

Australian Game Development

AN INDUSTRY SNAPSHOT FY 2021-22

The big numbers



Projected growth



IP importance

85% OF RESPONDENTS DEVELOP THEIR OWN IP

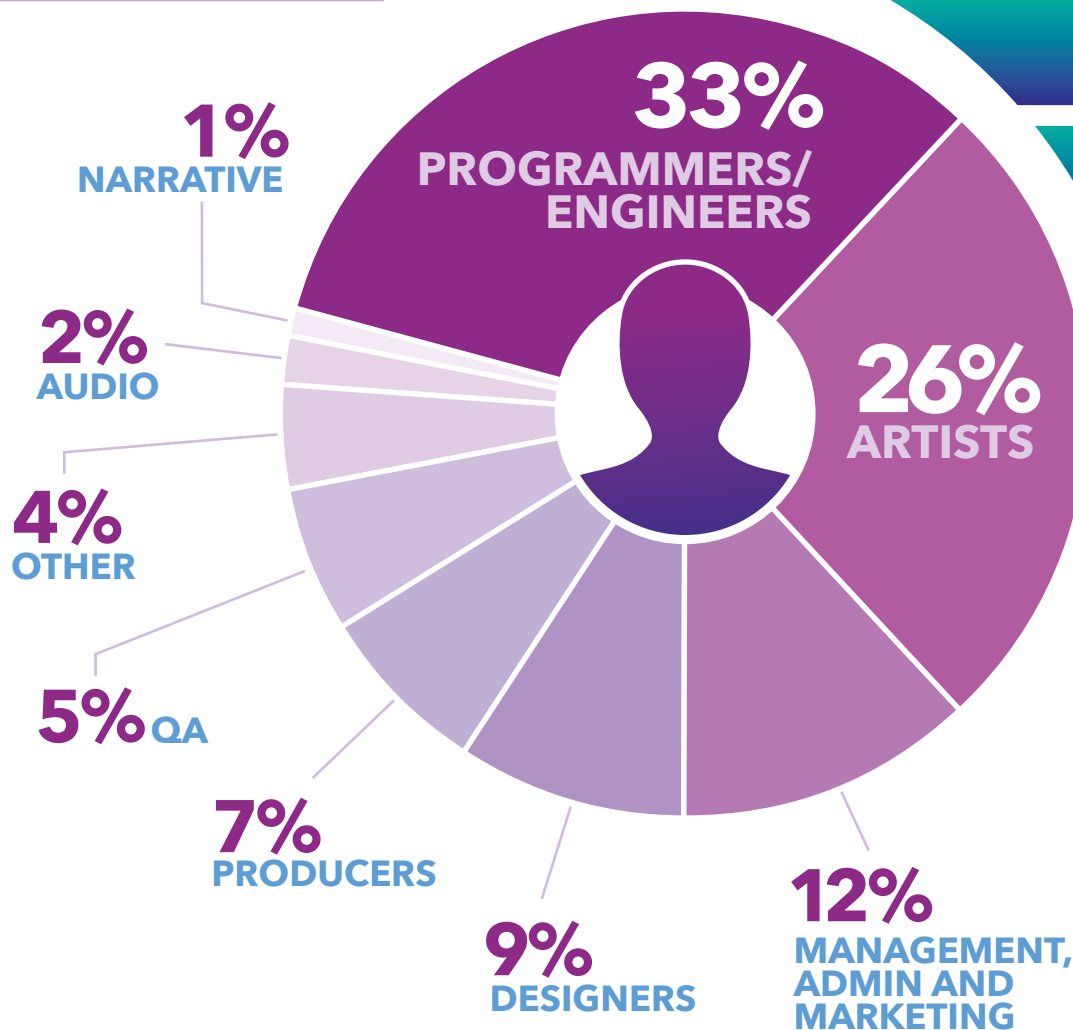
Export focused

84% OF REVENUE COMES FROM OUTSIDE OF AUSTRALIA

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Highly skilled employees



