

ID	Competition program	LOT	Type of project	Priority sector for culture and arts	Name of the project in English	Summary of the project in English, including goal and results (up to 100 words)	Full name of the applicant organization in English	Total project budget (in UAH, according to the Project Budget)	Requested amount from UCF (in UAH, according to the Project Budget)
<b>LOT 1. TV content</b>									
3AVS11-0105	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	TV-projekt "Game of Fate". New Heroes. Unknown about known"	New eight 15-minute programs of the cycle "Game of Fate" are continuation of the project about outstanding historical figures of Ukrainian culture, art and science. The project consists of stories of the epistolary genre and memoirs. Private world of talented personalities, complex and ambiguous, is at the heart of the stories. These are facts from biographies that are not written in textbooks, encyclopedias, or wikipedia, but which are much more likely to attract the attention of different audiences. These are wonderful love stories of outstanding people. The project will be released on 5 Channel as an educational cultural product that aims not only to give new knowledge, but also to bring light emotions of love into the cruel real world.	"VIATEL" Ltd.	1364305.40	1332805.40
3AVS11-3381	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	The cycle of analytic and informative TV-programs "The Fantastic Ukrainians"	"The Fantastic Ukrainians" is the first cycle of TV-programs, which tell us about how to search cultural identifiers for Ukrainians. Famous people of culture, arts and intellectual elite is explored the contemporary cultural context. It determines the means of manifestation and identity of the citizens of Ukraine. The first cycle of the program will include 4 films, which explores unique field of art: cinema, music, literature and the Visual Arts. A rich visual series produced with using modern technology and a powerful promo will make these programs special comparing with most TV programs and web content about art.	Individual proprietor Karmalita Kateryna Yevgeniivna	2533842	2533842
3AVS11-6983	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	146 Years, 2 Months and 25 Days	"146 Years, 2 Months and 25 Days" is a story about the Kingdom of Galicia and Lodomeria, a province of the Austrian Empire reigned by the Habsburg dynasty, which existed on maps from August 5, 1772 to November 1, 1918. During this period its largest group of inhabitants, the Rusyn-Ukrainians, lived in the European civilization space. It has shaped their language, culture, politics and church, as well as the social elite. This is a 90-minute television project with the participation of the best Ukrainian and world historians on the subject, as well as the archives of Vienna, Prague, Budapest, Warsaw, Krakow, Kyiv and Lviv. 14 teasers are planned to become detached video stories on Galicia, based on the TV project	NON-GOVERNMENTAL ORGANIZATION "YOUNG AND HUNGRY PRODUCTION"	832020	752020
3AVS11-4641	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	Crimea. 25 years of struggle for Ukraine in 1995-1998	This project envisages the creation of four science-cognizable television programs on civil society struggles in Crimea in 1995-1998 for its Ukrainian affiliation, based solely on archival materials. Through the chronological submission and analysis of archival materials, it will become clear to the viewer that since the first years of Ukraine's independence, Russia did not send attempts to annex the Ukrainian peninsula and the temporary occupation of 2014 was the logical end to the systematic political, cultural and informational occupation of the peninsula. The lack of truthful and reliable information about the events in the recent history of Ukraine on the territory of the Autonomous Republic of Crimea, has given rise to a challenge for the creation of quality Ukrainian TV product.	Individual entrepreneur Suleimanov Ibrahim Talyatovich	577999.00	577999.00
3AVS11-6361	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	"Hrytsko Chubay" TV program	Hrytsko Chubay is a genius of the Ukrainian poetry, a connoisseur of literature, art and music and the brightest representative of Lviv underground culture of late 60's early 70's. "Hrytsko Chubay" TV project will be produced in an innovative genre of the TV documentary play. The action takes place in Hrytsko's basement workshop setting. The program starring Hrytsko's family and friends will be hosted by Serhiy Zhadan, the Ukrainian poet. They will listen to his records, remember stories about him, read his poetry and sing songs. Video projection on the workshop walls would visually expand the boundaries and bring the audience to the time and space in question. The project targets at promoting Hrytsko Chubay's art and defining his role in the Ukrainian literature and art.	"FILM PLUS" Limited Liability Company	1400000.00	1400000.00

