Future of Australia's video game development industry Submission 8

I'm 21 years old and was studying at AIE in Canberra between 2012-2013, During my first year there was lots of word going around that a lot of people in the games industry where moving overseas to America or Canada to work because of the lack of jobs in Australia but as graduation neared in 2013 more and more companies we're starting to become successful and were expanding (meaning more jobs).

Then the government cut Australian games funding, local games companies that were just getting on their feet were forced to shut down and 2 years later the last AAA games company in Australia (2K Australia) shutdown, most people from that studio have left Australia and moved to America for work, now all that's left of the games companies are independent and small time developers with little positions available.

I've been to multiple conventions around Australia this past year and nearly all the speakers at these conventions are saying to leave Australia if you wish to pursue the games and films industry.

The Games industry earns more profit than the films industry today (the gap is growing larger every year), there is more control to stop illegal downloading for games and there are thousands of students going into courses to become involved in the games industry every year but there isn't enough jobs for them to go to after they graduate.

I know as a fact that if the games industry in Australia is supported by it's government that this Industry will thrive, so many people that have left Australia to stay in the games industry are wanting to come back to Australia but only if there are the jobs to support them (AAA Studios being the most stable)

Support the games and Films Industry and it will secure limitless jobs in the future.

Thank you for your time