



LEGISLATIVE ASSEMBLY
FOR THE AUSTRALIAN CAPITAL TERRITORY

SELECT COMMITTEE ON ESTIMATES 2024-2025

Ms Nicole Lawder MLA (Chair), Ms Suzanne Orr MLA (Deputy Chair),
Miss Laura Nuttall MLA

ANSWER TO QUESTION ON NOTICE

Asked By: Ms Leanne Castley MLA

Addressed to: Minister for Business

Redirection: Minister for the Arts, Culture and the Creative Economy

Reference: Business

Hearing Date: 29/07/2024

In relation to: IGEA Submission

QON lodgement Date: 30/07/2024

Answer Due date: 07/08/2024

Noting that the Interactive Games and Entertainment association (IGEA) budget submission has indicated that the ACT is falling behind other jurisdictions in support of the game development industry. What initiatives are included in this budget to support the game development industry?

Will you commit:

- 1) To the 10% Screen Attraction Fund being opened to video game projects?
- 2) To the Screen Investment Fund being opened to video game projects?

Tara Cheyne MLA: The answer to the Member's question is as follows:

The ACT Government provides a range of supports for digital games that are ongoing, however there are no specific initiatives in this budget. Ongoing funding initiatives include the following:

- Arts Activity Funding (since 1 December 2022) - digital games and screen projects are eligible to apply to the Arts Activity Funding 'Up to \$5k' category at any time throughout the year, and can access two rounds of the '\$5k to \$50k' category per year.
- Innovation Connect (ICON) Grants, administered on behalf of the ACT Government by the Canberra Innovation Network, provide matched grant funds of up to \$30,000 and are available to interactive game development.

The ACT Government has also supported the development of skills for digital games development and design through support to the Academy of Interactive Entertainment (AIE) and the redevelopment of its Watson Campus.

AIE runs a variety of game design programs from introductory-level programs for beginners through to courses for those who want to make game design their career.

- \$389,401 was provided in 2020-21 through a Priority Investment Program grant for a 'Film Plus Virtual Studio' – a new studio facility with one of Australia's largest LED video walls.
- \$450,000 was provided in 2021-22 through a Future Jobs Fund grant for a new sound stage and lighting, to attract high quality film and TV productions and build local industry capability.

These grants were both delivered through Economic Development.

1) The Screen Attraction Fund (SAF) was established as a pilot program in 2022 in the amount of \$500,000, aimed at attracting high budget screen productions to the ACT. The Screen Attraction Fund was fully expended in late 2023, and no further funds have been committed.

2) The scope of the Screen Investment Fund (SIF) is limited to screen productions. The existing term of the SIF expires on 30 June 2025. Any continuation of the SIF and/or the SAF is dependent on future decisions of government and budget processes.

Approved for circulation to the Select Committee on Estimates 2024-2025

Signature:



Date:

6/8/24

By the Minister for the Arts, Culture and the Creative Economy, Tara Cheyne MLA