

National Cultural Policy Submission

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Public

Individual

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Short submission (text box 500 words or less)

My name is Anniemay Parker and I am a Narrative Designer with over five years of experience working in the video games industry. My mother always says that before I could walk, I was playing video games on my Nintendo 64. I love video games and I love making them.

Video games have always been my safe haven, my source of income, and my tool for connection with my peers. I believe video games allow us to play together online, connect through forums, videos, and events. Without proper funding, opportunities for internships/grad positions, and events like Freeplay, PAX, MIGW, and IGDA Monthly Meetups, Australia's games industry will shrink and become more of a pipe dream for many passionate creatives.

I remember graduating from Deakin University in 2019 and excitedly reaching out to studios located in Melbourne's \,Arcade\, offices. These studios offered internships, opportunities to connect, and a sense of excitement for my burgeoning career. I believe federal grants promoting remote or in-person internship opportunities could help pass the torch to our younger game developers currently trying to enter the industry.

Besides internships, country-wide game jams similar to the Global Game Jam could allow developers to network, develop their skills, and flesh out their portfolios. If the federal government funded something like this, we could rapidly iterate and prototype what could become hit-games.

Over my career, I've found it difficult to find creatives in other industries who understand and respect the level of commitment, work, and passion that goes into creating a video game, let alone launching one. Studios, made of multi-faceted people, tend to make their first game and be unable to recoup costs as not every game can become an indie-darling. This economic barrier stops many from pursuing their first titles and weakens Australia's export of games. If the federal government also assisted games studios, as it does other creative industries, more amazing games can be made sustainably without leading to layoffs or closures.

While I don't know the nitty-gritty when it comes to deciding funding at a state and federal level, I do know that not all peer reviews or funding boards have established game makers on their panels. It would be an immense help to have those who understand development cycles and what goes into making a game to decide who receives funding.

I'm also hoping that our federal government can employ regulations that stop artificial intelligence from replacing work that sorely needs a real person to work on. We have already seen companies overseas fire countless workers so AI can do the job cheaper and worse. I want to keep working alongside creatives like myself who pour everything into their projects.

Overall, I want to see more opportunities for new developers to burst into the industry, funding for studios trying to get their game off the ground, and protections for workers.