

## National Cultural Policy Submission

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Public and anonymous

Individual



Short submission (text box 500 words or less)

Video games are an influential and important form of media in Australia and deserve to be treated equally alongside its other media counterparts.

I have been a consumer of video games for decades, and my passion for them have led me to pursue a career in the industry, most recently quitting my job in tech to work in video games journalism. Although there are some great organisations such as IGDA Melbourne or IGEA, and conventions like PAX or The Games Expo that help video game creatives network and showcase their creations, it would appear that video games is an extremely under-represented part of the creative industry in Australia. Where there's a Writer's Victoria, for example, there is no Games Victoria. This not only hurts those who are working in the field, but also places a high barrier to entry for new talent, such as myself.

I have finally found my calling, but in looking at the shrinking games industry in Australia, evident by the handful of studios that are around in 2026, I am extremely disheartened. I've gotten the chance to speak to many video game developers who have started up their own studios but work for free. They echo a similar, bleak sentiment. It wasn't until I helped one of my friends write a submission for grant funding for his studio, that I understood first-hand how tedious and overwhelming the process is, and the lack of support overall.

With more support in place for video game creatives, it can continue to have a flow-on effect to the other pillars of entertainment, such as film. For example, in recent years, there have been video games adapted into films such as The Minecraft Movie, Mario or the Mortal Kombat series. Many video games inspire books too, such as the novels based on the League of Legends series (as well as the TV show, Arcane). If Australian developers had more support, they could aspire to make great games that enrich not just Australia, but the world.

As video games are a huge part of my life and those around me, I'd like to see more support in place for those who currently work in or want to enter the industry. In a time where video games are celebrated as a thriving hobby, I implore the those working on the new national cultural policy to fight for video games, and to put systems in place to decrease the turbulence for those who work so hard to share these unique experiences with us. A world without video games would be a horrible place.