

★ 01 project transmitter

★ 08 convergence engine

★ 02 database module

◆ 03 transmission center

★ 07 broadcasting unit

→ 06 idea stimulator

**MINIBELL-E.05**  
Complete Multimedia Entity  
Funded by the  
Bell Broadcast and  
New Media Fund

★ 05 talent booster

⊕ 04 development accelerator



# Annual Report

2005







## OVERVIEW OF THE BELL BROADCAST AND NEW MEDIA FUND

### MANDATE

To advance the Canadian broadcasting system, the Bell Fund encourages and funds the creation of excellent Canadian digital media, promotes partnerships and sustainable businesses in the broadcast and new media sectors, engages in research and sharing knowledge and enhances the national and international profile of industry stakeholders.

### ELIGIBLE APPLICANTS

- Must be Canadian, and in the case of a company, must be Canadian-controlled.
- Must be an independent producer or broadcaster-affiliated production company.

### ELIGIBLE PROJECTS

- Must include both a new media component as well as a television component.
- The television component must be certified Canadian (8 points minimum) under the rules of the CRTC.
- The television component must have a broadcast licence commitment from a Canadian broadcaster.
- The television component may not be news, reporting and actualities, or sports programming.

### FINANCIAL PARTICIPATION – PRODUCTION PROGRAM

- The new media component is eligible for a grant not to exceed 75% of its costs of production to a maximum of \$250,000.
- The new media component is also eligible for a bonus to match any broadcaster cash contribution, to a maximum of \$50,000.
- The television component is eligible for a grant based on 75% of the broadcast licence fee to a maximum of \$75,000.

### FINANCIAL PARTICIPATION – DEVELOPMENT PROGRAM

- The new media component is eligible for a grant not to exceed 75% of the costs of development to a maximum of \$50,000.
- Professional development grants are available to non-profit industry organizations to provide training and educational services that reflect the objectives of the Fund.

### DEADLINES FOR APPLICATION

February 1, May 1, October 1

### ADMINISTRATION

The Bell Fund is a not-for-profit organization which receives financial contributions from Bell ExpressVu under the terms of section 29 (2) of the Broadcasting Distribution Regulations. It is administered by the Independent Production Fund.

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**Dudson**  
 Decode Entertainment



## MESSAGES FROM THE CHAIR AND VICE-CHAIR

Paul Hoffert, Chair



Chris Frank, Vice-Chair

When the Bell Broadcast and New Media Fund began supporting new media associated with television programs, the industry knew that the big screen meant cinema and the small screen meant television. Today, the big screen means home theatres showing HDTV with Dolby surround sound and the small screen means cell phones and iPods. So, whether you're watching the Olympics or an episode of *Degrassi: The Next Generation*, "the future ain't what it used to be", as Yogi Berra famously said.

The only constant in our business has been change. The Bell Fund has been assisting television and new media companies adjust to changing environments for almost a decade, by adding our funding and services to Canadian television and new media productions. Recently, the Bell Fund, with strong support from our clients and partners, was successful in a CRTC intervention to change a condition of licence, which enables the Bell Fund to receive increased funding from Bell ExpressVu's PPV service and to distribute an additional \$1 million annually to the industry. This is a welcome win for everyone.

I had the privilege of representing Canada this year at the OECD (Organization for Economic Cooperation and Development) Rome meeting, chairing the panel on content supply, as influenced by the rise of digital media. As has been my recent experience, Canada was regarded as the country with perhaps the best policies and strategies for adapting to change, with our mix of private and government supports and excellent productions.

No matter what the future will bring, the Bell Fund is committed to changing with the times, working with the television and new media industries to ensure that Canada produces the best content in the world, and helping our industries become more viable with each passing year.

**Paul Hoffert, Chair**

Nearly a decade after the launch of the Bell Broadcast and New Media Fund, the naysayers have become believers and interactive content is no longer viewed as a passing fad. Production of cross-platform content is providing new opportunities for broadcasters and producers to reach and satisfy their audiences with on demand access to more content that goes beyond the traditional television viewing experience. The Bell Fund has evolved alongside the industry as new technologies provide new solutions to reach new audiences and generate new revenues.

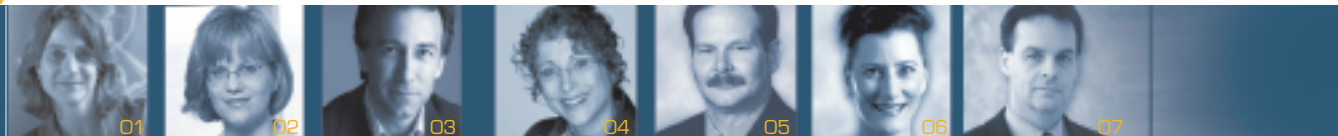
During the past nine years, the Bell Fund has invested over \$38 M into the development and production of nearly 400 interactive projects associated with Canadian television programs. We have nudged reluctant broadcasters and producers into the digital age and we can now all reap the benefits of rich, enhanced interactive content. During 2005 the Bell Fund organized a Mission to Australia and Singapore in which 14 members of the industry experienced what it is like to be envied for their leading-edge content, while developing invaluable new partnerships and inspirations for future growth. In our efforts to promote the industry, the Bell Fund is participating in a Sympatico.msn initiative to highlight monthly "Picks" and Featured projects from amongst the best that the industry has to offer. To help conquer the revenue generation challenge, the Bell Fund has launched an online audience measurement program that will hopefully provide potential advertisers and funders with meaningful and convincing traffic statistics. The Bell Fund Board of Directors continues to review, revise, update, redefine, collaborate and provide services to leverage our support of the industry.

