

AYS25

IGEA

interactive games & entertainment association

END OF
FINANCIAL
YEAR WRAP

2026



ACKNOWLEDGEMENT OF COUNTRY

IGEA acknowledges and pays respect to the past and present Traditional Custodians and Elders of this land and the continuation of cultural, spiritual, and educational practices of Aboriginal and Torres Strait Islander peoples.

We extend our respects to all Indigenous people of countries where our members and stakeholders live and work.



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FOREWORD

What a half-year it's been.

We started 2026 on the road, running roundtables across the country to hear directly from members about what's working and what isn't. That feedback shaped our priorities for the next eighteen months, and if you've read the summary of findings, you'll know it wasn't always comfortable listening, but it was useful.

Government relations might not sound exciting, however it's an incredibly important part of our overall advocacy. Games are such an important and pervasive part of the lives of the majority of Australians, and with that comes more attention and scrutiny. So far 2026 has been a genuinely been a big year on that front.

On the federal and cross-border front, we lodged nine formal submissions between January and June, covering everything from the R&D Tax Incentive to the Children's Online Privacy Code. We also co-hosted a webinar with eSafety ahead of the new Age-Restricted Material Codes, took SA's Deputy Premier and Assistant Minister for Arts on a studio tour at Big Ant, and hosted our biggest Parliamentary Friends event yet. We planned for 70 guests, and more than 120 turned up. In March we travelled to Wellington to make the case for keeping games out of New Zealand's proposed social media restrictions and published a joint policy platform with the NZ Game Developers Association ahead of November's election.

WA locked in its first dedicated games strategy, backed by real money and real targets. Queensland delivered \$3.7 million across 20 projects. South Australia opened a new Digital Games Fund and added travel grants to get developers to Melbourne International Games Week. NSW ran its first Digital Games Pathway Program. None of this happens by accident, and I want to thank every state and territory government that's chosen to back this industry with more than words.

We welcomed 11 new members this half, from indie studios and publishers to legal, accounting and immigration specialists supporting the sector.

On top of all that, it's been a steady run of media coverage with stories on industry revenue and the sector's resurgence to features on the people behind the games. The word is getting out, and it's getting harder to ignore.

None of it happens without members showing up; at roundtables, at events like SAGE, at trivia nights, in working groups, in the studios doing the actual work of making games. Thank you for another big year. There's plenty more coming - including GCAP's 20th anniversary.

Ron Curry



MEMBER FEEDBACK

We couldn't do what we do without members and as such, we like to make sure we're representing your best interests with all that we do. Your feedback makes sure we're fulfilling our promises to you.

You never need to wait for these surveys and consultations to roll around - send us your feedback at any time! We're your trade association, so please don't hesitate to reach out.

At the start of this year, we visited almost all states in Australia to conduct roundtables that helped us gain valuable information and feedback we use to shape our goals for the next 18 months.

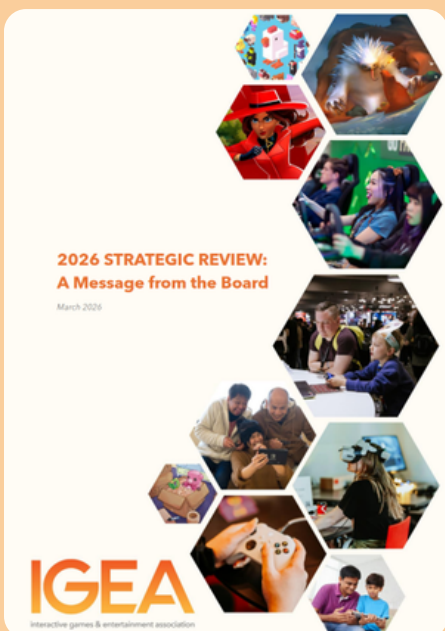
Thank you to all who participated – and you can read the summary key findings and takeaways from those roundtables [here](#).



In February the board convened for the annual strategic review to set IGEA's goals and priorities for 2026.

Prior to this review we launched an online survey to gauge member satisfaction and key areas of interest.

You can read the full review [here](#).



ADVOCATES

We advocate for policies that foster the enjoyment of video games within the community, that support a growing video games market, and nurture, and expand the local game development industry.

