

**L.N. 159 of 2026**

**MALTA FILM COMMISSION ACT  
(CAP. 478)**

**Malta Film Commission Act  
(Amendment of Schedule) Regulations, 2026**

IN EXERCISE of the powers conferred by article 33(2) of the Malta Film Commission Act, the Minister responsible for the film industry has made the following regulations:-

1. The title of these regulations is the Malta Film Commission Act (Amendment of Schedule) Regulations, 2026 and these regulations shall be read and construed as one with the Schedule to the Malta Film Commission Act, hereinafter referred to as the "Schedule".  
Citation.  
Cap. 478.
2. Immediately after sub-item (vi) of item (d) of the Schedule there shall be added the following new sub-item:  
Amends the  
Schedule.

"(vii) "Innovative audiovisual content" means content falling under the umbrella term Extended Reality (XR), encompassing immersive technologies, including virtual reality (VR), augmented reality (AR), and mixed reality (MR). The production shall aim to create interactive narrative storytelling and immersive experiences intended for production and global commercial exploitation, irrespective of the platform or distribution method. These new cinematic environments extend beyond the traditional big screen and offer possibilities in immersive theatres or online, including virtual reality spaces and virtual worlds, such as the metaverse, where the convergence of physical and virtual spaces may be accessed through PCs, consoles, mobile devices, tablets, smart phones, head-mounted displays (HMDs) and other technologies. Productions shall have cross-border potential to reach European and international markets:

Provided that for productions to be considered narrative, they shall focus on storytelling and experiences and shall not consist of games. The narrative shall unfold throughout the interactive and immersive experience and shall not be limited merely to an introduction or ending. The content shall demonstrate a high level of innovation and creative value."

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