It is annual contributions from Bell ExpressVu that make the Bell Fund's activities possible, as well as interest generated by a \$10M endowment from the BCE-CTV Benefits program, and recently, contributions from Aliant. We are proud of the outstanding accomplishments that the industry has achieved with this support and congratulate the visionaries of the new media and broadcast industries.

**Chris Frank, Vice-Chair**



## BOARD OF DIRECTORS



**Paul Hoffert (Chair)** is a former President of the Academy of Canadian Cinema and Television, former Chair of the Ontario Arts Council, and currently on the faculties of York University and Harvard University. He is the author of three best-selling books about the Information Age and a textbook for composing soundtracks to videogames and websites. Mr. Hoffert received the Pixel award in 2001 as Canada's New Media Visionary. He was inducted into the Canadian Rock and Roll Hall of Fame in 1995 for his success with Lighthouse, winner of four successive Juno Awards as Canada's top rock band. [See [www.paulhoffert.ca](http://www.paulhoffert.ca)]

**Chris Frank (Vice-Chair and Treasurer)** is Vice President, Programming at the Bell Video Group. With more than 30 years experience in the broadcasting and telecommunications industries, Chris has held a number of public and private sector positions encompassing broadcast programming, business development, regulatory, government and public affairs. He has worked at the Canadian Radio-Television and Telecommunications Commission, the former Department of Communications, the former Department of the Secretary of State. He has also held management positions in private consulting firms and at Telesat before joining Bell ExpressVu LP as a founding officer in 1995. Currently Chris is responsible for all linear programming, pay per view and video on demand services on DTH and terrestrial digital platforms. The Bell Video Group includes Bell ExpressVu and Bell's new terrestrial broadcast distribution systems in Ontario and Quebec.

**Suzanne Guèvremont 01** has been the General Manager of the NAD Centre (National Animation and Design Centre) since 1999. Before becoming General Manager she was Manager of Business Development from 1995 to 1999. Her duties included the creation of a corporate training program, and with well known companies such as Softimage/AVID and Autodesk Media and Entertainment she established an Authorized Training program, thus allowing the NAD Centre to reach worldwide recognition. Suzanne has been a member of the board of Directors of the Alliance numeriQc between 2001 and 2005 (acting as President for the last two years). She was also a member of the boards of Directors of the Consortium multimedia CESAM (1995-2001), the Forum des Inforoutes et du Multimedia (FIM) (1999-2001) where she had a say in important matters regarding business and cultural growth of the Canadian and Quebec new digital markets.

**Veronica Holmes 02** senior Director, Broadband Events and Innovation, Veronica is responsible for developing broadband content and application experiences for the Sympatico/MSN portal ([www.sympatico.msn.ca](http://www.sympatico.msn.ca)). Working with partners such as CTV, Magic Lantern, Tribal Nova, and Canadian music recording companies, Sympatico/MSN Video ([video.sympatico.msn.ca](http://video.sympatico.msn.ca)) and Sympatico/MSN Music ([music.sympatico.msn.ca](http://music.sympatico.msn.ca)) continue to draw millions of online Canadians each month. And it's growing at an unprecedented rate. In 2005, Sympatico/MSN delivered more than five times the number of broadband video streams than 2004.

**Jacques Labelle 03** is Managing Partner of Ricochet Branded Content, a Cossette Group unit that gives advertisers an opportunity to strengthen their brands by offering consumers content that is both informative and entertaining. Ricochet is involved in television production, and in magazine and music publishing, among other sectors. Before founding Ricochet, Mr. Labelle served as Vice-President Creative Director for Cossette Communication Marketing in Montréal and was in charge of the Cossette creative product. For ten years he was responsible for the creative output of Canada's most important communications agency, producing successful campaigns for such clients as Bell Canada, Coca-Cola, General Motors, Bank of Montreal and McDonald's. His creative talent has been recognized by numerous advertising awards, both in Canada and abroad.

**Lucie Lalumière 04** is Vice President and General Manager Interactive Television at Corus Entertainment. In her role, she leads the production of online properties and develops new interactive business opportunities for Corus Television. Prior to joining Corus, Ms. Lalumière was Executive Director of New Media at Radio-Canada. She was in charge of new media initiatives, including the award-winning Radio-Canada.ca, one of the top web destinations in Canada. She also oversaw internet and wireless partnership development for CBC and Radio-Canada, and was chair of the international multimedia committee of the Communauté des Télévisions Francophones. In her over 12-year career in the online industry, she has led the development of multimedia applications at Bell and online bilingual content at Sympatico. She was also General Manager of online French services at Sympatico.

**Ken Murphy 05** is a broadcast executive with 25 years of experience in leadership in Canadian specialty television. Ken is CEO and co-founder of High Fidelity HDTV Inc, a new specialty broadcaster focused on delivering attractive, original High Definition programming to Canadian and international audiences. High Fidelity HDTV Inc. operates TreasureHD in Canada, a new broadcast service celebrating the world of Cool People and their infinite passion for Art and Artifacts; and OasisHD exploring where nature programming meets the World of Art. High Fidelity HDTV Inc. is developing several more HD broadcast services which it plans to launch in Canada in 2006 to better serve HD audiences via satellite, IPTV, digital cable and emerging portable media. Prior to founding High Fidelity HDTV Inc. Ken was President of Discovery Channel, and was behind the development and growth of many successful digital channels and interactive media projects over the years.

**Catherine Warren 06**, President of FanTrust Entertainment Strategies, has led advances in mass media and new media since 1985, working in Canada and internationally. As an advisor to Fortune 500 corporations, major telcos and broadcasters, world-class tourist attractions, game companies and advertising agencies, Catherine helps clients build new audiences and revenues through new technology and business strategies. The former Chief Operating Officer of the entertainment portal software company Blue Zone and European Bureau Chief of the computer magazine publishing house PCI, Catherine has published more than 25 books and magazine series for children and adults on science and computing as well as executive produced 20 websites and interactive broadcast initiatives, including ORCA FM, the world's first all-whales/all-the-time radio station (the original "pod"cast!) and the Gemini Award-winning CTVNews.com. Catherine's research and tactics for TV and digital entertainment can be downloaded from [www.FanTrust.com](http://www.FanTrust.com).

