

## National Cultural Policy Submission

1469796

Public and anonymous

Individual



Short submission (text box 500 words or less)

I'm a freelance concept artist working in the video game industry with 5 years experience, and have worked in game development studios in Australia.

Within creative arts, games have become my passion to create for because they offer such a different experience to share and create for. This uniqueness currently isn't understood enough by current policies and sectors, and is not supported to become the creative juggernaut it can be, especially with the talent Australia houses. Game developers include artists of various media, not just digital, and can be inclusive of so many backgrounds, yet are often not included in consultations for decisions impacting the industry. Events that allow for creatives to meet and showcase their work to a national and international audience are being shuttered due to budgetary concerns, yet games generate millions in sales, especially with recent releases such as Hollow Knight: Silksong and Mixtape. Australian creatives are instead being hamstrung with reduced funding opportunities, both from government and private business, paid less due to the this, and then unable to help support the local industry and economy in return.

I love what I do, and how I get to collaborate in this medium and share stories in such a variety of ways. To be recognised as workers and experts who can bring knowledge to the table, and provide economic growth if given the chance, would be greatly appreciated. The industry has shown that when we are supported, we also give back, such as Massive Monster's new initiative with MASS as a co-working space for upcoming developers. I would love to support how I can, with hopes to deliver talks sharing my own expertise at events such as GCAP and SAGE, or teach again as I did at UniSA to support new artists and creatives.

Game developers are professionals who should be supported as much as those in film and television are. We are a now maturing industry that can show steady growth in both employment and in sales when we approach it with the right expertise from those who have made games. With boards, agencies, and leaders who have experience in the games space, decisions for funding and agencies will be better informed.