

# Media Release

**The Hon Danny Pearson MP**

Assistant Treasurer

Minister for Regulatory Reform

Minister for Government Services

Minister for Creative Industries

Acting Minister for Police and Emergency Services



Thursday, 25 February 2021

## BACKING VICTORIAN DIGITAL GAMES AND TALENT

Victoria's growing digital games sector has received a welcome boost with more support for new locally made games projects.

Minister for Creative Industries Danny Pearson today announced \$550,000 for ten games projects through Film Victoria's *Assigned Production Investment – Games* program.

The projects will create highly skilled jobs for Victorian 3D artists, programmers, animators, composers, sound designers more.

Supported projects include *Trash* by 15 Minutes of Game and *Site Unseen* by Alexander Muscat, as well as *Little Ruin*, the first project by Lucernal, a Melbourne-based architectural visualisation studio that will use the team's wealth of architectural animation and 3D modelling experience to expand into games.

The digital games industry is the world's fastest growing entertainment sector. Jobs in Victoria's games industry grew by 56 per cent between 2015 and 2019 to more than 850, according to research by Deloitte.

Globally, the industry proved its resilience in 2020 with studios and developers able to continue working from home and demand for games skyrocketing as people turned to games for entertainment and social connection during the pandemic.

In addition to investing in new games, the Andrews Labor Government is supporting rising talent through a digital games internship that will see an emerging Victorian games practitioner undertake a 12-month paid placement working with Film Victoria and globally successful Melbourne game studios, League of Geeks and Samurai Punk.

The Games Development Internship program aims to grow diversity in the sector, bringing new perspectives and ideas into Victoria's games industry workforce. It is open to people who are trans and gender diverse, from culturally and linguistically diverse backgrounds, are First Peoples of Australia and/or are living with disability.

Applications for the Games Development Internship close on 25 March 2021. For more information on the program and Film Victoria's support for games, visit [film.vic.gov.au](http://film.vic.gov.au).

### Quotes attributable to Minister for Creative Industries Danny Pearson

*"We're proud to back our local games studios, businesses and talent to take advantage of the breadth of Victorian expertise in the sector."*

*"The global games market is booming and this latest investment will help games businesses scale up and support more local creators."*

### Quotes attributable to Film Victoria CEO Caroline Pitcher

*"Victoria is the digital games capital of Australia and while our games industry has powered on through the last 12 months, we are now focused on upskilling the next generation of home-grown games talent."*

*"This is part of our work to ensure a strong pipeline of projects that will take the industry to a new level in the year ahead."*

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