



April 3, 2013

The Board of Directors of the Bell Broadcast and New Media Fund has announced its decisions for the **February 1, 2013** round of applications.

The following projects received **Production Grants** under the Bell Fund's Production Program:

BROADCAST

Amazing Race – Canada

Insight TV Productions
Executive Producers: John Brunton,
Barbara Bowlby
Producer: Mark Lysakowski

CTV, 10 x 60 mins

The Amazing Race Canada is a skill based competition show in which teams of two people, who have a pre-existing personal relationship, race around Canada in competition with other teams.

Degrassi Season 13

Epitome Screen Productions Inc.
Executive Producer: Stephen Stohn
Producer: Linda Schuyler

MuchMusic, 40 x 30 mins

The students of Degrassi grapple with their journey into adulthood. Pushing their own limits and testing the bonds of family and friends, the students find their own ways to deal with a far-reaching range of issues.

Martian War

Entertainment One Television Productions Ltd, Impossible Pictures Ltd.
Executive Producers: Michael Kot, Steve Maher
Producers: Michael Kot, Mike Slee

Shaw Media, 1 x 90 mins

Using actual historical events that parallel WW1, *Martian War* will be a unique window into the past. Employing CGI elements composited into real period footage to produce a convincing *Martian War* film archive with documentary evidence of everything from alien war-machines battling the allies on the Western Front to aerial dogfights between *Martian* sky ships and bi-planes over London.

DIGITAL MEDIA

Amazing Race – Canada

Secret Location Inc.
Producer: James Milward

An interactive map and gamisodes that capture the adrenalin and excitement of the race, through immersive video, interactive challenges, exclusive content, competitions and social media, to deliver a rich digital experience across multiple platforms.

Degrassi Season 13

Epitome Screen Productions Inc.
Producer: Stephen Stohn

Building on the successful existing Degrassi interactive properties, this season's digital extensions include new webisodes, an upgrade to the Degrassi Chat App and expanded social media.

Martian War Mobile App

Secret Location
Producers: James Milward, Kathryn Rawson

The *Martian War* Mobile App is a photorealistic endless runner game that extends the creative, narrative world of the film into gaming territory to further engage film's audience.

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Saving Hope Season 2

Hope Zee Two Inc.
 Executive Producers: Ilana Frank, David Wellington, Morwyn Brebner, Adam Pettle, John Morayniss
 Producers: Kathy Avrich-Johnson, Linda Pope

CTV, 18 x 60 mins

Chief of Surgery Charlie Harris is awake. And he's still seeing dead people. It's a secret Charlie has to keep. Charlie's ghosts threaten to destroy his relationship, his livelihood and even his life.

Spin Off

SeeMore Games Inc.
 Executive Producer: Morgan Elliott
 Producers: Steff Millman, Erica Lenczner

Channel Zero/CHCH, 13 x 30 mins

Spin Off is a new game show that combines elements of both trivia and chance, where one contestant plays at a time and a giant *wheel* serves as the game board.

The Wild World of Warren

Warren Canada Inc., Baby Cow Animation (Warren) Limited
 Executive Producer: Bill Freedman
 Producers: Jonas Diamond, Denny Silverthorne, Jeremy Diamond
 Henry Normal

Bite Television, ITV 6 x 30 mins

"The Wild World of Warren" is an animated series about the life of a portly 37-year old everyman on the horns of a terrible dilemma – can he support his family and his passion for soccer in equal measure?

The following French-language projects received **Production Grants** under the Bell Fund's Production Program:

Série noire

Productions Casablanca
 Producer: Joanne Forgues
 SRC, 12 x 60 minutes

Denis and Patrick are two scriptwriters who have to face reality when their latest judicial-police series, *La loi de la justice*,

Saving Hope - Liver Rounds

Hope Zee Two Inc.
 Producers: Kathy Avrich-Johnson, Sonia Hosko

Webisodes that give viewers a barstool perch to witness their favorite characters dealing and struggling with their personal and professional lives as they meet up a bar after work.

Spin Off 360

Digital Howard
 Producer: Daniel Dales

A digital extension that allows the home audience to play the game at home or on the go and to play along live with each broadcast episode on the device of their choice.

FanUnited

Warren Canada Inc.
 Producer: Jonas Diamond

Bringing Warren's fandom to mobile, online and Facebook, users engage with a variety of games and activities, user-generated video, and explore the history of fandom, and character generated blogs and tweets.

Série noire

Productions Casablanca
 Producer: Joanne Forgues

DM Service Company: Productions Les Affranchis

The web-based social ecosystem will place "micro-contents" from *Série noire* online that fans of the program can shape and share

was a flop. Now they have to write the second season. To save face, they have no other choice than to radically change their way of writing. How far are they willing to go to make sure their piece of work is true to reality?

