



**List of approved production projects
First round of Experimental Stream – July 4, 2011**

Applicant	Project name	Project type	Platform type	Language	Region	Amount
Artfox Inc.	Artfox 2.0, cartographie sociale	Interactive Content	Web	Bilingual	QC	\$367,657
<p><i>Artfox 2.0</i> is a social network that enables people working in the arts, culture and entertainment community to share their online résumés as well as post job openings. <i>Artfox 2.0</i> looks to bring together a large group of Canadian, American and international professionals. Résumés are created using information provided on projects members are currently involved in – or have previously worked on – to best highlight their skills and abilities as well as show the path they’ve taken in this ever-changing and constantly-evolving industry.</p>						
Giant Step Inc.	ComicReply	Application	Multi-platforms	Bilingual	ON	\$86,251
<p><i>ComicReply</i> is one-stop shopping for Canadian content creators to market their brands through User-Generated Content (UGC) contests. A platform that enables users to create personalized multi-media “fan-art” such as comics, drawings, greeting cards, voice-overs and character inventions, <i>ComicReply</i> re-purposes existing content assets so users can post their own concepts to win prizes. It’s fully integrated as a web application, a Facebook app, and various mobile versions and can “skin” the overall display to suit client productions, which can extend into advertising and merchandise.</p>						
A la Carte Videos Inc.	DanceMaker.me	Game	Multi-platforms	Bilingual	ON	\$740,000
<p>So you think you can be a star choreographer? With this game, you can be. <i>DanceMaker.ME</i> capitalizes on the current pop culture dance craze with the tools to provide dance enthusiasts to create, collaborate and publish their dance creations. Aspiring choreographers (like tween girls and their moms) can experiment with staging, blocking and timing as the game instructs them on theory, tech terms and classic dance. <i>DanceMaker.ME</i> will live on the web, as an iPad/Phone/Pod and Google Android App, and is also perfectly suited to gaming consoles such as the Nintendo Wii.</p>						

Isuma Distribution International Ltd.	Digital Indigenous Democracy	Interactive Content	Internet, Mobile	Bilingual	QC	\$1,000,000
	<p><i>Digital Indigenous Democracy (DID)</i> is a low-cost, innovative package of community-based technology specially designed to serve slow-speed, low-bandwidth Inuit communities on Baffin Island to be able to network and access the internet and mobile applications. <i>DID</i> is a collaboration from some of Canada’s most talented Indigenous media artists who have imagined a web evolution that will enable political connection among a remote group of citizens, supported by key academic partners, to protect their Inuktitut language and culture.</p>					
Kissaki Red	EAT SLEEP RIDE MOBILE	Application	Mobile	English	ON	\$212,450
	<p>Easy riders and weekend warriors alike will thrill to this Mobile iPhone application that enhances their motorcycle obsession through Mobile Ride Recording, a key platform function that logs GPS points and other sensor data such as time stamps, then converts it into a route map to log, save, share and publish. This crowd-sourced wisdom for like-minded riders delivers exclusive intelligence for trip-planning, and lets true fanatics post their own content including video, photos, hot tips and more.</p>					
iThentic Canada Inc.	GreenSpace	Game	Internet, mobile	English	ON	\$561,347
	<p>As our eco-awareness grows, so does the way we can monitor our personal efforts to combat global warming. <i>GreenSpace</i> is an interactive social media application for Facebook, smartphones and tablets that grew from the Webby-nominated <i>Green Minutes</i> project. <i>GreenSpace</i> is a real-time environmental simulation app that gives users a complete toolbox to promote their acts of green to create community and reduce real-world carbon emissions.</p>					
DrinkBox Studios Inc.	Guacamelee!	Game	Console	Bilingual	ON	\$450,000
	<p><i>Guacamelee</i> is a downloadable video game for home consoles that ups the ante in the platforming genre. It’s next-generation <i>Super Mario Bros</i>-style play, with dimension switching ability opening up new puzzles, combat mechanics and world levels. Target audience, males 13 and up, will be able to use new control and touch interfaces, and also employ social media channels to enhance the gaming experience.</p>					

