These are my personal observations on the games industry in Australia and my thoughts on what the future may hold.

As the games industry as a whole is moving at such a rapid pace, it's unfortunate to see that, with numerous dev. houses shutting down (with the most recent being 2K Aus, who was given the opportunity to develop and produce Borderlands: The Pre-Sequel), that the Australian government has made movements to impede efforts to keep up with the trend (in reference to their cancellation of funding towards Australian Games Development).

The short overall summary of the games development community is that there are a large number of aspiring software developers that regular come together under a venue to exchange contact details, discuss video games and each of their games that they have created. In contrast to there is a massive difficulty for these individuals to find work within the industry, which is when they resort to creating their own software to share amongst those in question.

To express how unlikely it is to find work; using an example, SAE Institute of Melbourne (and assumably other campuses around Australia) has made it mandatory for students to find an internship in the games industry (specifically in an official game dev. studio), otherwise they cannot complete their course. Bear in mind that this internship is strictly unpaid work and is used solely for the purpose of industry experience to carry over when students have completed their course. So far the best that a couple colleagues of mine (who have yet to complete said course) were able to obtain was a response from very few studios that eventually resulted in a decline of such an opportunity. And adding insult to injury, we have the shutting down of 2K Aus, leaving a AAA dev. house amount of unemployed professionals.

The results of this situation, as I see it, has created a lot of low self-esteem and loss of direction amongst the game dev. community as there is so little opportunity for work, development studios do not have the time to take in **free interns**.

As of now there is a trend of colleagues making suggestions that they travel overseas to find some kind of employment in the games industry, if Australia is so unable to provide it for them. This idea, however, can only really be achievable by those that can find citizenship in their country of choice. Others, like myself, have resorted to their homes to develop software on their own in hopes that their product can become noticed on the Internet.

On top of all this, I've witness a lot of dissonance amongst the community due to the recent social politics that has dramatically affected freedom of speech in media content and the prioritisation of who we should support in the industry based on gender and race. While we've had amazing progress in supporting such diversity and making movements towards such progress, we've had to essentially throw the remaining developers under the bus.

My thoughts on Australia's future in games development is unfortunately very uncertain, as it evidently leads into a bleak perspective. So far I've seen some well-known studios and publishers (Pandemic, THQ, Team Bondai, 2K Aus) shutting down due to bankruptcy, all the while we've seen many memorable titles released such as *Destroy All Humans, L.A. Noire*, and many indie titles as we're now reduced to relying on. Along that the industry has received blow after blow, from the cancellation of funding towards games development, to our government **ridiculing the idea of teaching programming in schools**. With all things considered, there is very little confidence amongst aspiring developers around Australia with so little roads to turn to. As it is, we require action and support to keep up with the rapid increase in technological and software development, or we will fall behind and you may find future generations seeking employment overseas.

I write this in hopes that we can ignite hope and confidence amongst the game development community, and that we can eventually make our own impact on the games industry as we have done so in music and film.