*Support, trust,
safety, and growth.*

SUPPORT FOR GAME DEVELOPERS

WESTERN AUSTRALIA

Screenwest continues to support the growth of WA's burgeoning digital games industry, launching its first ever dedicated games strategy for the next four years. The Screenwest Digital Games Strategy 2026-2029 sets out key initiatives to further grow the industry, including securing ongoing financial support to help make WA games funding the most competitive in Australia. This strategy will work to:

- Boost the economic benefit of locally-produced, Screenwest-supported games from \$2.2 million a year to \$4 million by mid-2029.
- Increase the number of digital games companies based in WA by 50% by mid-2029.
- Support at least six games a year by the end of 2029.

NEW SOUTH WALES

IGEA was proud to support The Digital Games Pathway Program 2026 by Screenworks and supported by Screen NSW. The inaugural program provides targeted financial support, industry access and career-building opportunities for individuals working across the digital games sector, including game design, development, art, production, narrative, audio, and related disciplines.

This year also saw Screen NSW's Digital Games Seed Development Program, offering grants of up to \$30,000 to help bring new games to life.

This funding supports early development activities including, scoping technical requirements, exploring creative, commercial and market potential, and developing pitch materials.

QUEENSLAND

The Crisafulli Government announced earlier this year that they have delivered \$3.7 million to support 20 new digital games projects.

Further to that, Queensland games studios will contribute a record \$23 million to the State's economy through new projects, with more than 330 local games developers being employed.

The latest round of Screen Queensland's Games Grants is supporting 12 titles from indie studios and developers, including new projects from established teams.

These are impressive results and it is encouraging to see the government utilising both revenue and employment data to highlight investment into the game dev sector.

SUPPORT FOR GAME DEVELOPERS

SOUTH AUSTRALIA

The South Australian Government announced new game development funding through the South Australian Film Corporation (SAFC) as well as a new dedicated expert advisory group set to drive growth in the industry.

Eleven SA game studios have been selected to share in \$500,000 to further develop their projects through the new Digital Games Fund, consisting of many that were previously spotlighted at SAGE: SA Game Exhibition, as well as SAGE Award winners.

IGEA was also proud to partner with the South Australian Film Corporation (SAFC), Department of State Development (DSD), and supported by Create SA for a Melbourne International Games Week Travel grant.

Up to 12 travel grants of \$2,000 are available for solo game developers and single developers as part of a development team (up to two applicants per team) to attend MIGW 2026.

AUSTRALIAN CAPITAL TERRITORY

Screen Canberra has added a travel grant for up to 4 developers heading to Melbourne International Games Week.

The delegation is intended to boost and support the careers of emerging and mid-stage game developers who are interested in creating sustainable games careers.

FUNDING 2.0 – PREPARING THE NEXT STAGE OF ADVOCACY

Over the past year, IGEA completed one of the most comprehensive analyses of the Australian games ecosystem ever undertaken.

Combining extensive consultation with studios nationwide, a review of federal and state funding programs, and analysis of public investment and outcomes, the project identifies both the strengths of Australia's current support framework and the opportunities for reform.

This work will underpin IGEA's future advocacy and help shape evidence-based conversations with governments on building a more sustainable and globally competitive Australian games industry. Over the coming months, we will be sharing the report's key insights with our members to test and refine its recommendations before translating them into a set of advocacy priorities.

GOVERNMENT RELATIONS

ESAFETY

Late last year eSafety published regulatory guidance ahead of the commencement of new industry codes designed to protect children from exposure to inappropriate content.

IGEA and eSafety co-hosted a webinar ahead of the new codes, which came into effect on March 9, focused on how Australian Age-Restricted Material Codes obligations will apply to online games services. You can [watch it here](#).

STUDIO TOURS

After we sent congratulatory letters to re-elected state officials and newly appointed Ministers in South Australia, the SA Deputy Premier and Minister for Arts, Kyam Maher, and the newly appointed Assistant Minister for Arts, Sarah Andrews, accepted our invitation for a studio tour at Big Ant Studios in Adelaide.

The Big Ant team did a wonderful job walking through how games are developed and discussing how the South Australian Government has supported the local industry.

We received awesome feedback from the Deputy and Assistant Ministers' team, and we'd like to say a big thank you to Big Ant for hosting this visit.



PARLIAMENTARY FRIENDS OF THE AUSTRALIAN VIDEO GAMES INDUSTRY EVENT

In March, IGEA hosted our 3rd Parliamentary Friends of the Australian Video Games Industry event at Parliament House. The group is co-chaired by the Hon Tim Watts MP and Senator the Hon James McGrath. Professor Jeff Brand from Bond University presented our latest Australia Plays data alongside our current industry data, the Australian Game Development Survey Snapshot.