3AVS11-2784	Audiovisual Arts	LOT 1. TV content	Individual	Audiovisual Arts	Hard Batch: Season 2	Hard Batch: Season 2 is the second season of the documentary series about our ATO veterans. Through true stories told by our heroes from all over Ukraine and their broad humor the audience will be able to plunge into their memories of the war and civilian life. The stories about small business success, the vicissitudes of the post-front life of veterans-businessmen and hilarious war tales will become an effective stimulus for some, and a real revelation for others.	PRIVATE ENTREPRENEURMALYAR CHUK SERHIY YURIYOVYCH	2497087	2497087
<b>LOT 3. Multimedia technologies</b>									
3AVS31-0363	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Audiovisual Arts	LEO	LEO is an educational science-based astronomical modular full-dome show for children. Visitors will be taken into immersive interactive (imitatively) space journey. "Modular" means that the show consists of 2-10 minute modules connected by the same characters and setting. The modules can be combined to create a longer story and be embedded in a planetarium show. Project results: 1.Show modules: a."Start" - introduces the characters and the world of LEO. b."NoFatal Error" - is the module about the position of the solar system in a local group of galaxies. 2.Supplementary educational and entertaining materials to enhance the knowledge of astronomy.	Lenda Yevheniia Volodymyrivna (private entrepreneur)	979298	979298
3AVS31-1553	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Cultural Heritage	Ancient Zvenyhorod: from real to virtual	Ancient Zvenyhorod: from real to virtual - an innovative project that foresees the creation of a VR-exposition for the historical park «Ancient Zvenyhorod». It will give an opportunity to "revive" the pages of ancient history of Ukraine and show what the Zvenyhorod could look like, almost a thousand years ago. The project will create 12 locations of virtual environment for immersion in historical reality with VR-glasses, also an interactive application "Ancient Zvenyhorod AR", which combines the opportunity to "walk" the interiors of buildings, to look at AR-postcards with archeological exhibits and flip through the children's book in AR format.	Private enterprise "Belz's Wall"	2532337.62	2132254.29
3AVS31-2116	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Audiovisual Arts	Time suburbs	The main topic of art-research project "Time suburbs" is the lifestyle of people that live far of modern temp of big cities, people which professions are not in demand anymore. The multimedia exhibition will consist of the portrait photos, photos of place of work of protagonist and landscape that surrounds the person. Other side of exhibition will be the audio row that will take the viewer to the worlds that surrounds the protagonist.	Individual Proprietor Tsvietkov Viacheslav Sergiyovych	923953	923953
3AVS31-3952	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Cultural Heritage	Museum Sikor Sky: virtual hub museum and gaming platform for historical, cultural and scientific content	The open museum platform of the digitized Kiev Sikorsky House in Ukraine - the birthplace of the genius of world aviation - launches a unique program of the virtual association of aerospace museums in the world. The platform will represent Ukraine and Kiev through a visit to the cradle of the Sikorsky helicopter on 15a-b Yaroslaviv Val Street. And at Museum Sky Sikor exhibitions you will be able to see aviation pioneers and their inventions, open other museum spaces that will join the project through the doors to the digital world and even model the aircraft's design.	Non-government organization «Creative Ukraine»	2835000	2835000
3AVS31-2889	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Audiovisual Arts	Open night. Deep level 360	Open Night is one of the oldest and most permanent film festivals in Ukraine. It has taken place for two decades in dozens of locations in Ukraine and around the world. The event spreads the young Ukrainian cinema. The films of the early festival programs are now almost lost. Our project is an attempt to bring back inaccessible films and make them emotionally understandable through new technologies. For this purpose, an exhibition of 360 ° video will be created from the digitized archive of the Open Night film festival. It will allow immersing in the atmosphere of modern Ukrainian cinema.	NGO "Nareshti"	2247336.40	2247336.40
