditure

- Where the project is simply replacing or upgrading existing technology equipment such as photographic, editing, computer equipment, etc. The fund is intended for enterprises to test new CreaTech activity and should be evidenced as such.
- Software or app development costs.
- IT consultancy costs or training.
- Software application purchase unless the software is required as an **essential** part of the wider capital equipment solution. Monthly software license fees are **not** eligible.
- Building works as part of a larger capital project – the fund is aimed primarily at equipment purchase.
- Projects where the grant recipient is a third party.
- Projects delivered out with the South of Scotland area.
- Costs that do not meet the CreaTech funding criteria.

7. Fund process

- Read the full criteria and eligibility to make sure you and your project fits requirements.
- Express an interest through our [website](#) by telling us a little bit about you and what you are proposing and include:
 - a quick outline of the project idea and how it links to CreaTech
 - a list of the equipment you are thinking of buying with identified costs
- If your expression of interest meets the initial criteria, SOSE will then invite you to complete an application form **only** if funds are still available.
- Applications will be treated on a **first-come-first-served** basis and once indications show the fund limit is reached, expressions of interest will be paused until initial applicants have gone through the formal application and appraisal stage.
- Demand is expected to be high and therefore not all projects will be able to proceed as the fund amount is limited.
- **SOSE grant funds are discretionary. This is a pilot fund and SOSE decision will be final.**