It was our best-attended parliamentary event ever, and a trusted advisor mentioned that it might have been the largest Parliamentary Friends event ever!

We expected around 70 people, but it seems more than 120 attended. The crowd included politicians, ministerial advisors, department staff, agencies, and of course, industry representatives. The guests valued the opportunity to learn more about the sector and to meet the teams behind the games and platforms.

A sincere thank you to our members who attended and showcased their games and consoles. Shout out to our indie teams from Savy Soda, Studio Tinkerhaus, Maker's Empire, Glinda Games, Uppercut Games, and Chaos Theory Games. Also, thanks to Nintendo, PlayStation, Xbox, Discord, Roblox, Riot Games, Keywords, and EA, who did a fantastic job running small tournaments of EA Sports FC 2026.

We had a great opportunity to highlight the creativity and technical skill of Australian game developers and promote the positive aspects of play, along with many trust and safety features that enhance player experiences.

Here's to doing it all again soon!



NEW ZEALAND

In March, we travelled to Wellington to meet with New Zealand MPs and government agencies as part of our advocacy efforts to exempt video games from the proposed social media restrictions.

We met with the Department of Internal Affairs (DIA), the Classification Office NZ, coalition government MPs from the National Party, NZ First, as well as opposition Labour MPs, and NZ Greens MPs. These conversations reaffirmed that the NZ Government is looking to introduce the social media restrictions bill before the November election.

Given strong interest in the Australian experience, we outlined the exemption framework that excluded games from the scope of Australia's social media ban, and highlighted that New Zealand is seeking to legislate a social media ban ahead of any broader online safety legislation, distinguishing its approach from those taken in Australia and the UK.

In the lead up to the NZ general election in November, we've developed and published a policy platformer, in collaboration with the NZ Game Developers Association.

The platformer outlines key opportunities and policy settings that will determine whether New Zealand's game development sector reaches its full potential, and presents a unified vision for a modernised partnership between our industry and Government.

You can find full platformer [here](#).

The executive summary is also available [here](#).

2026 POLICY PLATFORMER



JUNE 2026

PRESENTED BY

NZGDA
NEW ZEALAND
GAME DEVELOPERS
ASSOCIATION

IGEA
interactive games & entertainment association

POLICY AND SUBMISSIONS

January 2026	<u>IGEA submission to ACT 2026-27 Budget Consultation</u>
January 2026	<u>Federal Pre-Budget submission</u>
January 2026	<u>IGEA submission to Research & Development Tax Incentive - eligibility exclusions exposure draft</u>
February, 2026	<u>IGEA submission to Unfair Trading Practices Exposure Draft</u>
May, 2026	<u>IGEA submission to National Cultural Policy Public Consultation Paper</u>
May, 2026	<u>IGEA submission to Inquiry into Unfair Trading Practices Bill 2026</u>
May, 2026	<u>IGEA submission to Modernising and Harmonising Classification Standards</u>
June, 2026	<u>IGEA submission to Exposure Draft of Children's Online Privacy Code</u>
June, 2026	<u>IGEA submission to Guidance for Transparency in Automated Decision Making</u>

CONNECTS

We create key connections and develop and distribute resources to provide support, education, and expertise to the local industry including events, conferences, webinars, workshops, networking opportunities, and more.

*Opportunity, relationships,
and proficiency.*

EVENTS

SAGE

IGEA was proud to sponsor and attend SAGE: South Australian Game Exhibition 2026, which was bigger than ever before.

The event attracted a record 3,700+ developers, players, and fans across two days, showcasing the strength of South Australia's games sector and the many pathways into it. SAGE continues to grow in both reach and impact, and that momentum is a credit to the organisers, sponsors, and partners.



SENIOR LEADERS NETWORKING NIGHT

After the successes at GCAP senior leader roundtables, this year we trialled a senior leaders night to connect key industry leaders and create conversations across our network.

It was a night of laughs, robust conversation, predictions for the future of games, and good food.



INTERNATIONAL WOMEN'S DAY: GAMELOFT

This year Gameloft Brisbane delivered a special masterclass in line with the theme: Balance the Scales: Fair Play, which Raelene was invited to speak at.

It was a fantastic day, and showcased the sector to broader community in a positive and engaging way!



