

# **LABORATÓRIO COMPETITION**

## **AUDIOVISUAL PROJECTS FOR YOUNGER AUDIENCES**

### **Regulation 2026**

#### **Preamble**

In the development of its children's and youth film programming work, PLAY Festival aims to raise awareness among creators of the importance of audience development, as well as the strong international circuit that is often unknown. It is thus committed with the creation of a space for research and information, a LABORATÓRIO for sharing and training to promote the production of children's cinema in Portugal as well as its international distribution.

Now in its fourth edition, LABORATÓRIO has become an international competition. Of the 10 pre-selected projects, 7 will come from Portugal and 3 from the European Union. This internationalisation represents a strategy for enhancing and enriching children's audiovisual production in Portugal. The aim is to raise the level of creative standards, foster dialogue between different artistic visions and promote future collaborations between national and European creators, in a context of learning and cultural exchange.

The selected projects will be presented in a pitching session, in English, before a jury composed of five independent figures representing various areas of the international film industry. The winning project will receive a prize of €2,500.

#### **1. Purpose**

This competition is intended to support ideas for audiovisual projects (feature films, medium-length and short films, series) for children (aged between 3 and 12).

#### **2. Definitions**

2.1 'Idea' - In this context, this refers to a brief description of the project idea: what it will cover, who the characters are, where it takes place, the importance of telling that story.

#### **3. Applicants and Beneficiaries**

3.1. The LABORATÓRIO is open to Portuguese citizens or residents in Portugal, European citizens or residents in the European Union, aged 18 or over, who carry out activities in Portugal or Europe in the area referred to in Article 1. It is also open to institutions, associations or other collective entities, whose members are of legal age, which submit projects that fall within the identified areas..

3.2. Under the previous paragraph, the following may apply to the LABORATÓRIO:

- a) Individual artists or artistic production structures;
- b) Technicians and other professionals specialising in the field of culture;
- c) Cultural associations, arts institutes, vocational schools and other artistic or cultural entities;
- d) Students from different areas of education (provided they are of legal age).
- e) Members of the Jury, as well as their spouses, partners, ascendants and descendants, may not participate in the LABORATÓRIO.

3.3 Each candidate may only submit one application.

### 4. Procedure

- 4.1. After analysing the ideas submitted, PLAY Festival will pre-select ten applications.
- 4.2. Pre-selected applicants must participate in the pitching/presentation session in person on 28 February 2026, at Cinema São Jorge, in Lisbon.
- 4.3. Pre-selected applicants must participate in the industry meetings on projects for children on 27 February 2026, at Cinema São Jorge, in Lisbon.
- 4.4. The PLAY festival may support the stay of pre-selected applicants residing outside Lisbon, subject to the availability of accommodation partners.

### 5. Frequency and Calendar

- 5.1. The LABORATÓRIO will be held annually, with its schedule published on the institutional website [www.playfest.pt](http://www.playfest.pt).
- 5.2. The prizes awarded in each LABORATÓRIO must be allocated to projects to be started within 12 months of the funds being made available by PLAY Festival
- 5.3. PLAY Festival reserves the right to change, whenever it deems necessary, the frequency of the LABORATÓRIO or the dates defined in the previous paragraph. Whenever this occurs, the changes will be communicated on the institutional website [www.playfest.pt](http://www.playfest.pt), on the page specially created for the LABORATÓRIO.

### 6. Deadlines

- 6.1. Applications must be submitted using the appropriate form available at [www.playfest.pt](http://www.playfest.pt) within the deadline for submission of applications.
- 6.2. Applications may be submitted until 23:59 on 22 December 2025. Applications submitted after this time will not be accepted.
- 6.3. Applications will only be considered submitted after PLAY Festival has confirmed receipt.
- 6.4. On 29 of December 2025, the 10 shortlisted candidates will be announced.
- 6.5. Any queries may be sent during the announcement period by email to [contacto@playfest.pt](mailto:contacto@playfest.pt).

### 7. Applications

7.1. Only applications that present a project within the scope of the area referred to in point 1 are eligible for selection, even if the project already benefits from other types of institutional and/or financial support.

7.2. Applicants are responsible for safeguarding any intellectual property rights or other rights, assuming full responsibility for any third-party claims relating to such rights. PLAY Festival is not responsible for any violations of intellectual property rights or other rights related to projects submitted within the scope of the LABORATÓRIO.

