Policy costing request—during the caretaker period for a general election

Name of policy:	Supporting our Australian Videogames Industry		
Person requesting costing:	Senator Di Natale		
Parliamentary party:	Australian Greens		
Date of request to cost the policy:	29 June 2016		
Note: This policy costing request and the response to this request will be made publicly available.			
Has a costing of this policy been requested under Section 29 of the Charter of Budget Honesty (ie from the Treasury or the Department of Finance)?	No No		
Details of the public release of this policy (Date, by whom and a reference to that release):	http://greensmps.org.au/content/media-releases/1up-greens-announce-initiative-invest-videogames-industry		
Description of policy			
Summary of policy (as applicable, please attach copies of relevant policy documents):	 The proposal would provide support for Australia's video games industry by: reinstating the Australian Interactive Games Fund (AIGF) with \$20 million of funding, and include within this, a special stream to foster female involvement in the industry extending access to the Producer Tax Offset to game producers at 40 per cent of eligible expenditure providing \$5 million to establish shared working spaces for developers and publishers. 		
What is the purpose or intention of the policy?	Reinstating the Australian Interactive Games Fund and providing additional funding, offsets, and a special stream to foster female involvement in the industry. Australia's videogames industry is larger than our film industry, but receives next to no government support. Extend access to the Producer Tax Offset to game producers (40% rate). Provide financial support to establish shared working spaces for developers and publishers.		

What are the key assumptions that have been made in the policy, including:		
Is the policy part of a package? If yes, list the components and interactions with proposed or existing policies.	No	
Where relevant, is funding for the policy to be demand driven or a capped amount? If a capped amount, are the costs of administering the policy to be included within the capped amount or additional to the capped amount?	N/A	
Will third parties (for instance the States/Territories) have a role in funding or delivering the policy? If yes, is the Australian Government contribution capped, with additional costs to be met by third parties, or is another funding formula envisaged?	No No	
Are there associated savings, offsets or expenses? If yes, please provide details.	No	

Does the policy relate to a previous budget measure? If yes, which measure?	Yes, the reversal of the government scrapping the Australian Industry Games fund, worth \$20,000,000.
If the proposal would change an existing measure, are savings expected from the departmental costs of implementing the program?	NA NA
Will the funding/program cost require indexation? If yes, list factors to be used.	No

Expected impacts of the proposal

If applicable, what are the estimated costs each year? If available, please provide details in the table below. Are these provided on an underlying cash balance or fiscal balance basis?

Estimated financial implications (outturn prices)^(a)

	2016–17	2017–18	2018–19	2019–20
Underly ing cash balance (\$m)	-	-13	-48	-52
Fiscal balance (\$m)	-	-53	-53	-52

(a) A positive number for the fiscal balance indicates an increase in revenue or a decrease in expenses or net capital investment in accrual terms. A positive number in the underlying cash balance indicates an increase in revenue or a decrease in expenses or net capital investment in cash terms.

What assumptions have been made in deriving the expected financial impact in the party costing (please provide	NA NA
information on the data sources used to develop the	
policy)?	

Handha milki ki	No.		
Has the policy been costed by a third party?	No		
If yes, can you provide a copy of this costing and its assumptions?			
What is the expected community impact of the policy? How many people will be affected by the policy?	Greater opportunity for innovation and startups in the gaming industry. Foster female involvement in a growing industry. Acknowledge the scale of the games industry in Australia.		
What is the likely take up?			
What is the basis for these impact assessments/assu mptions?			
Administration of po	Administration of policy:		
Who will administer the policy (for example, Australian Government entity, the States, non-government organisation, etc)?	Department of Communications and the Arts and Screen Australia		
Please specify whether any special administrative arrangements are proposed for the policy and whether these are expected to involve additional transactions/proce ssing (by service delivery agencies).	NA NA		
Intended date of implementation:	1 September 2016 for extending access to the producer offset. 1 July 2017 for reinstating the AIGF and the provision of shared working spaces.		

Intended duration of policy:	Ongoing
Are there transitional arrangements associated with policy implementation?	No
List major data sources utilised to develop policy (for example, ABS catalogue number 3201.0).	Game Developers Association Australia http://www.google.com.au/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&ved=OahUKEwi39YzHv4j http://grts.gov.au/sews/2013/03/screen-australia%E2%80%99s-interactive-games-fund-guidelines-released Future of Australia's videogames industry inquiry: http://www.aph.gov.au/Parliamentary_Business/Committees/Senate/Environment_and_Communic_ations/Video_game_industry/Submissions
Are there any other assumptions that need to be considered?	NA

NOTE:

Please note that:

The costing will be on the basis of information provided in this costing request.

The PBO is not bound to accept the assumptions provided by the requestor. If there is a material difference in the assumptions used by the PBO, the PBO will consult with the requestor in advance of the costing being completed.