GAMELOFT'S BLUEY LAUNCH



We were honoured to attend the launch announcement party for Gameloft Brisbane's Bluey's Happy Snaps!

The launch event was attended by government agencies and departments, educators, media, local businesses and of course the talented Gameloft team. We love to see the reach Gameloft have into their local community and can't wait to see their work on this iconic Australian IP.

EQUIP CANBERRA

Equip Canberra, hosted by Screen Canberra kicked off their inaugural event with over 120 participants with a sharp, packed program.

With plenty of networking, Ron found himself very immersed in the Canberra games community.



LEVEL UP TASMANIA

IGEA was pleased to sponsor Level Up Tasmania this year. Raelene and Sav attended and enjoyed meeting with the Tasmania games community! There were over 40 playable games on display (mostly from Tasmanian game makers), a cosplay competition, and an industry day with great talks from experienced game developers and industry folk.

With more than 2700 people walking through the doors, the event was a huge success, with the Hon Madeleine Ogilvie MP attending.



ALT GAMES

ALT Games took place in Sydney in April and, by all accounts, was an outstanding success. The public showcase was incredibly busy, with lots of kids, teenagers, families and gamers queuing to play all the games on offer.

There were also some great talks delivered by local and international guests, with the event being a great way for the industry to connect not only with a broader audience, but also with the development community.



SCREEN FOREVER

Jens attended SPA's Screen Forever conference on the Gold Coast to explore opportunities for greater cross-pollination between the screen and games sectors.

It was also great to see some familiar faces at Screen Australia's panel on adapting screen IP into games (and vice versa)!



IGEA TRIVIA NIGHT: SYDNEY

Sydney Trivia Night was a blast! It was fantastic to see you all and we're (kind of) sorry for winning.

Congratulations to Blue Space Legal and Double Jump for taking out second and third though!



APRA AMCOS X IGEA: MELBOURNE GAMES MIXER



Thank you everyone who joined Sav and Molly for the APRA AMCOS and IGEA Melbourne Games Mixer!

It was a great night of connecting developers with musicians, with lots of good food and great networking. It's always good to find out the overlap in our industries, and where we can come together to make something great!

THE GLOBAL VIDEO GAME ASSOCIATIONS SUMMIT

Raelene, Ron, Charles, and Lucy attended the Global Video Game Associations Summit in Sweden.

At the summit, they discussed the numerous issues facing our industry and forging relationships and strategies to face these challenges together.



QUEENSLAND GAME FESTIVAL

IGEA was proud to sponsor this year's Queensland Games Festival, which once again brought together developers and the wider public to celebrate Queensland's thriving games community.

Across two packed days, attendees experienced a fantastic showcase of locally developed games alongside Framework, the festival's industry event featuring candid discussions about the realities of game development.



MEMBER CONNECTIONS

IGEA MENTORSHIP PROGRAM

This year marked the return of the IGEA Mentorship Program, bringing together emerging talent and senior industry leaders to support professional development across the Australian games sector.

Relaunched on the PeopleGrove mentoring platform, the program provides participants with guidance, resources and networking opportunities while fostering knowledge sharing across our membership.

A sincere thank you to our mentors for investing their time in developing the next generation of Australian game makers. Feedback on this program has again been excellent with all member participants, irrespective of whether you are a mentor or mentee, finding it incredibly valuable.

MEMBER WORKING GROUPS AND NETWORKS

IGEA has formed working groups across different disciplines from our member companies in order to foster connections and identify projects and/or programs of work which would be of benefit to the wider industry.

So far this year we are convening:

- HR Professionals Working Group
- Legal Professionals Network
- Education Working Group

If you are interested in being a part of any of these, or have an idea for one you'd like to see, please let us know!

EDUCATES

We provide research about the demographics of video game players, and the importance and impact of games in the ANZ market, along with in-depth, industry snapshots focusing on size, contribution, and consumer sales.