3AVS31-1599	Audiovisual Arts	LOT 3. Multimedia technologies	Individual	Audiovisual Arts	#VRonBoard	The project aims to attract attention of European politicians and general public to the fate of Ukrainian political prisoners in Russia by creating an interactive installation. Internews Ukraine (IUA) will create an installation combining a VR-technology with a material environment. The VR will immerse the viewers into the stories of 3 Ukrainian political prisoners' sentenced in Russia. The project will be demonstrated in Warsaw, Berlin, and Brussels. The installation's material environment will be designed in a car that transports prisoners to jail. This will improve project's visibility and amplify the effect of the VR component.	Non-Governmental Organization Internews Ukraine	3150511.96	3150511.96



3AVS51-5528	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Mobile application "Track Holodomor History"	The "Track Holodomor History" mobile app aims to bring people closer to the history of the Holodomor, inviting them to walk around Kyiv and learn about places, streets, buildings that preserve details of the tragic history of the genocide of Ukrainians in 1932-33. Users of the application - schoolchildren and historians, Ukrainian and foreign tourists - with the help of it will be able to imagine Kyiv of the early 1930s through archival photographs, memories of the then residents of the city. They will learn about the criminal acts of the organizers and perpetrators of the genocide, the heroism of the town dwellers who tried to save with their own 200 grams of bread lives of those arriving from villages and other facts. The project will benefit guides, teachers, tourists and residents of Kyiv. The Holodomor is a history of Ukraine and a lesson for all mankind.	National Museum of the Holodomor-Genocide	669488.30	669488.30
3AVS51-7309	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	The first Chernobyl mobile application with AR technology	Коротка інформація про проект англійською мовою, яка включає мету та результати (до 100 слів) The first official application for Chernobyl. It is a complete informational service, with trusted information on the history of Chernobyl, present news, safe routes and an AR portal where you can explore and listen to the Exclusion Zone and its unique closed locations from anywhere in the world, see the photos comparing past / present shots, and even see what's under the Cover Arch of the Reactor. The app will prepare travelers to Chernobyl trips as it includes: rules of stay, route maps, dangerous spots, expert audio guide, the latest news, fakes disclosures, access to archive materials, portals to closed places of the Zone. It monitors the user's location and provides needed information on it: tips, exclusive AR landmark engagement, location information, radiation level, while working offline, as there is no mobile internet in the Area.	Tintul Mariia, Individual Entrepreneur	1975227.00	1975227.00
3AVS51-1157	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Swipe and travel. Ukraine	Travelbook. Ukraine, Swipe and travel is an interactive mobile application which is now being developed and made in demo version. It is continuation of the Travelbook. Ukraine project that has been already released in the book and cartoon web series. Designed in the Travelbook. Ukraine style in the unique edutainment format, the application will consist of the informative, interactive, and the user account parts. It aims at learning about Ukraine and its cultural and historical heritage, creating of the wide net of travelers who are in love with Ukraine, motivating to travel around Ukraine and popularisation of its heritage both at regional, state, and world levels. The application will be available not only in Ukrainian but also in English, French and German languages.	LIMITED LIABILITY COMPANY "GREEN PENGUIN MEDIA", LLC "GREEN PENGUIN MEDIA"	2425290.96	2425290.96
3AVS51-5407	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Mobile app «Pakovan»	Our goal is to develop the citizens' mindset, increase their desire to have a clean and healthy country. Desire to build a country that cares about its resources and future. Help explain and inform people about consumption situation in Ukraine by using digital technologies. The main purpose why creating Pakovan application is to solve the problem of little public awareness about recycling of the everyday house waste and to seed in Ukrainians the culture of conscious consumption.	private entrepreneur Tetiana Okhten	662512.99	662512.99
