

Senate Environment and Communications References Committee

National Cultural Policy inquiry

Public hearing 16 April 2024

Answers to questions on notice — Screen Australia

Please see the response from the QoN from page 48 of the transcript from Screen Australia requested by Grainne Brunson

QoN: *Have we got any breakdown as yet of, say, the emerging gamemakers—how many people are getting a direct benefit from that funding?*

Answer:

Since the start of the 2023/24 financial year (when the *National Cultural Policy* funding for games started), we have funded 27 projects; 12 through the Games Production Fund, and 15 through the Emerging Gamemakers Fund. These 27 projects had 99 creative team members attached to them. An additional five selected delegates attended the Future Leaders Delegation to the Game Developers Conference in San Francisco in March 2024, making a total of 104 people who have directly benefited from the funding for their projects.

Games funded under the National Cultural Policy budget allocation are still in production, and yet to be released. However, projects funded under Screen Australia's Games: Expansion Pack have had great success, including:

- *The Master's Pupil* which won the 2023 Australian Game Developers Award for Excellence in Art
- *Gubbins* which won the 2023 Australian Game Developers Award for Excellence in Sound Design and was nominated for the Mobile Game of the Year at DICE Awards 2024
- O'Saurus Studios (funded for their game *Call of the Golden Valley*) won the 2023 Australian Game Developers Award's Melbourne International Games Week Award
- *Copycat* was nominated for Best Narrative at the Taipei Game Show 2024
- *Janet DeMornay is a Shumlord (and a witch)* was selected for Day of the Devs showcase at Game Awards 2023
- *darkwebSTREAMER* was selected for Tribeca's games showcase (1 of 8 games, and the only Australian nomination)
- *Diets and Deities* which won the 2023 Australian Game Developers Award's Empower Award

Screen Australia
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