7.3. Applications must be made by completing the mandatory form and include the following elements and information:

1. Title and authorship
2. Format and duration - Live action or animation
3. Target audience
4. Idea (maximum 500 characters) - Synopsis of the story.
5. Description (maximum 5,000 characters) - Development of the synopsis, scenarios, environments, characters.
6. Statement of intent (maximum 5,000 characters) - Author's motivation and relationship with the target audience
7. Visual references
8. Simple schedule
9. Locations (List of possible filming locations)
10. Financing plan - Financing possibilities envisaged for the completion of the film.
11. Other relevant information
12. Author(s)' CV

### 8. Evaluation criteria

In evaluating the projects submitted, the jury will apply the following criteria:

Criterion A - Artistic potential and cultural relevance of the project;

Criterion B - Suitability for the target audience;

Criterion C - Feasibility of the project, taking into account the author's CV and production potential.

### 9. Jury deliberation

9.1. The 10 applications selected by PLAY Festival will be submitted to a Jury, which will decide, in its own deliberation, the winning application.

9.2. The Jury will be composed of five independent figures representing various areas of the International film industry, invited for this purpose by PLAY Festival.

9.3. The winning application will be announced at the closing session of the PLAY festival (1 of march 2026) and sent by email to the address provided in the application.

9.4. The Jury's decision is final and no complaints or appeals will be accepted.

### 10. Winning Applications

10.1. Within 20 days of the notification referred to in paragraph 3 of point 9, the winning candidate must send Festival PLAY the signed Acceptance Form in accordance with the draft provided for this purpose.

10.2. The winning candidate must also send Festival PLAY, together with the Acceptance Form, proof of IBAN for a bank account held solely in their name, for the purposes of transferring the financial support. Festival Play is not responsible for any extra costs for bank accounts outside the European Union.

10.3. The documents referred to in the previous paragraphs may be sent by email to [contacto@playfest.pt](mailto:contacto@playfest.pt).

### 11. Prize

11.1. The prize awarded to the winning entry consists of a cash prize of €2,500 (two thousand five hundred euros).

11.2. The prize money awarded to the winning entry will be paid in two tranches:

The first tranche, in the amount of €2,000, will be paid within 60 (sixty) working days of receipt of the Acceptance Agreement.

The second tranche, in the amount of €500, will be paid after delivery of the first script.

11.3. The winning candidate shall use the prize awarded by PLAY Festival exclusively for the project that is the subject of the application, and such support may not be used for any other purposes or activities.

11.4. The winning candidate must submit, within three months of the project's completion, a report (according to the template provided) on the activities carried out within the scope of the project, describing the fulfilment of the proposed objectives and the allocation of the funds received.

11.5. Whenever the PLAY Festival considers it necessary, it may request the winning candidate to provide proof of expenditure incurred with the financial support awarded.

11.6. Failure to submit the report within the period specified in paragraph 5 above or proof of expenses incurred when requested, as well as failure to meet the date indicated for the completion of the project, will result in the full repayment of the financial support awarded.

11.7. For the purposes of the previous paragraph, a change in the project completion date that has been communicated to PLAY Festival, accompanied by the respective justification, at least one month in advance of the date initially set, and which has been accepted by PLAY Festival, shall not be considered a failure to comply with the date indicated for the completion of the project.

11.8. PLAY Festival reserves the right not to accept notifications of changes under the terms indicated above.

### 12. Disclosure

12.1. By participating in LABORATÓRIO and accepting financial support, the winning candidate consents to the disclosure of their project through the means to be defined by PLAY Festival, including the press, newsletters, social networks and websites managed by PLAY Festival.

12.2. The winning candidate must include in all publicity and promotional materials for the winning project an express mention of the support obtained from PLAY Festival through their participation in the 'Lab'.

### 13. General Provisions

13.1. Participation in the LABORATÓRIO by submitting an application implies full and unreserved acceptance of these Regulations and consent to the collection, use, registration, and processing of the applicant's personal data provided in the application.

13.2. Participation in the LABORATÓRIO for purposes contrary to the law and/or involving harm to third parties or which in any way damages their honour, dignity, image, privacy, religious beliefs, ideologies or any other right directly recognised to them is prohibited.

13.3. Candidates who fail to comply with these Regulations will be disqualified and, if they are successful candidates, will be required to return the financial support awarded.

13.4. PLAY Festival reserves the right not to award any financial support if it considers that the applications do not meet the required quality standards.

13.5 PLAY Festival reserves the right to change the terms and conditions of these Regulations at any time, giving notice of such changes on the institutional website [www.playfest.pt](http://www.playfest.pt), on the page created for the LABORATÓRIO.

### 14. Personal Data

14.1. The personal data collected will be processed exclusively for the purpose of managing and developing the LABORATÓRIO by PLAY Festival, as the entity responsible for data processing, and will be kept for the period of time necessary for the management and development of the competition, except in cases where another period is required by applicable legislation or when, in relation to certain data, and in the context of its activity of managing and preserving cultural, intellectual and artistic heritage, PLAY Festival proceeds to preserve it indefinitely.

### 15. Omissions

15.1. Any situation not provided for in these Regulations shall be assessed and decided by the LABORATÓRIO Jury.