

**FOR IMMEDIATE RELEASE**

[April 29, 2022]

**Interactive Ontario Applauds the Ontario Government for Clarifying the Eligibility of Remote Work Under the OIDMTC in the 2022 Ontario Budget**

(April 29, 2022 - Toronto, Ontario) – Interactive Ontario applauds the Ontario government for clarifying the treatment of work-from-home labour for Interactive Digital Media in the 2022 Ontario Budget released yesterday. The government confirmed that, under the current legislation, eligible labour expenditures for employees working remotely can be claimed under the Ontario Interactive Digital Media Tax Credit (OIDMTC) provided the work is undertaken in Ontario by an Ontario resident who reports to and is under the direction of an eligible tax credit applicant with a permanent establishment in Ontario.

Interactive Ontario advocated for the eligibility of remote work under the OIDMTC, since it is critical to attracting and retaining labour, and is integral to the modern work environment.

*“With this clarification, the Ontario government encourages the creation of high-paying jobs across the province by Ontario-based video game and interactive digital media companies.” said Lucie Lalumière, President & CEO of Interactive Ontario. “As the Ontario government continues to expand access to high-speed internet, our sector also gains access to the techno-creative talent located in all regions of the province.”*

*“Ontario’s film, television, and interactive digital media industries contribute more than \$6.5-billion to the provincial economy,” said Lisa MacLeod, Minister of Heritage, Sport, Tourism and Culture Industries. “The COVID-19 pandemic has changed the nature of work, and our government is proud to clarify eligibility requirements for our creative production tax credits to expand these sectors’ economic impact and create more jobs in communities across the province.”*

Labour is key to the success of Ontario’s video game and interactive digital media (IDM) companies in a fast-growing and highly competitive global market. Interactive Ontario is encouraged by the clarification provided in the 2022 Ontario Budget, and is looking forward to continuing to work with the Ontario government on accelerating the growth of the IDM sector in the province.

## **About Interactive Ontario**

Interactive Ontario (IO) is the trade association representing the video game and interactive digital media (IDM) sector in Ontario. IO's members produce, commercialize and export interactive digital entertainment and edutainment such as video games, extended reality applications (VR, AR, MR) and eLearning content. IO's mission is to inspire, unite and enable Ontario's IDM industry to achieve long-term growth and prosperity. Through advocacy, connections, insights, resources, programs, and building meaningful partnerships with the industry and its stakeholders, IO is dedicated to positioning Ontario as a leader on the world stage

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