**Bart Yabsley 07**, as Executive Vice-President of CTV Specialty Television Inc., leads the team that oversees the administration and operation of the CTV Specialty Group, which manages TSN, NASCAR Canada, RDS, Discovery Channel, Discovery HD, OLN, ESPN Classic Canada, NHL Network, Discovery Civilization, Animal Planet, CTV Travel and Dome Productions, in addition to various broadcast companion Web sites. Prior to his appointment in January 2003, Mr. Yabsley was Senior Vice-President, CTV Specialty Television Inc. Previously, Mr. Yabsley was Vice-President and General Counsel at Stream Intelligent Networks Corp., an independent provider of point-to-point, high-speed managed bandwidth. He originally joined CTV Specialty (then known as NetStar Communications Inc.) in 1994 as Legal Counsel, later becoming Vice-President and General Counsel, Corporate.



SUMMARY 1997-2005

<b>Total Projects Funded</b> (Production & Development)	410
<b>Total Amount Committed</b> (Production & Development)	\$37,974,552

Since the Bell Fund's inception in 1997, a total of **\$37,974,552** has been invested into the Canadian broadcast and digital media industries supporting the development and production of **410 PROJECTS.**

PRODUCTION PROGRAM 2005

	Number of Projects			Investments		
	English	French	Total	English	French	Total
Interactive Media	14	7	21	\$2,847,400 56 %	\$1,288,125 26 %	\$4,135,525 82 %
Television	6	7	13	\$397,500 8 %	\$525,000 10 %	\$922,500 18 %
<b>Total</b>	<b>20</b>	<b>14</b>	<b>34</b>	<b>\$3,244,900 64 %</b>	<b>\$1,813,125 36 %</b>	<b>\$5,058,025 100 %</b>

More than **\$5 MILLION** in funding was awarded for the production of **21 INTERACTIVE DIGITAL PROJECTS** and **13 RELATED TELEVISION PROGRAMS** during 2005.

The focus of the Bell Fund is to support the digital media industry and 82% of all funding was applied to interactive projects.

It is also interesting to note the growing participation of broadcasters in funding interactive digital projects related to their television programming: 15 (71%) of these projects received broadcaster cash licences or equity amounting to \$488,000 invested into projects supported by the Bell Fund. These projects were then eligible to receive bonus funding from the Bell Fund to match the broadcaster support.

The Bell Fund contributes an average of 56% to new media production budgets. The average budget was approximately \$350,000 and Bell Fund's average contribution was \$197,000. However, Bell Fund support ranged from less than \$100,000 to a maximum of \$280,000 for interactive digital projects.

PRODUCTION PROGRAM 1997-2005

	Number of Project			Investments		
	English	French	Total	English	French	Total
Interactive Media	113	62	175	\$18,623,322 52 %	\$9,463,779 27 %	\$28,096,101 79 %
Television	73	45	118	\$4,812,279 13 %	\$2,835,280 8 %	\$7,647,559 21 %
<b>Total</b>	<b>186</b>	<b>107</b>	<b>293</b>	<b>\$23,435,601 65 %</b>	<b>\$12,299,059 35 %</b>	<b>\$35,734,660 100 %</b>

The Bell Fund's Production Program was launched in 1997 and has provided **\$35,734,660** for the production of **293 PRODUCTIONS.** 65% of the projects receiving Bell Fund support originated in English, and 35% originated in French.



# STATS AND FACTS

## ACTIVITIES REPORT

### DEVELOPMENT PROGRAM 2005

	NUMBER OF PROJECTS	INVESTMENTS
English-language Interactive projects	11	\$345,302
French-language Interactive projects	7	\$245,245
Professional Development	15	\$90,350
Total	33	\$680,897

In 2005, **\$680,897** was contributed by the Bell Fund to support the early stages of concept development of **18 INTERACTIVE PROJECTS** as well as **15 PROFESSIONAL DEVELOPMENT ACTIVITIES** such as training programs and workshops.

### DEVELOPMENT PROGRAM 2001-2005

	NUMBER OF PROJECTS	INVESTMENTS
English-language Interactive projects	43	\$1,189,132
French-language Interactive projects	22	\$712,910
Professional Development	52	\$337,850
Total	117	\$2,239,892

The Bell Fund launched a Development Program in 2001 to complement its production support. **65 INTERACTIVE DIGITAL PROJECTS** have received a total of **\$1,902,042** and **52 PROFESSIONAL DEVELOPMENT PROJECTS** have also been supported through this Program.

### REGIONAL DISTRIBUTION 1997-2005 (PRODUCTION & DEVELOPMENT)

	NUMBER OF PROJECTS	INVESTMENTS
British Columbia	10	\$686,000
Prairies	21	\$1,177,000
Ontario	186	\$18,547,652
Québec	164	\$15,235,684
Atlantic	28	\$2,323,216
International (Australia)	1	\$5,000

The interactive digital cross-platform industry is strong in Ontario and Quebec. In 1997 and 1998, only production companies located in Ontario and Quebec were eligible to apply to the Bell Fund. Since then, projects from across Canada have been eligible for Bell Fund support and the Fund has been undertaking various training and development initiatives to encourage the growth of this industry in other regions.

