

## National Cultural Policy Submission

1469784

Public

Individual

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Short submission (text box 500 words or less)

I'm Chris, an artist and game developer, and I'm writing to express the importance of funding for games and interactive art in Australia.

Australia has become an important part of the global games community. Over the years, a number of really successful titles have been developed wholly or in part in Australia. These all come from small independent studios, who pretty much all received some form of support from state or federal government.

Personally, I have received funding support from Screen Australia, and without this funding, I would find it very difficult to finance my work, which is more experimental and art-centred than the average commercial game. It's important smaller creative projects like this are supported, and at the moment only a relative handful of projects are able to be provided funding.

What I believe is really important with games is a wide and diverse community, and that is supported by funding on a federal level. I am originally from Perth, however because Melbourne is the largest hub for games in Australia, I ended up moving and finding community here. I did so as the Western Australian government is unable to support artists and gamemakers in the same way as Victoria, and so myself and many others end up moving or focusing their efforts in Melbourne. I would love for developers in smaller cities like Perth, or Hobart, or Darwin, or in regional areas, to be able to access adequate support and community, to keep artists in those towns and cities.

An improvement I would like to see would be for games to be a separate category from screen arts like film and television, and for there to be an interactive arts in Creative Australia specifically for this medium.

As such I am asking for government teams that are responsible for games and policy and funding related to games to be populated by staff that have some level of experience in or with the games industry.

I would also like the government to allocate appropriate amount of funding to games, considering the significant contributions made to jobs and the economy. Games generated 65% of the overall film and television sales - but only receives 3% of the funding comparatively. I would like to see this amount raised to 10% or more.

Thank you for your consideration.