

National Cultural Policy Submission

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Public and anonymous



Short submission (text box 500 words or less)

I'm a Melbourne-born-and-based game developer trying to make things that can represent my experiences of my community and life in Australia.

Video games are one of the most popular artforms among Australians with four out of five regularly playing. Additionally, video games are a pillar of modern global culture, and Australian games have played a central role in contributing to it. Games like *Untitled Goose Game*, *Cult of the Lamb*, and (especially!) *Hollow Knight Silksong* are examples of artful, impactful cultural works made by tiny teams that have massively penetrated the global cultural zeitgeist.

However, these games and teams could not exist without the support of Australian government funding. Personally, as an emerging developer, the current VicScreen incentives are one of the only avenues I have to obtain funding and continue down this path. If funding to the game sector were to be more representative inline with their proven economic returns, the gains shared with the rest of the Australian artistic community would be immense; as well as fostering emerging developers--like me--to ensure the local industry continues beyond the current generation, to survive and thrive into the future.

The tight-knit Australian developer community I have begun to know are such a wonderfully passionate and richly talented group of people who only want the representation in funding that their work has been proven to yield. A properly funded Australian industry would undoubtedly create a class of foundational and internationally recognised works of interactivity.

It is imperative that developers can voice and explain what they need from government bodies and why. Too often, decisions are made for the Australian game industry by people who do not understand it. An artform as globally lucrative--financially *and* culturally-- needs to be given proper and thoughtful consideration.