*Knowledge, data,
statistics and certainty.*

RESEARCH AND FACTS

AUSTRALIAN GAME DEVELOPMENT SURVEY INDUSTRY SNAPSHOT – FY25

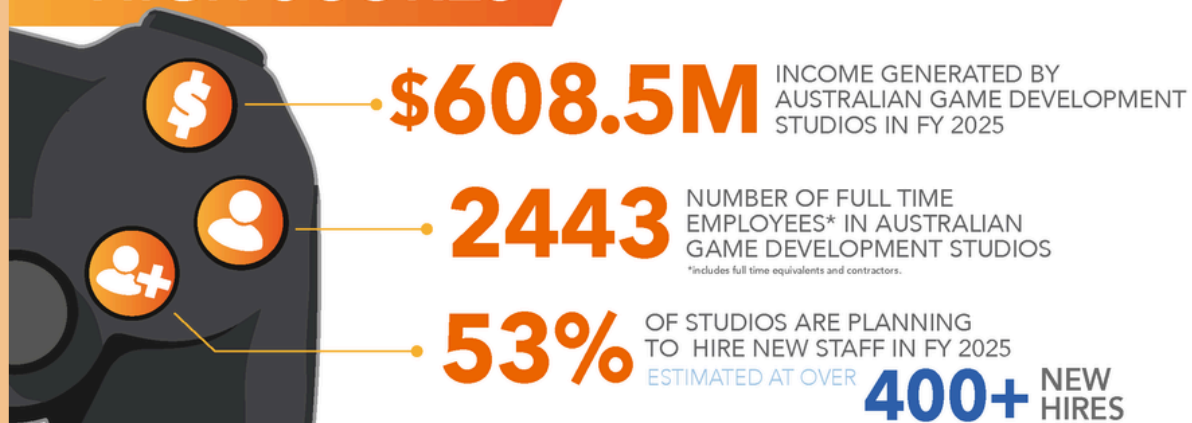
In March we released our findings for the Australian game development industry, which generated revenue of AU\$608.5 million in FY25. The results come from the tenth annual Australian Game Developer Survey (AGDS) Snapshot, alongside supplementary analysis from IGEA's own research and data provided by market intelligence firm Sensor Tower which captured additional revenue from a select panel of games studios.

The findings highlighted a maturing local industry, with Australian studios progressing into sustained production. 30% of video game studios have been active for 10 years or more, while a further 19% have been operating for 6-9 years, demonstrating growing longevity across the sector.

