

National Cultural Policy Submission

1470136

Public and anonymous



Short submission (text box 500 words or less)

I'm a current games design student, who's currently in the middle of my 2nd year at the moment, I had a choice coming into uni on what medium would help me best to tell my stories, to tell a story strong enough it lets people forget just a bit about the hardships and struggles of this life, to help people understand that there will always be light on the other side of that deep and dark tunnel

but represent these struggles and challenges from a perspective that allows people to either sympathise and or empathise with more than just themselves and those in their small circle of influence.

Games, video games became my chosen medium. Giving the player a sense of choice enables a further resonance with the underlying morals and understandings that are so important.

The struggle is the somewhat lack of support for my chosen medium, I can always tell a story with a set ending in a movie or short film, but once you are able to add your own input, your own say, it becomes your story, your own voice. Whether that may be a voice of anger or displeasure, or a voice of joy and encouragement, it's still an idea or a notion that has been born from my world, from their story.

The issue here is, making games is hard. I'll say it. It's dam hard okay, it is getting easier with the more tech and software coming out each day but in my mind and opinion game dev will in most cases need teamwork for the dream to work!

I one day want to open my own studio, to bring together a team of absolute creative powerhouses (which there is an insane amount of potential just in my current year level!) to bring into the world stories and worlds that inspire the current and or next generation of creatives and just people in general to strive for more, to strive in the hardest of times to see the brightest of times!

The horror stories from my teachers and mentors about their hardships on entering the industry back when it was first coming here to Aus, was a shell shock to say the least, it's kinda looking a bit more bleak for my fellow students (and myself) mostly bc of Ai but also in part the perceived lack of support for the gaming side of the industry

In conclusion, I would be eternally grateful and happy if there was to be a shift towards supporting games a bit more (it's quite the lucrative market!)

Btw I might want to add when I first was looking for a school to study at, one thing that was very very prevalent was the idea of graduating and immediately leaving the country to work in more game developed countries! just sayin