

Damage Labs Studio Startup Cohort 1 Application Preview

Thanks for your interest in [Damage Labs](#)! The following is a **preview** of the full application form you'll need to complete to be considered for the our first Studio Startup Cohort. The deadline to submit your application is September 30. This is not the application itself, simply a template so you can compose your answers before entering them into the online form.

Feel free to make a copy of this document by going to **File > Make a Copy** in the menu (you will need to be signed in to a Google account to do this; if you don't have one, simply copy and paste into your own text editor).

Ready to submit? [Complete application](#)

About you

Your name

Co-applicant's name

Email address

Location(s)

City/province where you live now or plan to be based

Founder experience

Tell us about your experience – if any – starting a business, student group, co-op, ad hoc collective or any other organization with multiple collaborators.

Work experience

Provide a summary of or link to your creative work and/or professional experience (portfolio, CV or resume). Include your co-applicant if you have one.

Financial experience

What is your level of familiarity with accounting, including financial statements and cash management?

About your studio

Category

*What will your studio's **primary** activity be?*

- *Games and VR content (Video games and VR/AR/MR)*
- *Other interactive digital media content (Apps, ARGs, web experiences, live performance, etc.)*
- *Technology development (Tools, SaaS, platform, hardware, software)*
- *Technical or creative services (Animation and 3D, capture, porting, VFX, localization, design, cinematics, etc.)*

Concept

Describe your studio concept, including business structures you're interested in, size/scale and values. Why are you excited about your studio's potential?

Team

What will you be looking for in collaborators, co-op members, or talent if you intend to grow your team?

Background

If you have already incorporated or have been operating, tell us about your structure and history, including any fundraising experience and work done to date.

Product/project

Tell us about the first project (game, interactive digital media project, tool/technology, etc.) your studio will build.

Financial sustainability

Briefly, what are your initial ideas about how your studio will approach financial sustainability? Where will your revenue come from and how will you distribute it?

Social impact

What is your interest in social impact, and how does that relate to your studio concept? How will your studio provide a benefit to society?

For example, by providing economic opportunities and decent work to people facing social discrimination or economic inequality, by creating products that improve social competencies or highlight diverse narratives, etc.

Eligibility affirmation

Other Comments