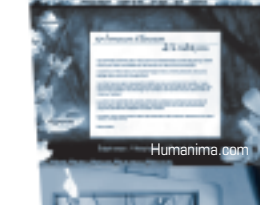




ADN-X. le site



Booked Interactive



Humanima.com



Doodlebops Website



Dragon Booster



**NM:** **ADN-X, LE SITE**  
 PROD GFP (II) inc. / Inpix Média inc.  
 p. Guy Villeneuve, Normand Bélisle  
[www.adnx.ca](http://www.adnx.ca)

**TV:** **ADN-X**  
 PROD GFP (II) inc.  
 p. Guy Villeneuve, Michel St-Clair  
 Télé-Québec: 26 x 30 min.

A "road" documentary series exploring teenage life throughout Quebec. The website provides a virtual community for youth to submit video and audio reports and post material on personal web pages thanks to a content management system that enables some of this to be featured on the television series.

**NM:** **BOOKED INTERACTIVE**  
 Reel Girls Media  
 p. Ava Karvonen, Jennifer Snyder  
[www.booked.tv](http://www.booked.tv)

**TV:** **BOOKED TV (EPISODES 1-13)**  
 Reel Girls Media  
 p. Ava Karvonen, Jennifer Snyder  
 ACCESS, BRAVO!: 13 x 30 min

Documentary series where experts in crime investigation read and evaluate crime fiction and, with trained and experienced eyes, debate how accurately the crime and forensic related aspects are depicted. Podcasts, reading lists, forums, webisodes, and casebooks are all available online.

**NM:** **DOODLEBOPS WEBSITE**  
 Doodlebops II Prod./Cookie Jar Entertainment  
 p. Kenneth Locker  
[www.doodlebops.com](http://www.doodlebops.com)

**TV:** **THE DOODLEBOPS (SEASON 2)**  
 Doodlebops II Prod./Cookie Jar Entertainment  
 p. Michael Hirsh, Jamie Waese  
 CBC: 26 x 30 min

A musical comedy show for pre-schoolers starring Deedee, Rooney and Moe Doodle - the ultimate rock and roll band! Children can go online and create music, songs and routines, which will then be incorporated into a Doodlebops concert!

**NM:** **DRAGON BOOSTER: ELITE CLASS RACING**  
 Snap Media  
 p. Raja Khanna  
[www.cbc.ca/dragonbooster](http://www.cbc.ca/dragonbooster)

**TV:** **DRAGON BOOSTER (SEASON 2)**  
 Alliance Atlantis Communications Inc  
 p. Asaph Fipke  
 CBC; 13 x 30 min

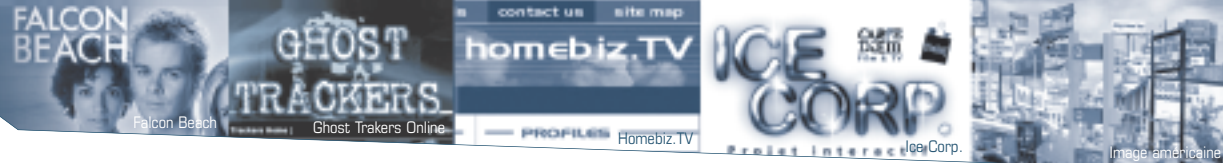
Charged with saving the world from war and uniting humans and dragons once and for all, an ordinary teenager will become a hero. When teamed to race with the dragon Beaucephalis, Artha is transformed into the mythical hero Dragon Booster. The interactive component allows users to saddle atop a top tier dragon, race, battle and win through a series of racetracks. Create a rider profile and crew, design new race tracks, and complete a story, helping defeat the bad guys.

**NM:** **DUDSON**  
 Decode Entertainment  
 p. Johnathon Millman

**TV:** **DUDSON**  
 Decode Entertainment  
 p. Steven DeNure, Janice Walker  
 BiteTV: 1 x 24 min (series of 15 second shorts)

Dudson consists of three interconnected new media components. 15-second stop-motion animated shorts featuring children's figurine characters (the mini tree house gang) will be delivered to flatscreen monitors within the Toronto subway system (TTC). A mobile application will allow viewers to download the clips, now enhanced with sound, as seen on the subway. The website will act as a community hub, directing users to the TV show.

## PRODUCTION PROJECTS



**NM: FALCON BEACH**

Insight Productions, Original Pictures, Alpha 51  
p. John Murray, Shannon Farr, Wayne Helman  
[www.falconbeach.ca](http://www.falconbeach.ca)

**TV: FALCON BEACH (SEASON 1)**

Insight Productions, Original Pictures  
p. John Brunton, Barbara Bowlby, Kim Todd, Shannon Farr, John Murray  
Global: 13 x 60 min

In the summer cottage town of Falcon Beach, wealthy cottagers and "townies" collide, and love, lust, friendship, jealousy and rejection infiltrate the lives of the summering teenagers. Take the experience further by joining the product placement oriented Falcon Beach Virtual Cottage Community. With its own economy, members can buy or rent cottages, boats, jet skis, and customize their homes. Chat with others, download music, blog and play online trivia games.

**NM: GHOST TRACKERS ONLINE**

Digital Wizards Inc.  
p. Diane Williamson  
[www.ghosttrackers.tv](http://www.ghosttrackers.tv)

**TV: GHOST TRACKERS (SEASON 1)**

CCI Development Inc.  
p. Arnie Zipursky, Jim Corston, Chris Gudgeon  
YTV: 26 x 30 min

Ghost Trackers is a live-action series in which kids compete to become the ultimate Ghost Tracker while investigating paranormal activity in a variety of haunted venues. Users can become Ghost Trackers in Training and seek out, record and analyze 'haunted' locations with the use of training missions, ghost cams, evidence and tools of the trade.

