

MTL ESPORTS has created a framework in order to receive and evaluate submitted broadcasting projects, as well as participating to the development and production of the selected projects. The established framework allows MTL ESPORTS to accomplish its mission with complete transparency, and to deal equitably with private producers.

The submitted projects must be in line with MTL ESPORTS' programming which aspires, in light of its mission, to create an environment in which talents, leagues, organizations and partners can mutually help themselves flourish.

Let us join our efforts towards the development of electronic sports in the province of Quebec.

## **1. Project Submission**

Projects must be submitted to MTL ESPORTS' Program Management. An acknowledgement of receipt will be sent by email to the applicant, indicating the assigned resource person tending to the submitted project. The applicant may communicate with the resource person for any information pertaining to the submitted project.

## **2. The Three Main Programming Foci**

The projects submitted to MTL ESPORTS must be in line with one of the following three programming foci:

- Esports Programming;
- Gaming Programming;
- Video Game Entertainment Programming.

## **3. Qualifying Projects**

The projects submitted to MTL ESPORTS must be in the following media styles to be deemed receivable:

- Magazine programs, debate programs, analysis programs and talk shows;
- News shows;
- Streams;
- Podcasts;
- Tutorials, crafting tutorials, etc.
- Comedic or humoristic variety shows;
- Vulgarization shows;
- Exhibition matches and partnered league activities;
- Esports and gaming related documentaries;
- Works of fiction including dramatic series and short films;
- Variety shows, game shows and quiz shows.

## 4. Project Content and Format

Any proposed project, in development or in production, must contain the following information:

- a project summary indicating the number of episodes and the running time;
- a detailed project description including notes about the content and format: proposed themes, suggested angles of approach, used formulas;
- the target objectives;
- the target audience;
- a pilot, a teaser or a mockup;
- the applicant's proposed team composition;
- the following documentation (if applicable):
  - Estimated production costs;
  - Development and production schedules.

## 5. Project Selection Criteria

All projects are evaluated and selected in accordance with:

- MTL ESPORTS' mandate and mission;
- the needs of MTL ESPORTS' programming;
- the project's quality and originality;
- the applicant's experience and his team's composition;
- the development and production costs.

## 6. Deadlines

MTL ESPORTS agrees to receive and review projects at any time. Any decision pertaining to project development must be taken in accord with the deadlines of the various production seasons. The applicants must thus take these deadlines into consideration and submit their projects at least one (1) month before the deadlines.

## 7. To submit a project:

By email:

[studio@mtlesports.com](mailto:studio@mtlesports.com)

By registered mail:

MONTRÉAL ESPORTS  
Broadcasting Project Submission  
Program Management  
3715 Saint-Laurent Blvd  
Montreal (Quebec) H2X 2V7