

# Australian Game Development

AN INDUSTRY SNAPSHOT FY 2021-22

## The big numbers



## Projected growth



## IP importance

**85%** OF RESPONDENTS DEVELOP THEIR OWN IP

## Export focused

**84%** OF REVENUE COMES FROM OUTSIDE OF AUSTRALIA

About the survey: Our 2021-2022 game development survey is based on financial year data from 1 July 2021 – 30 June 2022. The survey opened in August 2022 and closed in the middle of November 2022. Participation in the survey is voluntary, with 102 studios completing the survey and providing usable data, which is lower than the participation rate last year.

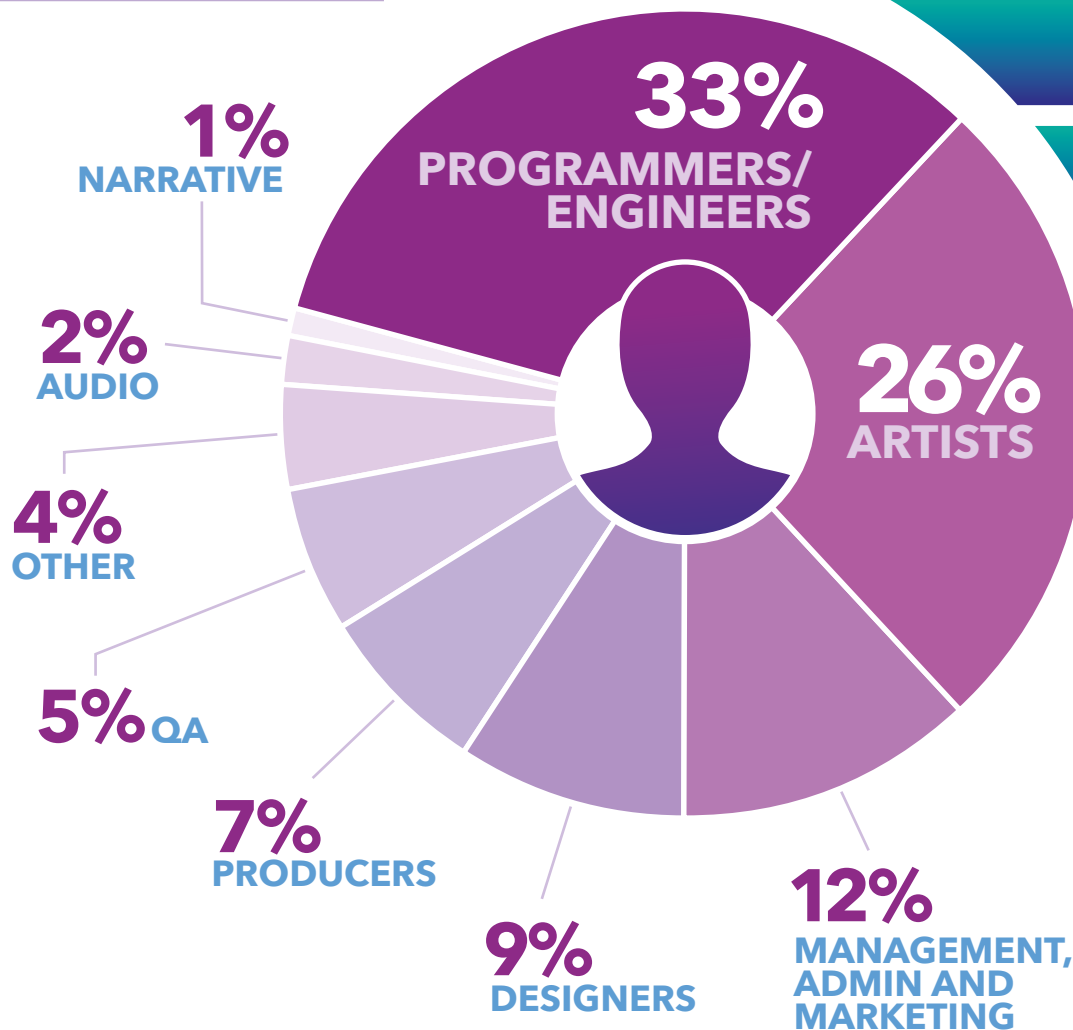
[www.igea.net](http://www.igea.net)

