



SAG-AFTRA 2020 Low Budget Interactive Agreement Summary

The SAG-AFTRA Low Budget Interactive Agreement provides opportunities for our members to work on interactive/video game projects of varying shapes and sizes. The modified terms outlined below are available to producers/developers that meet the budget threshold. Alternative approaches are available if needed; please call the number below to inquire.

BUDGET CAP

Total production budget cannot exceed \$1,500,000. To qualify, Employer agrees to provide production information, a detailed budget, and will submit a final budget upon completion.

Principal COMPENSATION

	11/10/19-11/7/20	11/8/2020-11/13/21	11/14/21-11/7/22
Principal/Off Camera (4-hr) & Principal/On-Camera (8-hr)	\$902.00	\$929.00	\$956.75
2 hour Off-Camera session (up to 10 voices per hour)	\$451.00	\$464.50	\$478.50
Off-Camera Vocally Stressful Session (Max 2-hr, up to 10 voices per hour)	\$902.00	\$929.00	\$956.75
Plus, 16.5% SAG-AFTRA Health Plan & AFTRA Retirement Plan contribution.			

CONTINGENT COMPENSATION

Each Performer in the Interactive Program is entitled to the following payments once the game has reached the unit sale or the number of subscriber milestones listed below. SAG-AFTRA understands that various revenue models are available and is open to negotiating revenue share options.

	11/10/19-11/07/20		11/08/20-11/13/21		11/14/21-11/07/22	
	Standard (25%/scale)	Pre-Paid (Standard w/ 25% discount)	Standard	Pre-Paid	Standard	Pre-Paid
500,000 unique units/subscribers	\$225.50	\$169.13	\$232.25	\$174.19	\$239.19	\$179.39
1M units/subs	\$225.50	\$169.13	\$232.25	\$174.19	\$239.19	\$179.39
1.5M units/subs	\$225.50	\$169.13	\$232.25	\$174.19	\$239.19	\$179.39
2M units/subs	\$225.50	\$169.13	\$232.25	\$174.19	\$239.19	\$179.39
Total/Max paid to performer	\$902	\$676.50	\$929	\$696.75	\$956.75	\$717.57

This example is for a Principal Off-Camera 4-hour session or an Off-Camera 8-hour session.

INFORMATION PROVIDED TO PERFORMER

A full and forthright description of the role to be played must be given at the time of audition or interview, including:

- Title or the Code name of the game *along with its SAG-AFTRA provided production I.D. number*,
- length of Performer's role,
- use of unusual terminology,
- use of profanity,
- content of a sexual or violent nature,
- use of racial slurs,
- whether memorization is required,
- whether cue cards or other prompting devices will be used,
- whether stunts, fighting, or demanding physical action will be required (including a description of the action and the frequency it will be performed), and
- whether yelling, screaming, accents, singing and or creature noises will be required.

Producer will inform SAG-AFTRA of the final game title at the release of the game.

For additional information, contact the Voiceover Department directly at 323-549-6815 or interactive@sagaftra.org.