Employee* gender diversity

*includes full time equivalents and contractors

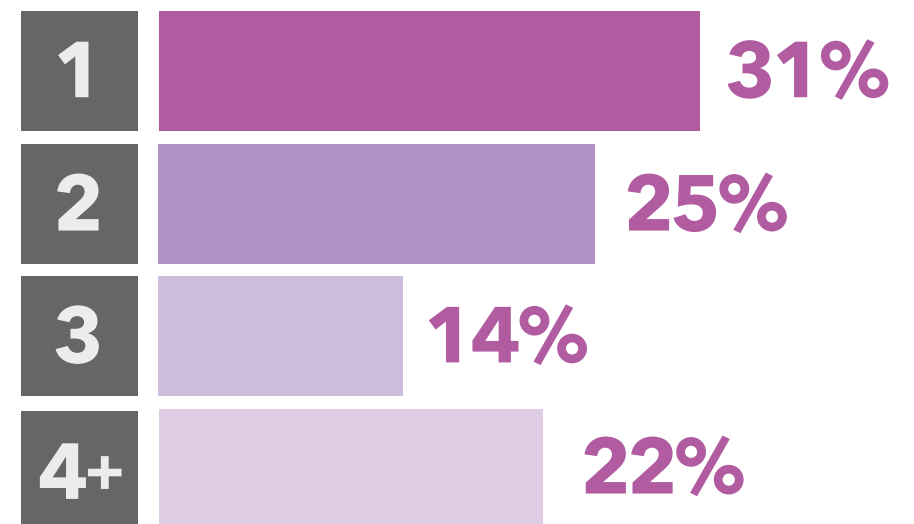
75% ARE (CISGENDER) MALE

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

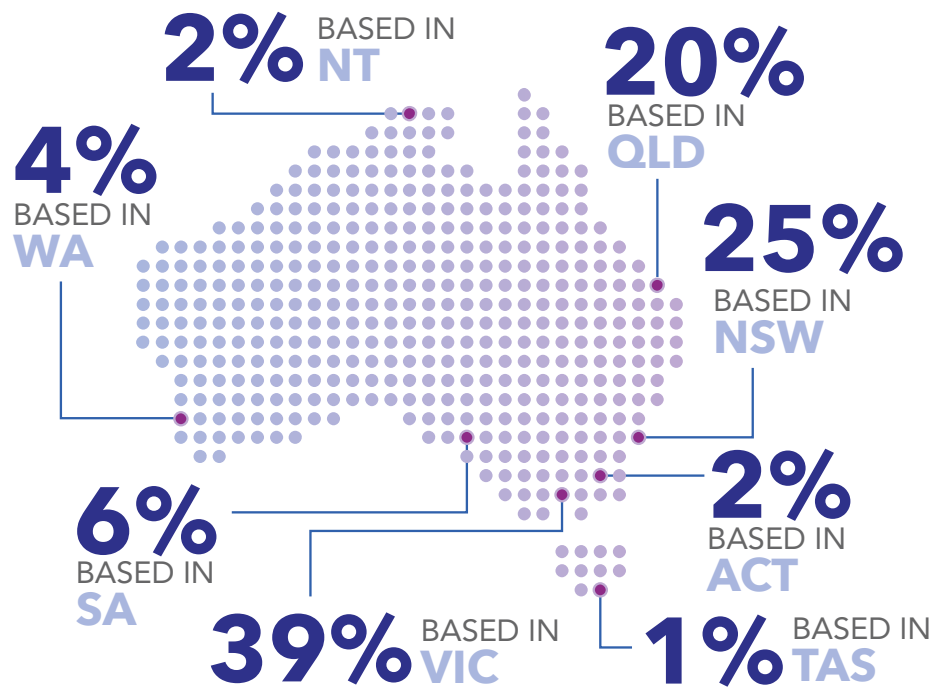
46% OF STUDIOS ARE 6-9 YEARS OLD

