

Media Release

Steve Dimopoulos MP

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



Monday, 5 September 2022

VICTORIA SHOWCASES LEADING GAMES INDUSTRY TO THE WORLD

The Andrews Labor Government is supporting Victoria's games industry, bringing together gamers and tech enthusiasts from across the world to Melbourne International Games Week (MIGW).

The largest event of its type in the Asia Pacific region, MIGW 2022 will return as an in-person event this October – featuring major industry conferences as well as family fun events, while an international following will join online.

PAX Aus will return to the Melbourne Convention and Exhibition Centre with three full days of new game demonstrations, music performances, panels and live tournaments – while developers, publishers and brands will come together at the Games Careers Expo.

Music and games will sync up for the High Score conference to deliver two days of keynote speakers, panels, feedback sessions and more, exploring the important role that music and audio play in game design.

Local and international game developers, studios, and businesses will converge to celebrate the power of games to bring social change, at the Games for Change Asia Pacific Festival.

Australia's premier professional development and networking event, Games Connect Asia Pacific, will also offer participants the opportunity to level up skills while making valuable industry connections.

The Australian Games Developers Awards will celebrate 20 years of recognising local talent, while the addition of the ACMI Audience Award will see MIGW attendees able to play and vote for their top game for the first time.

MIGW is an initiative of the Labor Government, delivered by Creative Victoria in partnership with ACMI, VicScreen and Interactive Games and Entertainment Association.

The global games industry is undergoing unprecedented growth and is now worth more than USD \$215 billion worldwide, with the market set to be worth more than USD \$320 billion by 2026.

Victoria is Australia's digital games leader and home to a growing sector of more than 170 game studios, representing more than 55 per cent of Australia's digital games workforce. Labor Government support for locally made games has seen more than \$9.7 million injected into the state economy over the past year.

MIGW will take over Melbourne from 1 to 9 October 2022. Discover the program at gamesweek.melbourne.

Quotes attributable to Minister for Creative Industries Steve Dimopoulos

"We're backing Victoria's games industry and creating more jobs in the sector while also supporting the businesses that produce some of the world's most innovative games."

"With more than half of the country's games studios and workforce based here, Melbourne International Games Week further supports Victoria's cutting edge digital industry and attracts games leaders from across the globe."

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