

National Cultural Policy Submission

1469675

Public

Organisation

ORIGAME DIGITAL

Short submission (text box 500 words or less)

THE MEDIUM OF GAMES

15th May 2026

Hello

My name is [REDACTED]. I have been an Artist for 15 years. My studio is ORIGAME DIGITAL which is the only Australian based studio to have won the IGF Seamus McNally Grand prize for our game Umurangi Generation. Which was about the Black Saturday bush fires in 2020.

I would like to explain the uniqueness of what kind of medium video games are. Games are the only medium in which Audience Participation is mandatory. They share many qualities of the other great art mediums but it is this quality of mandatory participation which sets them apart.

Like all the great Art Mediums. They begin as a technical experiment (such as the Theremin, Motion Picture or Photograph). This technical achievement eventually finds its way into the hands of the artists who use this medium to tell stories and express the emotion of being human. It takes time for a technical experiment to become a universally regarded artform.

That time is now for games. We have seen its infancy and adolescence and are now at the point where the medium is grown into a standard where artists see the true meaning. The standards of what a game is, its language in academic and critical discussion have evolved into mature discussions by both the critics and artists alike. Art Festivals for games are regular and sold out events.

This is where Australia needs to be put on notice. Some during the 20th century saw film as nothing more than a family outing, an attraction on par with a waterslide. They did not recognise what existed in front of them. And sadly some of those in charge didn't live to understand what film was. Don't make the same mistake your forebears made with the other great art mediums. Don't wait for the world to tell you when to take this seriously, because by then it will be too late.

If you need an Authority to tell you what I have. I suggest you get in touch with the legendary [REDACTED], who upon meeting with [REDACTED] [REDACTED] was able to see the beauty of this artform and the skillful intent of the artist immediately.

The future of games is bright, it will be seen as the 21st century medium which grew the same way that Film grew in the 20th century. And will undoubtedly inform the new medium of the 22nd century. Your support towards the various requests put forward by our artists in this medium will put Australian arts making ahead once again. Failure to do so will write your lack of foresight into history forever.

Respectfully

[REDACTED]