

Ms Selina Metternick-Jones
Director - Science & Technology Plan
Department of Jobs,
Tourism, Science and Innovation
Government of Western Australia

Via email: sciencetechplan@jtsi.wa.gov.au

1 March 2024

Dear Ms Metternick-Jones,

Western Australia 10 Year Science and Technology Plan

The Interactive Games & Entertainment Association (IGEA) is pleased to provide input into the 10 Year Science and Technology Plan consultation, led by the Department of Jobs, Tourism, Science and Innovation.

IGEA is the industry association representing and advocating for the video games industry in Australia, including the developers, publishers and distributors of video games, as well as the makers of the most popular gaming platforms, consoles and devices. We have over a hundred members, from emerging independent studios to some of the largest technology companies in the world. Amongst our various activities, IGEA also organises the annual Games Connect Asia Pacific (GCAP) conference for Australian game developers and the Australian Game Developer Awards (AGDAs) that celebrate the best Australian-made games each year.

The Western Australian Government's Public Administration Committee recently commenced an inquiry into Western Australia's innovation ecosystem (Inquiry), with reference to: the current state of the innovation ecosystem; the role of the Western Australian government in supporting entrepreneurship, start-ups, and small and medium sized enterprises (SMEs); and any other matters that the Committee considers relevant. IGEA provided a submission to the Inquiry, outlining the impact of the video games industry, its economic and wider community value, and its contribution to the overall innovation ecosystem in Western Australia.¹

We believe our submission to the Inquiry covers areas that are equally pertinent to the consultation on the 10 Year Science and Technology Plan. This includes the contribution of the video games industry to the economy, innovation and STEM.

The video game industry is a major contributor to the Australian digital economy. According to our data, video games are worth around \$4.21 billion annually in Australia,² while Australian-made games brought in \$345.5 million in largely export revenue last

¹ [IGEA submission to inquiry into Western Australia's innovation ecosystem.](#)

² IGEA, "[Australians subscribe to video game growth](#)" (Media statement, June 2023).

financial year.³ Indeed, Australian game developers are internationally renowned, and ours has the potential to be one of Australia's most important future growth industries, as well as an integral component of the Australian Government's vision for Australia to be a leading digital economy and society by 2030. In this regard, it is important that Western Australia is not left behind.

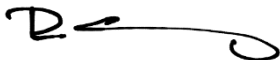
The video game development sector uniquely sits at the intersection of technology, engineering, creative media and arts. The video game industry often pioneers the development of emerging tech and innovation, such as safetytech, artificial intelligence and interactive entertainment technology which requires years of research and development. We believe the innovation coming out of the video games industry will therefore contribute to the 10 Year Science and Technology Plan. **We recommend considering video games as a unique sector to include in the 10 Year Science and Technology Plan, which can encourage innovation in interactive technology, as well as contributing to economic growth.**

We also believe supporting the video games industry is one way to increase the uptake of STEM in school. Research shows a correlation between playing games and STEM, especially amongst women. A thriving games sector and the prospect of working in games will lead to more Australian students choosing to study STEM in a way that only our sector can uniquely do. Learning and working in video games also creates in-demand transferable tech, engineering and design skills that can be applied in multiple industries. **We recommend considering video games as part of the 10 Year Science and Technology Strategy, to encourage the uptake of STEM.**

Our submission to the Inquiry also covers a range of other matters that may be of interest to this consultation. We therefore invite you to consider our submission to the Inquiry, as our contribution to the current consultation.

Should you wish to further discuss our recommendations, please contact us at policy@igea.net.

Warmest regards,



Ron Curry
CEO

³ IGEA, "[Aussie game developers pull in \\$345.5 million for local economy](#)" (Media statement, December 2023).