

National Cultural Policy Submission

1472249

Public and anonymous

Individual



Short submission (text box 500 words or less)

I'm a board game designer and while I appreciate the progress the National Culture Policy has created for other creative industries, there is a major gap in funding in support of analogue games. Tabletop games are physical, cultural artifacts in the same way as books and paintings and writers and painters get funded through competitions and grants, game designers get no support.

There is a passionate group of hobby game designers who are making games to play on tables who apply for grants and find that there is no support for them. This is because as soon as you say you're making a game, the state based Creative (Creative Victoria) grants send you to Screen based government bodies (like VicScreen) who cannot support your game because it isn't on a screen, it's on a table.

Tabletop games form communities to enjoy the interpersonal experiences and these groups are growing as people desire to spend less time in front of screens. Unfortunately the majority of tabletop games that are most popular in Australia come from international publishers who don't tell Australian stories.

Tabletop game design directly supports Pillars 2 to 5 and has the potential to provide direct opportunities for Pillar 1. I support the Tabletop Game Designers Australia submission to widen the scope of creative funding in Australia to include tabletop games in game based grants, as well as recognition of the game design being inclusive of analogue games.