**NM: HOMEbiz.TV / AFFAIRES CHEZ NOUS:  
ROCKET FUEL FOR COMMUNITY  
ECONOMIC DEVELOPMENT (CED)**

Third Wave Communications  
p. Brian Ross  
[www.homebiz.tv](http://www.homebiz.tv)

**TV: HOMEbiz.TV / AFFAIRES CHEZ NOUS (SEASON 2)**

Third Wave Communications  
p. Brian Ross, Olga Rent  
CBC, TFO, Knowledge, CLT: 13 x 30 min

Intended for budding entrepreneurs, each episode features a home start-up business, an established home business and a home business success story. Go online to hear interviews from entrepreneurs at different stages of development. Learn from others mistakes and successes. Use online flow charts, tips, and quizzes to guide your own business venture.

**NM: HUMANIMA.COM**

Productions Nova Média inc.  
p. Yves Lafontaine  
[www.humanima.com](http://www.humanima.com)

**TV: HUMANIMA**

Productions Nova Média inc.  
p. Yves Lafontaine  
TV5, RDI, SRC: 13 x 30 min

A series about the men and women who have developed special relationships with animals, nature and the environment. The website includes games, a discussion forum about related themes, a mobile scientific laboratory and educational tools. An iTV component provides additional activities.

**NM: ICE CORP**

Carpediem Film & TV and Trinôme  
p. Marie-Claude Beauchamp, Pierre-Paul Larivière

**TV: ICE CORP. (SEASON 1)**

Carpediem Film & TV, Galafilm inc. and Stefan Films  
p. Marie-Claude Beauchamp, Dominique Laurent  
CHUM: 26 x 30 min.

Science fiction series in which the earth has fallen into a new Ice Age. The survivors are threatened by leaders who destroy democracy and civilization and genetically create docile new people. The interactive component includes a single or multi-player strategy game, a discussion forum, an iTV quiz and SMS communications.





Mas-tu lu ?



Dudson



Regenesis Extended Reality Game

**NM: IMAGE AMÉRICAINNE**

Media Principia  
p. Bob Krupinski

**TV: USA**

Isle Principia (USA) inc.  
p. Bob Krupinski, Ian Boyd  
Télé-Québec: 1 x 90 min.

Photographer Pierre Guimond creates surprising and poetic images of American society by combining elements from millions of his photographs. The website provides a community for amateur photographers who can annotate and add sound to photos commenting on America's influence on the world and upload them to a satellite map of the USA providing a "living mosaic" and "virtual blog".

**NM: THE MARS PROJECT INTERACTIVE**

Snap Media, Galafilm  
p. Raja Khanna, Simon de Boer, Mark Hand

**TV: THE RIGHT STUFF**

Galafilm Productions Inc.  
p. Arnie Gelbart, Phyllis Platt, Michael Jorgensen  
Discovery: 6 x 60 min

Documentary series detailing the challenges facing a mission to Mars, and exploring the efforts being made by scientists, engineers, and planners to grapple with key problems that must be solved before the mission can proceed. This Multi-platform project will have a web component, 3D game, flash game, iTV game and content, Mars Minutes (interstitials) and a museum exhibit.

**NM: M'AS-TU LU ?**

Cirrus Productions  
p. Josée Vallée  
[www.telequebec.tv/mastulu/](http://www.telequebec.tv/mastulu/)

**TV: M'AS-TU LU ?**

Cirrus Productions inc.  
p. Josée Vallée  
Télé-Québec: 25 x 30 min

A literary magazine series in which two hosts share their passion for books. The website is a community for book-lovers to share their critiques and reviews, participate in book clubs and online readings and learn about literary events and activities.

**NM: REGENESIS EXTENDED REALITY GAME (SEASON 2)**

Xenophile Media  
p. Patrick Crowe  
[www.regenesistv.com](http://www.regenesistv.com)

**TV: REGENESIS (SEASON 2)**

Shaftesbury Films Inc.  
p. Scott Garvie, Jamie-Paul Rock  
TMN, Movie Central, Global: 13 x 60 min

A team of scientists at NORBAC (North American Biotech Advisory Committee) investigate cloning, bio-terrorism, genetic engineering, and biotechnologies that could forever change the world. The interactive component is a series of inter-related websites that allow users to interact with the characters and storylines in the series. An Extended Reality Game allows users to investigate bio-tech mysteries.

**NM: ROLL PLAY.CA**

Sinking Ship Productions  
p. Blair Powers, J.J. Johnson, Matt Bishop  
[www.rollplay.ca](http://www.rollplay.ca)

**TV: ROLL PLAY (SEASON 1)**

Sinking Ship Productions  
p. Blair Powers  
Treehouse: 52 x 4 min

Pre-school show reinforcing healthy and active habits through The Famous People Player's use of black light puppetry. Whether watching the show or online, children are encouraged to get up, be active and participate. Online they can create and play to their own dances, routines and music or dance along with the characters. Web games such as "Bobby Says", "Snack Attack" and "One minute workout" make an active lifestyle fun for kids.



## PRODUCTION PROJECTS



**NM:** **SEDNA.TV**  
Glacialis Productions et Turbulent  
p. Jean Lemire, Marc Beaudet  
[www.sedna.tv](http://www.sedna.tv)

**TV:** **MISSION ANTARCTIQUE**  
Glacialis Productions  
p. Jean Lemire  
SRC, CBC, Arte (France) 3 x 60 min.

For 9 months, the team on the SEDNA IV sail the most hostile seas in the world conducting scientific research about climate change and its effects on the environment. Internet users can access weekly video of their explorations, a photo gallery, communicate with the crew, and follow events daily on podcasts. An educational component includes videoconferencing and support for related student projects.