3AVS51-1851	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Magic World.UA	Magic World.UA is a mobile application with elements of an animated game and augmented reality (AR), which aims at preserving and promoting mythology of Ukraine. Magic World.UA is a strategic project that will support and promote culture of Ukraine, and will be implemented in several stages. During the first stage - we will engage with the children and introduce them to the rich world of Ukrainian myths, legends and characters. Using augmented reality and creative work of the talented illustrators, 3D designers who will bring the mythological characters to life in the modern game application. The next stages will include the development of a comprehensive online platform which will become a digital home for the mythological characters and their stories and will help promotion of rich Ukrainian mythology among wider international community.	CONTENT MARKETING LLC	4337383.06	4337383.06
3AVS51-2568	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	UKRAINIAN LIVE CLASSIC	Promotion of contemporary, well-known and unknown Ukrainian classical music, found in the archives and recordings from the "Collegium Musicum" NGO archive (including the program, first performed and recorded in the project "Ukrainian Live Tour" in video and audio formats). Creation and release of the first Ukrainian mobile application and media platform of Ukrainian classical music "UKRAINIAN LIVE CLASSIC". In this way to facilitate digitization in the sphere of Ukrainian culture. The app released in the Apple Store and Google Play Market, will promote and develop Ukrainian audiovisual product both in Ukraine and abroad, gaining new audiences.	NON-GOVERNMENT ORGANIZATION "COLLEGIUM MUSICUM"	960916.00	960916.00

3AVS51-1845	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Mobile application «Ukraine Open» with virtual tours on tourist objects of Kharkiv and Poltava region (based on the PoltavaOpen project)	The aim of the project is popularization of travel with cultural, social and educational backgrounds in Ukraine. Take a break and discover traditions and history of your Motherland! We create opportunities for active travel throughout the country, both by Ukrainian citizens and foreign tourists, and promote the state's historical and cultural heritage at the international level. The result of the project is a Ukrainian and English mobile application that is downloaded free from the App Store and Google Play in a worldwide localization. The new application is a continuation of the first "Poltava Open" project, which is now being scaled into the national mobile application "Ukraine Open". Currently, we plan to create content for Kharkiv to bring together, in the same platform, Middle Naddnipyrianshina and Slobozhanshchina, short-term results. In 2-3 years, we plan to attract at least 5 of the most popular travel regions: Kyiv, Lviv, Odessa, Dnipro and Zaporizhzhia.	Serhiy Viktorovich Romanenko, sole proprietor	648760.00	648760.00
3AVS51-2041	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	“Znai Nashykh” Multimedia mobile app	The project objective As an extra to “Znai Nashykh” print edition, this innovative mobile app featuring multimedia content and quizzes aims to: -contribute to the evolution of Ukrainian national identity; -foster Ukrainian national pride; -encourage people to become more responsible as citizens -get people of all ages involved in historical study and amateur research work; The exciting and informative content of the project will help re-discover the outstanding Ukrainian figures teaching people appreciation of our history and culture	IE Zhuravel Yuriy Grigorovich	641040.00	521940.00
3AVS51-5350	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Tukoni Video Game	Tukoni is a 2D platformer video game in the Tukoni universe that was created by a Ukrainian artist Oksana Bula. The story will be about the adventures of a Tukoni called Wanderer. The main objective of the project is to promote Ukraine in the global video game industry and to foster the inclusion of video games in the Ukrainian cultural landscape. The project will be created using Unreal Engine 4 for PC (personal computers) and mobile devices on Android & iOS.	Bula Oksana Rostyslavivna	692794	692794
3AVS51-3203	Audiovisual Arts	LOT 5. Video games and applications	Individual	Audiovisual Arts	Veteran's Journey (video game)	As part of the project, it is planned to create a visual novel video game about the path of a veteran of the Joint Forces Operation (Anti-Terrorist Operation), from the moment he decides to go to the recruiting station in his native city, to the moment when he, being heavily wounded, returns home and start reintegration into peaceful life. The story will be based on several real stories of Ukrainian soldiers. Project will be published for PC (personal computers) and will be created using the Unreal Engine 4 game engine.	Omelianov Oleksandr Ihorovych	853035	853035