

# North Carolina Department of Revenue

## Interactive Digital Media Credits (Article 3F)

### Returns Processed during Calendar Year 2022

<b>Taxpayer</b>	<b>Higher Education Collaboration (\$)</b>	<b>Other (\$)</b>
Dirks, Mark	0	10,445
Epic Games, Inc.	0	118,108
McCain, Coron R.	0	1,237
Neal, Lakendra S.	0	1,200
Rankin, Andrew B.	0	103
Scaramuzzo Jr., John J.	0	6,910
Stevens Interactive, Inc.	0	100
Theirse, Lea	0	1,704
Ubisoft, Inc.	0	2,543
Vaughn, Keauntray	0	569
Walker, Melody H.	0	1,450
Williams, Brian W.	0	108
<b>Total Credits Taken</b>	<b>0</b>	<b>144,477</b>

C-Corporations that take income tax credits must reduce the amount of credit in accordance with G. S. 105-130.5(a)(10). This adjustment decreases the total credits taken from the amount shown above by \$0.

**Procedural Notes: Information from taxpayer returns, including taxpayer errors and omissions, is shown as reported. All returns are subject to audit.**

**Amounts for any one taxpayer may reflect credits taken in multiple years.**

**Amounts may be adjusted for amended returns received during the current calendar year.**

**Source: Tax Research & Equity Division, North Carolina Department of Revenue**