Stitch Media Inc.	Imaginary Friends	Interactive Content	Internet	Bilingual	NS	\$627,145
<p>This interactive book + game format for 7-9 year olds and their parents capitalize on the e-publishing revolution. It provides an experience that is interactive and activity based, and can be customized to a family's personal routines and stories. <i>Imaginary Friends</i> is a trans-media concept where parents are guided through the web-supported story platform with a system of checklists and rewards to help their kids transition from picture books to chapter reading where narrative unfolds over multiple sessions.</p>						
Rival Schools Media Design Inc.	Indigenous Tales	Interactive Content	Multi-platforms	Bilingual	BC	\$379,890
<p>This series of animated e-books will take Canada's respected aboriginal storytelling tradition to a worldwide audience. <i>Indigenous Tales</i> will be available in the App marketplace as a platform that combines written, animated and interactive elements, narrated in English, French and Spanish, along with native languages. To ensure authenticity, elders and educators will consult on the project to promote diversity and cultural sensitivity through these proud mythologies.</p>						
Orangepaperclip Inc.	La Cucina	Interactive Content	Mobile	English	ON	\$477,750
<p>Ah, la digital dolce vita. This interactive cooking and entertainment series focuses on regional Italian cooking with Chef Massimo Bruno. Users discover Italy as they cook along with Massimo, plan menus for dinner parties and create pop-up invitations for their social media circles. It's a whole new dimension in hosting that features a multi-course recipe tool, multiple timers and a social media broadcast tool that distinguishes <i>La Cucina</i> from the rest of the field for Foodies ages 24-55. Voice-controlled navigation is another new feature of this series of apps that will have accompanying music playlists.</p>						

MoboVivo Inc.	Listen Up	Software as Service	Mobile	English	AB	\$539,895
	<p><i>Listen Up</i> connects second screens like smartphones and tablets to the primary content screen, augmenting the viewing experience with comments, status updates, tweets and more. Fans can share information about actors, characters and storylines, or chat up products they “like”. Pop-ups can be read in real time or stored in a personal locker to be read at a later time. Microphones on the second screen keep content in sync with audio watermarks and descriptive metadata, similar to that used in the TV ratings system.</p>					
Turbulent Media Inc.	Loulou67	Interactive Webseries	Web	French	QC	\$320,000
	<p><i>Loulou67</i> is an interactive project broadcast on the Sympatico portal where visitors have a real impact on the story’s development. They’re not involved in writing the script, but instead get to influence future events by the actions they take “live” using their webcam. Users become reality TV production assistants and must take action throughout each interactive video presented in order for the story to progress.</p>					
m100 Inc.	myKaboo	Game	Mobile	Bilingual	ON	\$422,213
	<p><i>myKaboo</i> is a virtual pet for a new generation. More like a digital friend that interacts via portable, touch-enabled devices, Kaboos can be customized with social media and video game activities based on three different areas: activity, sociability and skill. Its wide appeal to males and females 8-18. In-app purchases will expand functionality and customize appearance for lengthier engagement, which is enhanced with play in different geo-locations, inter-Kaboo play on social networks and mini-gaming.</p>					
Capybara Games Inc.	Project Grindstone	Game	Console, Mobile	Bilingual	ON	\$975,000
	<p><i>Project Grindstone</i> is a new style of action-hybrid game. With its unique twist on action & surprisingly flexible controls, Project Grindstone is destined for multiple platforms.</p>					

