

Senate Standing Committee on Environment and Communications
Answers to Senate Estimates Questions on Notice
Supplementary Budget Estimates Hearings October 2016
Communications Portfolio
Screen Australia

Question No: 59

Screen Australia

Hansard Ref: Written, 28/10/2016

Topic: Funding and Programs

Senator Bilyk, Catryna asked:

1. How many programs and funding initiatives and other work have had to be discontinued or closed since the funding cuts in 2014 and 2015 were made at Screen Australia? What has been the effect of these funding cuts in each state/territory of Australia?
2. Has any modelling / estimates been done on the effect of these funding cuts on the overall size of the screen sector and its impact on Australian culture overall and have the benefits of the screen sector been considered?
3. In the 2014/15 budget a cut of \$2.5 million in Screen Australia's multi-platform funding was announced to take effect in 2017/18. What steps are being taken to ensure that Screen Australia is able to fund multi-platform work in 2017/18 and beyond to enable this innovative work to continue?
4. What steps are being taken to ensure that Screen Australia is able to fund video games development since the 2014/15 budget funding cuts?
5. What is the total amount of funding provided since 2014 to attract foreign productions locating to Australia in addition to the current amount of the Location Offset of 16.5% of eligible expenditure and the PDV Offset of 30% of eligible expenditure?
6. Are there any plans to boost support for production of Australian films and television to offset
7. the cuts to Screen Australia funding and enable the sector to continue to tell Australian stories on screen?

Answer:

1. Three programs have been discontinued since the measures announced in the 2014/15 Budget: Games funding, organisational funding to Screen Resource Organisations, and funding to Arts Law. Commenting on the effects in each state/territory is beyond the scope of Screen Australia.
2. No modelling has been done on the effects of the measures announced in the 2014/15 Budget. The cultural and economic value of the screen sector has been examined in the report *Screen Currency* released in mid-November by Screen Australia.
3. Screen Australia believes funding online and multi-platform content is critical to remaining relevant into the future and intends to continue to fund multi-platform and online content.
4. Screen Australia ceased funding games and game development companies on 13 May 2014.

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5. Since 2014, aside from the Location Offset and Post, Digital and Visual Effects Offset, \$20 million has been paid to large budget international productions to film in Australia.
6. The Government continues to provide considerable support to the Australian screen industry through the Australian Screen Production Incentive, comprising the Producer Offset, Location Offset and the Post, Digital and Visual Effects Offset. Any amendment to these settings is a matter for Government.