**NM:** **SHANIPIAP.TV – LA LÉGENDE DU PAYS DES RÊVES**  
Trinôme Inc  
p. Pierre-Paul Larivière, Pierre Blais, Jean Tourangeau, Jocelyne Allard  
[www.tfo.org/television/emissions/shaniapiap](http://www.tfo.org/television/emissions/shaniapiap)

**TV:** **LES DÉCOUVERTES DE SHANIPIAP, SAISON III**  
Trinôme Inc  
p. Pierre-Paul Larivière, Geneviève McKenzie  
APT: 13 x 30 min

Pre-teens learn about the modern aboriginal Innu culture and way of life. Internet users can participate in a quest game and create and share their own films exploring the culture.

**NM:** **THIS IS DANIEL COOK.COM (PHASE 2)**  
marblemedia  
p. Mark Bishop, Matt Hornburg  
[www.thisisdanielcook.com](http://www.thisisdanielcook.com)

**TV:** **THIS IS DANIEL COOK (SEASON 2)**  
marblemedia & Sinking Ship Productions  
p. Mark Bishop, Matt Hornburg, Blair Powers, J.J. Johnson, Matt Bishop  
Treehouse, TVO, Knowledge, Access: 13 x 30 min

Pre-school series that follows its host, six year old Daniel Cook, as he explores the world from his perspective. Online, children can create and play games in Daniel's backyard or playroom. They can store their work in a virtual scrapbook where it can be viewed, downloaded as wallpaper and placed in Daniel's Tree Fort.

**NM:** **TIGGA & TOGGA**  
Cuppa Coffee Animation  
p. Lalitha Poonasamy  
[www.tiggaandtogga.com](http://www.tiggaandtogga.com)

**TV:** **TIGGA & TOGGA**  
Cuppa Coffee Animation  
p. Lalitha Poonasamy  
TVOntario: 26 x 3 min

Flash animation pre-school series where every object has a sound waiting to be discovered and every creature has a song. Preschool viewers go on a musical journey of exploration and creativity. The related website allows children to direct their own adventures and become conductors themselves, creating their own musical symphony of sounds.

**NM:** **ULLUMI**  
Turbulent & Les Films de l'Isle  
p. Marc Beaudet, Ian Boyd  
[www.ullumi.tv](http://www.ullumi.tv)

**TV:** **ULLUMI**  
Les Films de l'Isle  
p. Ian Boyd  
Télé-Québec, APTN: 1 x 60 min

A documentary about the new generation of educated and wired Inuit leaders who share their culture and the contemporary reality of the Great North. Virtual visits take internet users to a Virtual Village in the Great North for an immersive experience with character guides and experiences available in three languages.

**NM:** **ZIMMERTWINS.COM 2 / JUMEAUXZIMMER.COM 2**  
zinc roe Design  
p. Jason Krogh, Anne-Sophie Brieger  
[www.zimmertwins.com](http://www.zimmertwins.com) / [www.jumeauxzimmer.com](http://www.jumeauxzimmer.com)

**TV:** **ZIMMER TWINS (SEASON 2)**  
zinc roe Design  
p. Jason Krogh, Anne-Sophie Brieger  
Teletoon: 60 x 2 min (English) / Télétoon: 60 x 2 min (French)

Series of animated shorts created online by kids. Online "story starters" are provided for children, who then create and upload online shorts featuring Edgar and Eva Zimmer – twins with psychic abilities – and their unlucky cat 13. Broadcast spots are chosen from thousands of submissions and are revamped with an audio track, voice over and include additional animation.

# DEVELOPMENT PROJECTS

<b>NM:</b> <b>LES 4 COINS</b> LVL*Studio Inc. Jean-François Gagnon	<b>TV:</b> <b>LES 4 COINS</b> Productions Les 4 Coins Inc. Patrice Duchesne SRC – Dramatic Series
<b>NM:</b> <b>BLAISE LE BLASÉ, LE SITE</b> Tribal Nova inc. Guillaume Anioré	<b>TV:</b> <b>BLAISE LE BLASÉ</b> Spectra Animation inc. André A. Bélanger Teletoon, France 2 – Animated Series
<b>NM:</b> <b>BUFFY SAINTE-MARIE: A MULTIMEDIA LIFE</b> CineFocus Canada Interactive Inc. John Bessai	<b>TV:</b> <b>BUFFY SAINTE-MARIE: A MULTIMEDIA LIFE</b> CineFocus Canada Productions Inc Joan Prowse CHUM – Documentary
<b>NM:</b> <b>DAILY PLANET IN CHINA</b> Exploration Production Inc. David Newland	<b>TV:</b> <b>DAILY PLANET IN CHINA</b> Exploration Production Inc Penny Park Discovery Channel – Science Series
<b>NM:</b> <b>ET MON SITE ALORS.COM</b> Tribal Nova inc. Guillaume Anioré	<b>TV:</b> <b>ET MOI ALORS?</b> Spectra Animation inc. André A. Bélanger Télé-Québec, TF1 – Animated Series
<b>NM:</b> <b>FALCON BEACH INTERACTIVE</b> Insight Production Company Ltd. Wayne Helman	<b>TV:</b> <b>FALCON BEACH</b> Insight Production Company Ltd. & Original Pictures Inc. Shannon Farr Global – Dramatic Series
<b>NM:</b> <b>FERRY COMMAND</b> Pope Productions Paul Pope, Tiffany Martin	<b>TV:</b> <b>ABOVE AND BEYOND</b> Pope Productions Paul Pope, Tiffany Martin CBC – Dramatic Mini-Series
<b>NM:</b> <b>GAMERGIRLZ.COM</b> CJP Media Christopher Petersons	<b>TV:</b> <b>THE GAMER GIRLZ</b> CJP Media Christopher Petersons Channel Zero Inc. – Lifestyle Series
<b>NM:</b> <b>L'IMAGE AMÉRICAINE/ THE AMERICAN IMAGE</b> Media Principia Bob Krupinski	<b>TV:</b> <b>USA</b> Isle-Principia (USA) Inc. Ian Boyd, Bob Krupinski Télé-Québec, Vision TV, TV5 – Movie-of-the-Week