Switchblade Monkeys Entertainment Inc.	Secret Ponchos	Game	Console	Bilingual	BC	\$300,000
	Positioned as an AAA game, <i>Secret Ponchos</i> features highly stylized Spaghetti Western art and musical direction that will stand out in the console arcade market. <i>Secret Ponchos</i> redefines how action games utilize online capabilities by creating new dynamics of player ego, and social awareness in the action genre. Hasta Luego Amigos!					
Slant Six Games Inc.	Strata: Scavenger	Game	Console, PC	English	BC	\$1,000,000
	<i>Strata: Scavenger</i> combines the highly addictive practice of web browser resource gathering with next-generation 3D and arcade flight simulation, all in the immersive, post-apocalyptic world of Strata. Playstation Move and Nintendo Kinect peripherals allow for greater design flexibility and precise user play with simultaneous screen selection of multiple elements. <i>Strata</i> is also the first to offer flight stick controls. Top-level arcade game-play and next gen visuals will whet the appetite for wider franchise through multiple game types, social applications and non-game releases such as graphic novels.					
LinguaComm Enterprises Inc.	Supiki	Game	Smartphone	English	BC	\$693,225
	Years of research and development of speech recognition technology and innovative technical design now let users engage in realistic simulated conversations on smartphones with <i>Supiki</i> . This app will meet the needs of the billion people learning English worldwide. The <i>Supiki Advantage</i> is multi-fold: real conversations, authentic English, low cost, 24/7 delivery, no embarrassment: Talk away! It's a phone! And never-ending fun.					
Telos International Inc.	Tenth Muse	Game	Internet	English	PEI	\$415,000
	<i>Tenth Muse</i> is a Sim/Casual RPG isometric adventure for Facebook, but what it really does it tap into the mythology of classic characters from literature, borrowing from public domain works to weave overlapping stories about the world After the Fall of Man. In a gameplay loop of Exploration, Neighborhood Building and Quests, players bring back the glory of the past through the power of books. Sherlock Holmes, Heathcliff, Captain Ahab and others figure in immersive storylines through familiar harvesting and adventure game mechanics.					

GlassBOX Media Inc.	Travel Detective (The)	Game	Mobile	English	ON	\$290,000
	Designed for iOS and GPS-enabled devices, <i>Travel Detective</i> is a new game that combines alternate reality, trivia and travel. The player takes the role of a detective solving mysteries around the world, seeking missing artefacts across the seven continents. Game play is based on a clue system devised by world-renown travel expert Robin Esrock, in this first “geo-educational” social game. A partnership with Travel Channel/XMG helps target the 18-24 year-old traveler, a demographic that grew up with a mobile device in hand who are sure to engage with this digital offering at home and on the road.					
Dark Matter Entertainment Inc.	Trinketz	Game	Internet	English	ON	\$924,072
	Tweens and the web will find true love when they enter the <i>Trinketz</i> universe. At its heart, <i>Trinketz</i> is a collecting and trading game of virtual items that can be almost anything. Each <i>Trinketz</i> item is unique and can be collected, customized and improved, and enjoyed alone or in the <i>Trinketz</i> community. Fully 3D and web browser-based, <i>Trinketz</i> creates a safe, collaborative place for 9 to 12 year-olds who learn skills such as purchasing, subscribing and managing game credits.					
Productions ELEKTRATEK Inc.	U Send Live	Application	Smartphone	Bilingual	QC	\$129,751
	<i>U Send Live</i> is an application that enables users to manipulate and integrate smartphone content “live.” The application is intended for use by multimedia and event artists and producers looking to take their performances up a notch by projecting audience-generated multimedia content. Text messages, images and videos are recorded into an integration console and are then directly integrated into the event concept.					

March Entertainment Inc.	VOCOMO	Application	Mobile	English	ON	\$650,000
	<p><i>VOCOMO</i> is a web based and mobile multimedia speech recognition system that uses advanced audio technologies, XML & text to speech conversion technologies to create a compelling new audio content entertainment experience for people on the move.</p> <p>There's new technology to re-invent one of the world's most popular media and radio will never be the same. Voice Content in Motion takes in-car radio listening and turns it into an interactive experience. <i>VOCOMO</i> actively engages people with popular content brands while they're in transit, to access podcasts, games, contests and other extensions using voice commands. Starting with popular CBC Radio shows like <i>Q</i> or <i>Word of the Week</i>, <i>VOCOMO</i> will expand into a variety of content partnerships to include language training, sports, comedy and lifestyle programming to build out revenue streams.</p>					