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# Films & Games

## Type of production:

- **Feature Films and similar general entertainment productions**
- **Retail Games - including audio, audio visual or interactive productions for sale or rental to the general public**

## Good to know . . .

- Licences last for the life of production
- Film Rates clear the relevant unit for use within all media including but not limited to TV, online, theatrical, film festival and physical product release
- Per film & game rates allow unlimited tracks per film/ game
- Film rates allow in context trailer/teaser/promo usage
- Aggregation is permitted on all Per 30s rates
- Retail Game (e.g. console or PC game) rates also cover Virtual Reality experiences and games sold through digital distribution
- If you are hosting the content on your own website, you may require a Performing Right Online Licence (PROL) to cover the communication to the public right. Please refer to **PROL** rates on page 12

Film/Game Budget	Media	Territory	Per 30s	Per Track	Per Film/Game
Between £5m - £10m	All Media	Worldwide	£600	£1,200	£12,000
Between £3m - £4.9m			£300	£600	£6,000
Between £500k - £2.9m			£150	£300	£3,000
Under £500k			£75	£150	£1,500
n/a	Film Festival		£40	£100	£750

**If your budget is over £10M then please contact the licensing team**

For online exploitation only, please refer to our online production rates on page 7  
 For out of context trailer usage, please refer to our trailer/teaser/promo rates on page 9

 **Unsure which rates apply to your online content?**  
 Please refer to our guide on [page 3](#)

**Need further support in finding the right rate for your production?**  
 Please contact the licensing team