<b>NM:</b> <b>MISSIONANTARCTIQUE.COM</b> Glacialis Productions Inc. Jean Lemire	<b>TV:</b> <b>MISSION ANTARCTIQUE</b> Glacialis Productions Inc. Jean Lemire SRC, CBC, ARTE Documentary Mini-series
<b>NM:</b> <b>MR. RAMSBOTTOM ONLINE ADVENTURE</b> Xenophile Media Inc. Patrick Crowe	<b>TV:</b> <b>MR. RAMSBOTTOM</b> Radical Sheep Productions John Leitch YTV – Children's Series
<b>NM:</b> <b>RAVEN TALES INTERACTIVE</b> Thunderbird Games Inc. Michael Ockenden, Torin Lucas	<b>TV:</b> <b>RAVEN TALES: HOW RAVEN SOLE THE SUN</b> Raven Tales (AB) Ltd. Colin Curwen APTN – Children's Series
<b>NM:</b> <b>SEADOGS ONLINE</b> Creative Atlantic Communications Janice Evans	<b>TV:</b> <b>SEADOGS</b> Creative Atlantic Communications Janice Evans, Greg Jones YTV – Children's Series
<b>NM:</b> <b>SE DONNER LE MOT – VOLET INTERACTIF</b> ECP Nouveaux Médias inc. Benoit Beaudoin, Jean-Yves de Banville	<b>TV:</b> <b>SE DONNER LE MOT</b> Groupe ECP inc. Jean-Yves de Banville TV5, TFO – Educational Series
<b>NM:</b> <b>SKYLAND.TV</b> 9 Story Entertainment Marilyn McAuley	<b>TV:</b> <b>SKYLAND</b> 9 Story Entertainment Marilyn McAuley Teletoon – Animated Series
<b>NM:</b> <b>LES SUPERÉPICIERS</b> Productions Pixcom Inc. Thérèse Pinho	<b>TV:</b> <b>LES SUPERÉPICIERS</b> Productions Pixcom Inc. Marie-Hélène Fortier Télé-Québec – Children's Series
<b>NM:</b> <b>URBAN VERMIN</b> Decode Entertainment Inc. Quincy Roach, Jonathon Millman	<b>TV:</b> <b>URBAN VERMIN</b> Decode Entertainment Beth Stevenson YTV – Children's Series
<b>NM:</b> <b>THE WARRIOR GAME: LACROSSE</b> PRB Media Roch Brunette	<b>TV:</b> <b>THE WARRIOR GAME: LACROSSE</b> PRB Media Roch Brunette APTN – Lifestyle Series
<b>NM:</b> <b>WHAT IT'S LIKE BEING ALONE</b> Trapeze Media Ltd. Rob Balfour	<b>TV:</b> <b>WHAT IT'S LIKE BEING ALONE</b> The Orphanage Inc. Fred Fuchs CBC – Animated Series





## SPECIAL PROJECTS

### ACADEMY OF CANADIAN CINEMA AND TELEVISION

**20th Annual Gemini Awards  
Best Interactive Award**  
Toronto, Ontario  
Fall 2005

**Prix Gémeaux 2005  
Meilleur site lié à une émission de télévision**  
Montréal, Québec  
November 26-27, 2005

### ATLANTIC FILM FESTIVAL 2005

**New Media Game Show**  
Halifax, Nova Scotia  
September 15-24, 2005

### BANFF WORLD TELEVISION FESTIVAL 2006

**Interactive Pitch**  
Banff, Alberta  
June 12-14, 2006

### THE BANFF CENTRE

**nextMEDIA 2005**  
Banff, Alberta  
June 10-12, 2005

### CANADIAN SCREEN TRAINING CENTRE

**SIFT 2005 - "Producer's Guide Forum"**  
Ottawa, Ontario  
May 31- June 5, 2005

### COALITION OF CANADIAN NEW MEDIA ASSOCIATIONS

**Canadian Interactive Industry Profile (CIIP)**  
Across Canada  
2005-2006

### DOCUMENTARY ORGANIZATION OF CANADA

**DOC-Interactive Television Workshop**  
Toronto, Ontario  
Spring 2005

### FESTIVAL DU NOUVEAU CINÉMA DE MONTRÉAL

**Grand Prix Formule i**  
Montréal, Québec  
October 13-23, 2005

### HOT DOCS: INTERNATIONAL DOCUMENTARY FILM FESTIVAL

**HotDocs 2005 – Industry Development Programs**  
Toronto, Ontario  
April 22 – May 1, 2005

### HotDocs 2006 – Industry Development Programs

Toronto, Ontario  
April 28 – May 7, 2006

### NEW MEDIA BUSINESS ALLIANCE (NMBA)

**iSummit 2006 – Interactive Content that Pays**  
Toronto, Ontario  
March 29 – 31, 2006

### NEW MEDIA BC

**VIDFEST 2005**  
Vancouver, British Columbia  
June 15-17, 2005

### OTTAWA INTERNATIONAL ANIMATION FESTIVAL 2005

**Panel at TAC: "Alternative Distribution Avenues"**  
Ottawa, Ontario  
September 21-25, 2005



To the Directors of the **Bell Broadcast and New Media Fund**

We have audited the balance sheet of the Bell Broadcast and New Media Fund [the "Organization"] as at December 31, 2005 and the statements of operations and changes in net assets for the year then ended. These financial statements are the responsibility of the Organization's management. Our responsibility is to express an opinion on these financial statements based on our audit.

