SENATE ENQUIRY INTO FUTURE OF AUSTRALIAN GAMES DEVELOPMENT

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THE MAIN PROBLEM

The main issue with the current system is that it doesn't treat the industry of games development as equal with others such as film. This is the root of the problem, and must be addressed before anything else can be done to help. If this was the film industry there would be many avenues for gaining support in financial endeavors, but sadly that help is lacking in the games industry.

EXPORT OPPORTUNITIES

In regard to the best method of maximising profits, it is definitely best to distribute online, through stores such as Steam, which have hundreds of millions of users.

ATTRACTION TO VIDEO GAME COMPANIES

There are many ways in which Australia can be made as a haven for games development, firstly by bettering the services that are tantamount to game companies, ie. Internet speeds, having very fast internet, gigabit for example, is very important to companies as their employees need to be able to collaborate easily, and fast internet is very integral to this. A method of increasing local games development business is making it much easier for developers to get their projects off the ground by assisting in finances and such, which is why I propose a new government support system.

PROPER SUPPORT STRUCTURE

I propose a new system, titled 'Government Game Dev Grants' for supporting the game development industry - One in which those who need support can seek it, providing they show worth and promise, and that if and when they reach financial success, they aid the economy both by the success and sales themselves, but also by paying back the aid they

1

owed with some interest based on time taken, however they do not owe the full amount if the unfortunate case of financial failure should arise.

DETAILED BREAKDOWN - PREREQUISITES

1. The creation of a new government body website dedicated to the Govt. Game Dev Grants system, including the application process, and 'help' such as tips on financing and such, and contact details.
2. An allocation of federal funding to the system.
3. The formation of a body responsible for the Govt. Game Dev Grants system, including people with experience in game development, financing, and online distribution.

DETAILED BREAKDOWN - SUBMISSION

1. Submission of game and dev information, and a playable version demonstrating gameplay and idea effectively, through government website, including requested funds.
2. Government body assesses the submission for viability, likelihood of completion, and success worth, responding with an amount of allocated funds, funding system, (salary replacement for loss of work pay, cache of easily accessible funds, and/or requestable allocation) and terms & conditions for the project.
3. Dev can accept or decline.

DEVELOPMENT PROCESS

1. The Govt. body continually checking up on the game dev(s) throughout the development process, to see progress, and if necessary, end funding if no/not enough progress is being made.
2. Funding is requested by the dev team when needed, along with 'salary' if it was agreed upon for money to be allocated to. The dev team can request for more money to be allocated to their project, however this is only accepted when the project shows extensive financial promise and appropriate progress.

DEVELOPMENT COMPLETION

Upon completion the agreed upon percentage, after any agreed upon initial limit is

2

breached, will begin to be taken out of the earnings of the game, up until the agreed upon repayment, including interest, is reached.

TARGET RESULTS

The implementation of a system such as explained above, combined with an open and sophisticated view of the industry from the government and those it works with on this issue, will enable Australia to become relevant in the 21st century games industry, forming new companies, new product, new jobs, and new possibilites.

3