Beauce Carnaval

Productions GFP (IV)

Producer: Michel St-Cyr, Guy Villeneuve

Ztélé, 10 x 30 mins

The fairground world has always intrigued and fascinated us through the ages. Carnival crews, mediums, acrobats and giants inhabit the universe of those strange travelers who visited villages to entertain. Beauce Carnaval revisits the tradition of fairs. Fairs represent the most important industry in Canada in the field of amusement parks and yet myths and prejudices persist. The series show how it really works today.

Les Argonautes

Productions Pixcom

Producer: Thérèse Pinho

Tele-Quebec, 52 x 30 mins

In 2162, six kids and their family travel in a space ship as they try to understand the codes they receive from a faraway planet. They all dream about a space map with a flash in the middle – this where they have to go. Maybe it is the White Planet? The life will be challenging on the vessel as they discover the mysteries of the planets and the people.

Un air de famille

Productions Image II

Producer: Ginette Gauthier

SRC, 12 x 60 mins

Each week, three families sing a song of their choice and they must entertain the audience and surprise their coach. Some of them will stay in the “competition” till the end when the best family will be voted. Each family has a coach. Families are

among themselves to create “virality” for the series. This ecosystem relies on the culture of sharing implicit in Web 2.0 and draws on, or is inspired by, widely used social networks such as Facebook, Twitter, Instagram, and Tumblr.

Beauce Carnaval

Productions GFP (IV)

Producer: Michel St-Cyr, Guy Villeneuve

DM Service Company: Turbulent Média

Amusing games and exclusive videos; 6 flash games offering 3 levels of difficulty each. Additionally, the project a hybrid game which employs a mobile device and a website interface simultaneously, offering a new way of gaming that requires a more physical implication on behalf of the user.

Les Argonautes 2013.com

Productions Pixcom

Producer: Nadine Dufour

DM Service Company: Toboggan

A science-based educational game with a web version and an iPad app. Modelled on console games, Les Argonautes 2013 also has the objective of sensitizing players to ecology and to the importance of respecting the environment. The mission consists of liberating the planet Potamia from the polluting Serpilleurs, cleaning it up, and restoring its flora and fauna. Through avatars that match characters from the TV series, young players accomplish this mission by calling on their logical skills, all the while acquiring knowledge of chemistry and physics.

Un air de famille

Productions Image II

Producer: Josée Vallée

DM Service Company: Version 10

Each week, the viewing public gets to vote for its favorite family, chose the three families that will be moving on to the finals, and even select the song that they will be performing. The social media aspect of the project also allows internet users to view private

chosen on their vocal abilities and the desire to perform.

backstage video content, as well as clips from the families while they're on the road, and even exchange with family members through the use of an exchange module.

The following projects received **Production Grants** under the Bell Fund's TV Development Digital Pilot Program:

Vampire Steve

Smiley Guy Studios

Producers: Jonas Diamond, Sean Cullen, Jeremy Diamond, Denny Silverthorne

Teletoon

Night Terrors

Copperheart Entertainment

Producer: Steven Hoban

Superchannel

Fangbone

Radical Sheep Productions Inc.

Producers: John Leitch, Michelle Melanson

Family Channel

Pull : How Technology is Changing The Conversation

Q Media Solutions

Producer: Dorothy Engelman

TVO

The following project received **Development** funding:

Polar Sea 360 Interactive Journey

DEEP Inc.

The following organizations received **Professional Development** funding:

Banff World Media Festival 2013

Banff World Media

All Access 2013

OnScreen Manitoba

Digiscape 2013

WIFT-T

28e Gala des Prix Gémeaux

Académie canadienne du cinéma et de la télévision

La journée transmedia storytelling

Rencontres cinématographiques de Québec

The Bell Fund provides grants to Canadian independent producers who develop and produce television content complemented and enhanced by excellent digital content designed for various platforms. These digital media projects reflect state-of-the-art technology and are helping traditional television producers and broadcasters to discover the

value added benefits of digital extensions. Since 1997, the Bell Fund has invested over \$100M in over 1,100 Canadian new media projects, television programs, development grants and support for research and professional development.

The Bell Broadcast and New Media Fund receives annual contributions of approximately \$14 M from Bell TV as part of its broadcast distribution undertaking (BDU) contributions to the industry. In addition, the Development Program is supported by the interest generated by a \$10M endowment resulting from BCE-CTV benefits, and contributions from Aliant. The Bell Fund is incorporated as a not-for-profit organization, governed by an independent Board of Directors representing various sectors of the television and digital media industry. The Fund is administered by the Independent Production Fund.

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