We conducted our audit in accordance with Canadian generally accepted auditing standards. Those standards require that we plan and perform an audit to obtain reasonable assurance whether the financial statements are free of material misstatement. An audit includes examining, on a test basis, evidence supporting the amounts and disclosures in the financial statements. An audit also includes assessing the accounting principles used and significant estimates made by management, as well as evaluating the overall financial statement presentation.

In our opinion, these financial statements present fairly, in all material respects, the financial position of the Organization as at December 31, 2005 and the results of its operations and changes in net assets for the year then ended in accordance with Canadian generally accepted accounting principles.

Toronto, Ontario  
March 1, 2006

*God & Partners LLP*  
Chartered Accountants

## BALANCE SHEET

December 31	2005 \$	2004 \$
<b>ASSETS</b>		
Cash	44,955	47,032
Investments, at cost	14,592,652	13,090,396
Accounts receivable [note 3]	1,072,254	839,075
	<b>15,709,861</b>	13,976,503
<b>LIABILITIES</b>		
Accrued liabilities	11,313	22,645
<b>Net assets [note 4]</b>		
Restricted Development Fund	10,000,000	8,250,000
Operating Fund	5,698,548	5,703,858
Total Fund balances	<b>15,698,548</b>	13,953,858
	<b>15,709,861</b>	13,976,503

see accompanying notes

Approved by the  
Board:

*Paul Hoffner*  
Director

*Chris Frank*  
Director

## STATEMENTS OF OPERATIONS

Year ended December 31	2005 \$	2004 \$
<b>Revenue</b>		
Contributions	6,105,430	5,229,152
Interest income	472,634	416,442
	<b>6,578,064</b>	5,645,594
<b>Expenses</b>		
Production Program administration	201,046	209,843
Development Program administration	162,590	146,130
	<b>363,636</b>	355,973
Income from operations before funding distributions	6,214,428	5,289,621
Funding distributions	6,219,738	6,253,814
Earnings (loss) from operations for the year	<b>(5,310)</b>	(964,193)

see accompanying notes

## STATEMENT OF CHANGES IN NET ASSETS

Year ended December 31	2005 \$	2004 \$
<b>Restricted Development Fund</b>		
Balance, beginning of year	8,250,000	6,500,000
Contribution from BCE CTV Benefits Program	1,750,000	1,750,000
Balance, end of year	<b>10,000,000</b>	8,250,000
<b>Operating Fund</b>		
Balance, beginning of year	5,703,858	6,668,051
Earnings (loss) from operations for the year	(5,310)	(964,193)
Balance, end of year	<b>5,698,548</b>	5,703,858

see accompanying notes



**1. NATURE OF ORGANIZATION**

Bell Broadcast and New Media Fund [the "Organization"] was incorporated as a not-for-profit corporation under the Canada Business Corporations Act on September 2, 1997.

The Organization is dependent upon financial contributions from Bell ExpressVu and Aliant and was established to encourage and increase the production of Canadian content for the domestic new media and broadcasting marketplace with a particular emphasis on encouraging the linkages between these two sectors and producing interactive content that reflects current and emerging industry needs and practices.

In addition, an endowment was provided by BCE-CTV Benefits to encourage the development of new media and interactive content and professional development activities.

**2. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES**

The following is a summary of significant accounting policies followed in the preparation of these financial statements:

**Investments**

Investments are recorded at cost. The investments consist of banker's acceptances and guaranteed investment receipts with various maturities up to November 1, 2008.

**Revenue recognition**

The Organization uses accrual accounting whereby interest revenue is recognized as earned and contribution revenue from Bell ExpressVu and Aliant is recognized based on the monthly commitments.

**Funding distributions**

The financing agreements entered into by the Organization with independent production companies and professional development organizations contain specific milestones that must be achieved by the companies and organizations in order for them to be entitled to funds. The Organization recognizes, as funding distribution expense in the Statement of Operations, its obligations under those agreements when the specific milestones have been achieved. Funding commitments for projects with unachieved milestones are reflected in the commitments note to the financial statements.

**3. ACCOUNTS RECEIVABLE**

The accounts receivable consist primarily of amounts due from Bell ExpressVu and accrued interest income on investments.

**4. FUNDS**

The Organization is comprised of a Restricted Development Fund and an Operating Fund.

The Restricted Development Fund represents the endowment received from BCE-CTV Benefits of \$10,000,000. The fund is restricted by the Board. Income earned on the Restricted Fund is used to fund the Organization's development grants and administration expenses and consequently, is included in the Operating Fund.

The Operating Fund includes investment income, operating and administrative expenses and funding distributions.

**5. RELATED PARTY TRANSACTIONS**

During the year, the Organization paid an honorarium and professional fees of \$4,000 (2004 - \$6,000) to the Chairman of the Board and honoraria of \$5,000 (2004 - \$5,000) to Directors.

**6. ADMINISTRATIVE EXPENSES**

During the year, the Organization paid \$28,560 (2004 - \$27,720) to Independent Production Fund for administration.

**7. STATEMENT OF CASH FLOWS**

A statement of cash flows has not been presented as it would not provide any additional meaningful information.

**8. COMMITMENTS**

During 2005, the Organization authorized funding for ongoing projects and development activities that were not completed. As a result, at December 31, 2005, there existed commitments to pay certain amounts as follows:

	\$
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Funding authorized in 2005	
Television grants	922,500
New Media grants	4,135,525
Development grants	<u>773,897</u>
	5,831,922
Paid during the year for 2005	<u>2,155,916</u>
Funding authorized in 2005 not yet paid	3,676,006
Funding authorized in 2004 not yet paid	1,068,488
Funding authorized in 2003 not yet paid	182,577
Funding authorized in 2002 not yet paid	<u>124,282</u>
	<hr/>
	5,051,353
	<hr/>