**IGEA**  
interactive games & entertainment association

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## Highly skilled employees



## Employee\* gender diversity

\*includes full time equivalents and contractors

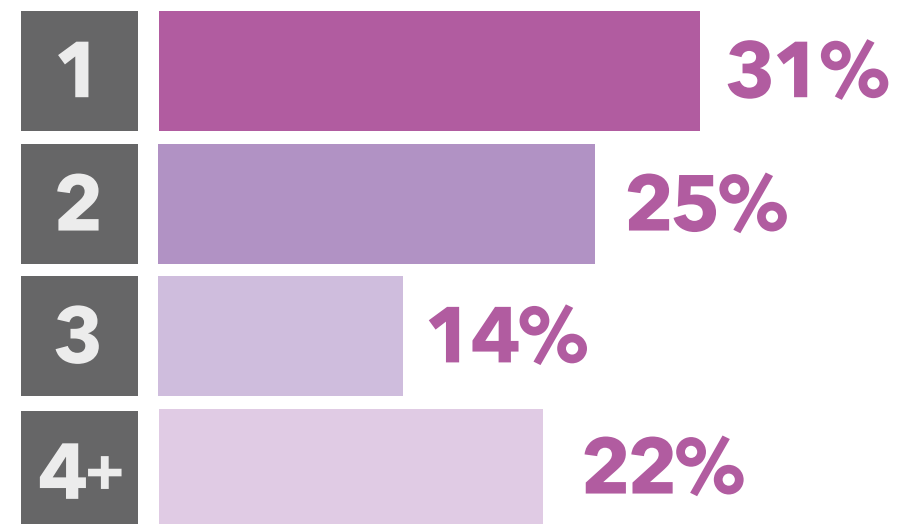
75% ARE (CISGENDER) MALE

21% ARE (CISGENDER) FEMALE

4% ARE TRANSGENDER, NON-BINARY OR GENDER DIVERSE

## Studio workload

Number of individual game projects over the year



## Studio stage

27% OF STUDIOS ARE 5 YEARS OLD OR LESS

46% OF STUDIOS ARE 6-9 YEARS OLD

28% OF STUDIOS ARE 10 YEARS OLD OR MORE

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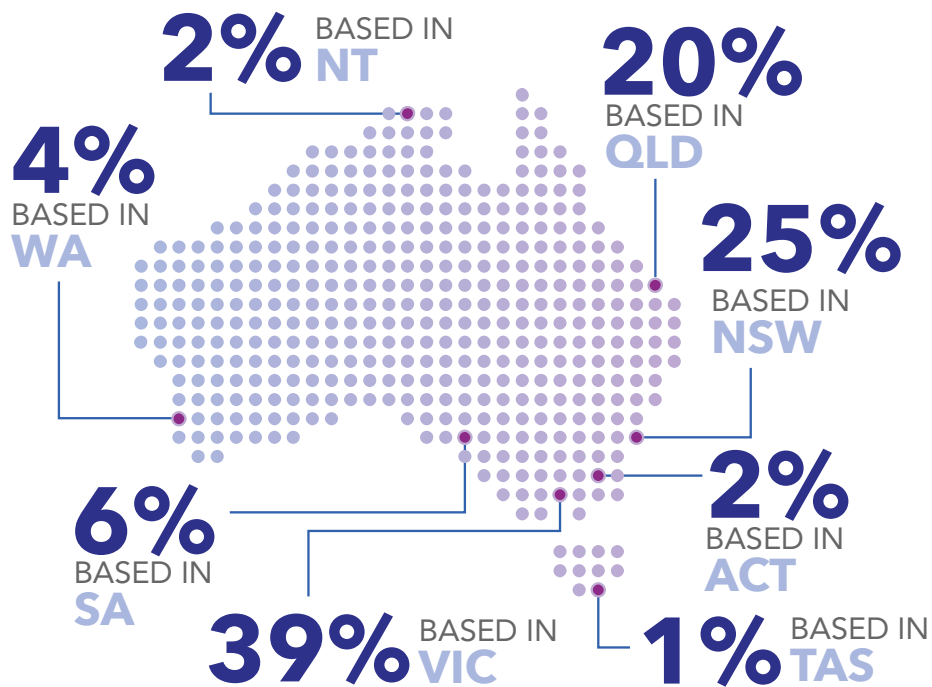
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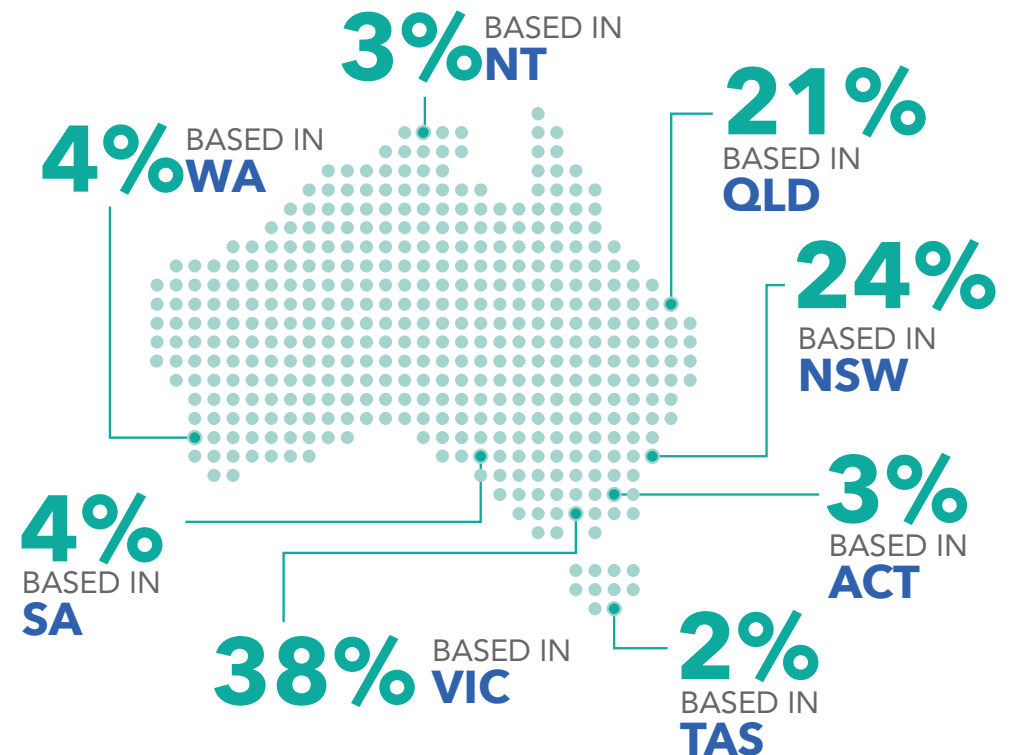
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## Studio location

