

National Cultural Policy Submission

1467951

Public

Individual

Luke Miller



Short submission (text box 500 words or less)

My name is Luke Miller and I am a game developer from Victoria. I appreciate the opportunity to make a submission on the development of Australia's new National Cultural Policy.

In software engineering there is a saying \,if you want to get good at something, do it often\,. It is not the first film, album, video game, TV series, or play that is \,good\, and reaches a wide audience, but often the third, or fifth, or 20th!

I believe Australia Cultural Policy is ready to put an emphasis on continued production rather than stop-and-start.

In particular I am in favour of:

- An Australian trial of Ireland's Basic Income for the Arts pilot that provides artists with certainty and financial stability. I believe a key benefit for the government with this policy is that it is not tied to the cities and can be applied Australia-wide.

- An emphasis on \,cultural sovereignty\, for Australia. More content should be funded (the ABC in particular should be flagship of scripted drama) and delivery apps such as the ABC and SBS should be prominently featured on TVs sold in Australia.

- The different sectors should be encouraged (legislatively and financially) to \,cross-pollinate\,. We should be making video games of our tv shows, tv shows of our films, films of our games, and audio plays of all of them. The UK and US do this constantly with franchises.

- The different sectors should be encouraged to share assets and knowledge. We have an amazing film VFX sector and an amazing video games sector but there is almost no cross-work for these two sectors.

With continued production we build the skills, with the cross pollination we build the quality, and by constantly revisiting Australian IP across different mediums, we grow cultural capital and language.

Regards,

Luke