

Media Release

Steve Dimopoulos MP

Minister for Tourism, Sport and Major Events
Minister for Creative Industries



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BACKING VICTORIA'S GROWING DIGITAL GAMES INDUSTRY

The Andrews Labor Government has supported Victoria's booming digital games sector to deliver a record breaking year, reinforcing the state's position as Australia's epicentre for the industry.

Over the last year, Labor Government supported digital games have injected \$9.7 million into the state economy – representing a 117 per cent increase on the previous year.

Through VicScreen's Victorian Production Fund, a further \$1.4 million will support the production of 14 new locally created digital games projects – supporting the continued growth of Victoria's strong digital games sector, while delivering more skilled jobs.

Further investing in the future of the industry, VicScreen's Victorian Games Development Internship program is now open and seeking early vocation digital games creators looking to fast-track their careers.

The paid program enables interns to gain well rounded experience at world-leading studio Sledgehammer Games – known for their work on the Call of Duty series – renowned Victorian indie developer, Robot Circus, and the state's creative and economic screen development agency VicScreen.

The announcement comes as new Victorian made games prepare to hit screens across the globe. The highly anticipated *Cult of the Lamb* by Massive Monster launches this week, and other forthcoming titles include *Kinder World* by Lumi Interactive and *Future Folklore* by Guck – Australia's first ever First Peoples-led mobile game.

Worth over \$200 billion globally, the digital games industry is one of the world's fastest growing entertainment sectors. Victoria is Australia's game development capital with more than half of the industry based here, producing locally made games like Untitled Goose Game played by millions of people around the world.

Later this month, Victoria's games industry will be showcased at the world's biggest games industry event, GamesCom in Germany – with Australia the focus country led by Victoria's 35-strong delegation.

Applications for the Games Development Internship are open from 10 August to 8 September 2022. For more information about this and other VicScreen programs for the games industry, visit vicscreen.vic.gov.au.

Quotes attributable to Minister for Creative Industries Steve Dimopoulos

"Through our \$191.5 million VicScreen strategy we're backing the growth of our digital games industry and positioning Victoria as a global hub for game development and innovation, alongside our strengths in film and TV."

"We're investing in the Victorian made gems that nurture our local talent and create future focused jobs, while showcasing our cutting-edge digital gaming sector to audiences across the world."

Quote attributable to Massive Monster Creative Director, Julian Wilton

"Early funding from VicScreen helped secure a quality level that would take us to the next level when pitching, resulting in a deal with our dream publisher and a significant development budget."

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