28% OF STUDIOS ARE 10 YEARS OLD OR MORE

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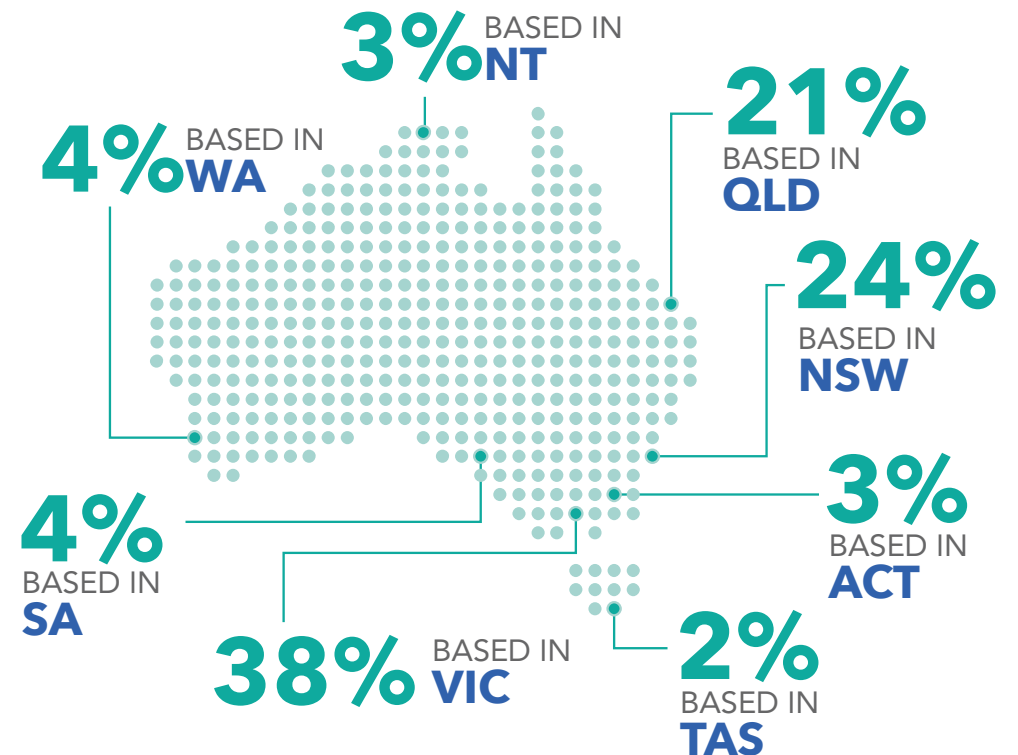
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Studio location

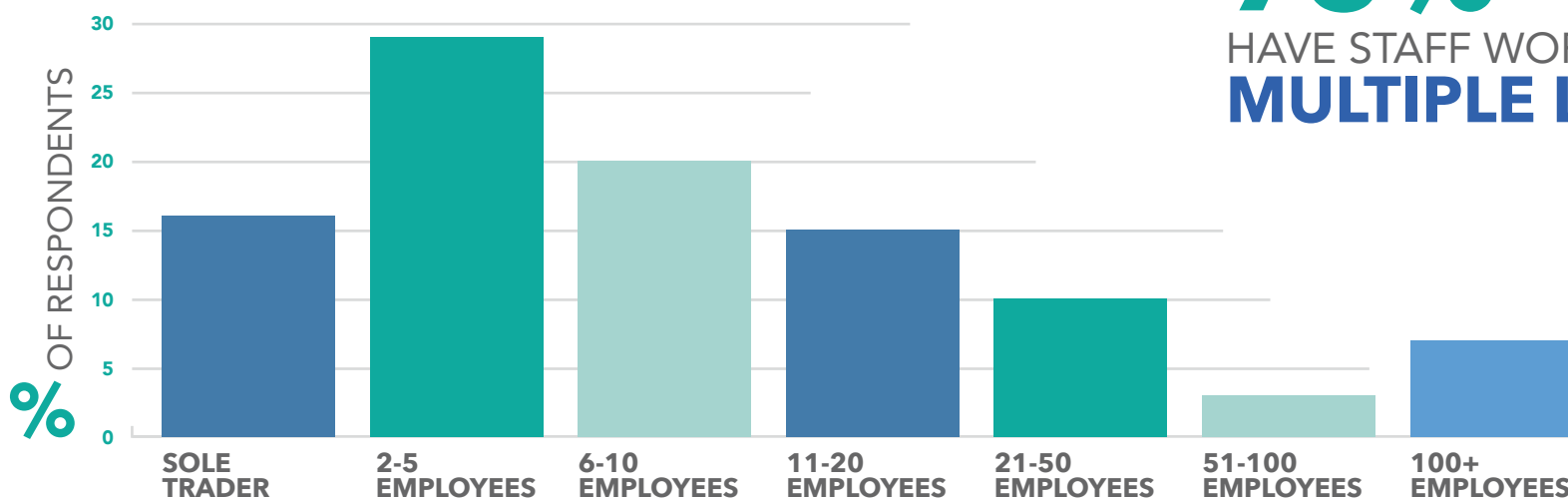


Full time employee* location

*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