

National Cultural Policy Submission

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Public

Individual

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Short submission (text box 500 words or less)

My name is James Turnbull. I am a part of the Sydney based team Queebly Software. Video games are a medium that are very dear to me, and represent a huge step forward in creative expression. I have many years of experience across a number of artistic mediums and I have found none of them are as unique, exciting or filled with potential as video games. Game development is one of the art forms most often engaged with by Australians of all ages, with four out of five people playing digital games regularly and well over nine out of ten playing any game. With Australian games being beloved locally and worldwide, it is vital that we protect the burgeoning future of this industry and help encourage its growth.

To ensure that video games as a medium is able to flourish in this country, the new cultural policy must be proactive in helping to develop and protect the artists of this medium.

Development would be supported best by setting up a dedicated national games agency led by people with experience as independent game developers. This agency would work to strengthen the local games community on two sides, on one side managing games programs and funding, building sector capacity and helping out established and up and coming independent developers. On the other side, this agency would also act as an interface between the games, play and interactive arts sectors and state and territory screen, arts and cultural agencies to ensure that they are fairly represented and understood by these agencies, who are more familiar with more traditional mediums. A voice for games at a federal level can better balance the funding games receives. The fact that games only receive 3% of the funding film and video production gets is unacceptable, and considering what developers have already created with such restricted funding should prove that our industry is more than deserving of more support.

Finally, to protect the future of games as a medium, regulations must be established to ensure harmful, anti-social or anti-worker “artificial intelligence” technologies are not used in or in the development of publicly supported games projects. There is no point in building a strong foundation in the local games industry without ensuring it is protected from predatory technologies and business practices. By establishing regulations to ensure that public funding for games are developing local talent and not being squandered on an ostentatious gimmick, it will make sure that the passion that drives the future of the local games community, and the talent that allows it to come to fruition, is what is truly being supported.

The new cultural policy will be a game changer for Australian video game development. Support towards the many artists of this medium can ensure that Australia remains an artistic paragon of this exciting new art form. Failing to do so will cement your legacy of shortsightedness into history forever.

Respectfully,

- James Turnbull