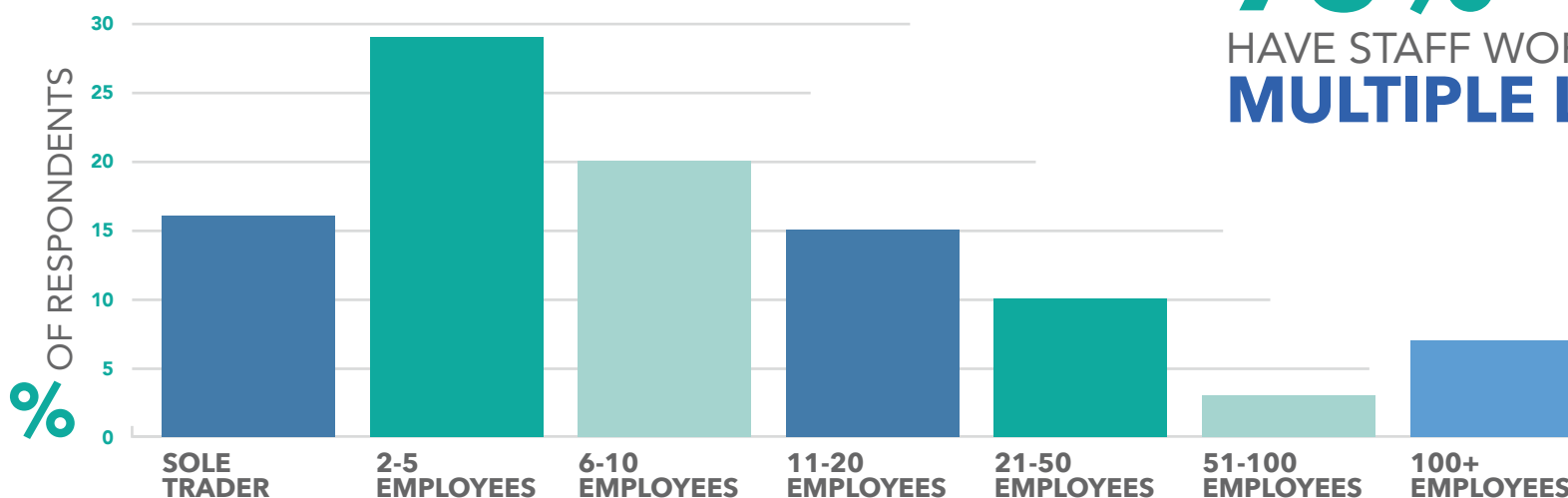


## Full time employee\* location

\*includes full time equivalents and contractors.



## Studio size



# 73%

HAVE STAFF WORKING IN  
**MULTIPLE LOCATIONS**

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**51%**  
INTEND  
TO UTILISE  
THE DGTO  
IF ELIGIBLE

## Impacts of DGTO

Since the announcement of the DGTO, Australian businesses have seen:

- Increased interest from international businesses
- More job positions on offer across the market
- Increased investor engagement

**35%** OF RESPONDENTS RECEIVED SOME FORM OF  
**GOVERNMENT FUNDING**

## Challenges facing the industry

**1**

HIRING EMPLOYEES WITH SPECIALISED SKILLS

**2**

ATTRACTING EARLY-STAGE DEVELOPMENT FUNDING

**3**

LACK OF APPROPRIATE STATE GOVERNMENT FUNDING