

National Cultural Policy Submission

1466053

Public

Individual

Judy Annear



Short submission (text box 500 words or less)

The National Cultural Policy needs to very seriously consider the people who make (in whatever form), and why they are important to culture in general. This is currently not the case. If it was the case then the debacle in 2025 over Khaled Sabsabi would never have happened. [REDACTED]

[REDACTED] This was deeply wounding to observe and be forced to participate in - for all concerned. Such a lack of consideration for the maker, the artist, the practitioner and how they exist within a healthy cultural ecology is tragic.

Regardless of form, it is the artist that is the beginning of any discussion about a healthy culture. They are the poorest paid and least regarded human in Australia - why is that?

If a new policy can go some way to changing the perception of the arts in Australia that could only be a good thing. Currently Creative Australia presents itself to those interested in culture in this country as being an edifice that is trying to make artists of whatever stripe learn how to market themselves. This is putting the cart before the horse, most especially when most people in marketing departments get paid at least 5 times the amount of any artist. And no matter how good an artist is at marketing it is most unlikely they will gain materially - why is that?

That Creative Australia is dominated at the top by bureaucrats and managers who have no idea of what art is or could be is also part of the problem.

If you dont involve artists at a senior level as advisors and decision makers then you are lost. That the visual arts do not have a board of practitioners is scandalous, and that their only representative at board level is a museum director and not an artist further compounds the problems.

Start at the beginning, start with the practitioners - one of the 'pillars' spells that out but if that 'pillar' had been taken seriously what happened last year could not have happened.