

National Cultural Policy Submission

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Public and anonymous

Individual

Short submission (text box 500 words or less)

I am a game developer from [REDACTED] I spent over 10 years living abroad because the games industry crashed after I finished my games degree. We in games are experiencing something similar now, with about 28% of global game developers having been laid off in the past 2 years (myself included). Almost half of game developers (about 44%) have considered leaving the industry due to ongoing instability (myself and colleagues included). I've returned to Australia and am able to continue my career here due to the experience overseas. I wish I could have received that experience (and spent that time) in Australia.

Some important and relevant facts and thoughts about the Australian games industry:

- The games industry employs 10% of those employed by film and TV, but generates 65% of film and TV sales. But games only gets 3% of the funding film and video production gets.
- Australia has made some of the most loved games in recent years despite relatively little support from the government. Significant support would allow for incredible growth.
- The federal government funds the majority of other screen content but the majority of games funding is left to states. The federal government should increase the support of games to enable more flexible teams.
- Decisions about games needs to be informed by people with experience in the industry, not people outside of the industry making assumptions. It's crucial that a games industry expert be involved in decision making for games funding.

The support offered to games by the various government bodies is good, but stops far too short considering the obvious potential of Australian games. I personally have a lot of experience in games, and the funding is so cut throat that I don't know how newcomers have a chance to get started without massive risk. And for myself, wanting to take the next step to start my own development studio, I could really use mentorship, direction and of course funding - all of which are relatively scarce. It seems I must choose between investing in my games career, a house, or starting a family... I don't see how I can do all three. Even one will be an uphill battle.

The Australian games industry could be so much more than it is now, with more and better support.