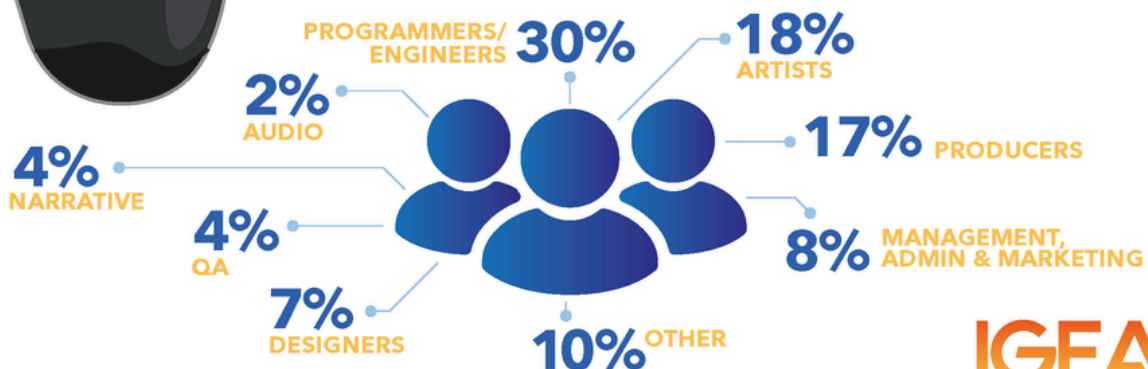
Australian Games Development

2 0 2 5 I N D U S T R Y S N A P S H O T

HIGH SCORES



SKILLED WORKERS



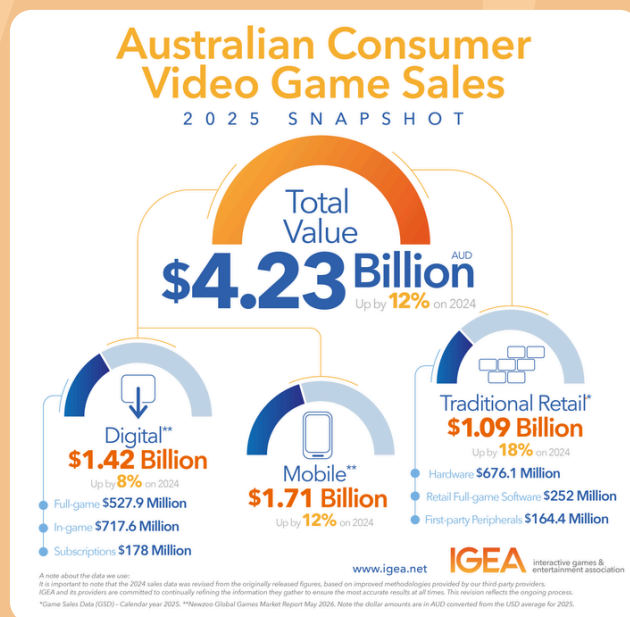
AUSTRALIA AND NEW ZEALAND CONSUMER DATA

In June IGEA released the 2025 consumer video game sales in Australia and NZ and are delighted to report that both countries have experienced growth over the previous year.

AUSTRALIA

2025 consumer sales results for video games show Australians spent more than AU\$4.2 billion across the category, a 12% increase over the previous year. Australians' passion for playing video games remains robust across all formats, with growth recorded in digital, mobile and traditional retail channels.

Once again, Australians are sticking with traditional retailers, with physical sales totalling just under \$1.1 billion. Hardware continues to perform strongly, recording a significant increase of 37% over the previous year.



NEW ZEALAND

2025 consumer sales results of video games in New Zealand demonstrate strong growth, reflecting the enduring popularity of playing video games among Kiwis. Total consumer spending reached NZ\$649million, an increase of 9% over the previous year.

Traditional retail sales remain an important channel and key contributor to the market with New Zealanders spending NZ\$134.7 million full game software, hardware and first party peripherals. Console hardware again recorded growth compared to 2024 and is a key driver within this category.



For more stats and the full reports, visit: [Australia](#) and [New Zealand](#).

RESOURCES

IGEA EDUCATES PODCAST

This January we kicked off season 2 of Game Wise: The IGEA Educates Podcast.

We kicked off with a conversation with Vic Bassey from VG Insights to reflect on the year that was 2025, using data to cut through the noise. Since then we have spoken with IGN, Massive Monster, Witchbeam, Foxie Games, and RSM, covering overnight successes to federal budget plans.

You can catch up on [all episodes here](#), or wherever you get your podcasts.



PLAYING FOR THE PLANET

Playing for the Planet's first piece of guidance for storytellers across the games industry, [Beyond the Endgame: How Climate & Nature Enhance Game Narrative](#), released earlier this year.

The guide helps video game storytellers integrate climate nature and the environment into their narratives.



SERIOUS GAMES IN PRACTICE: WEBINAR

Game development expertise is increasingly shaping how organisations train, simulate complex scenarios, and build professional skills.

[This webinar](#), organised with Stepico and drawing on their global game development experience, explored how gameplay logic, real-time environments, feedback systems, and interactive design can turn simulations into practical, measurable training tools.



CELEBRATES

We celebrate games and those that create them via recognition and award events plus proactive media outreach, amplifying news stories, and case studies.

*Honour, commend,
and heighten.*

NEW MEMBERS



Founded in 2022, Artwork Game Studio is an independent Australian private company owned and operated by two creative directors, specializing in the development of immersive virtual reality (VR) video games.



Blue Space Legal

Blue Space Legal is an award-winning legal services provider with specialist experience in media, entertainment, tech and gaming in Australia and across the Asia Pacific region.



JAMIN GAMES

Jamin Games is a small studio based on the Central Coast, NSW. They are founded and run in Australia, but have team members from all over the world.



Little Blue Dragons is the first studio of its kind. They bring together the physical and digital worlds through video game development, tabletop gaming, model making and 3D printing.



Makers Empire is a 3D design program that immerses kids in design thinking and STEM in a fun and engaging way through their app. With Makers Empire, you can create anything you can imagine.



Based in Australia, supporting Film and Game around the world. Myriad Studios specialises in LiDAR, Cyber Scanning, Texturing, Photogrammetry, and Drone Capture for VFX, Film, and Game applications.



Playful is a structured, flexible and affordable playtesting service designed specifically for indie studios. They match studios' game ideas and developments with engaged, experienced and targeted playtesters to deliver actionable insights.

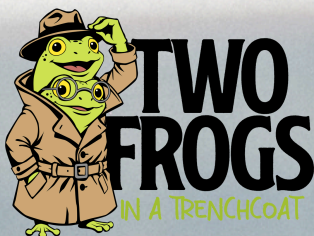


Techvisa are the go-to experts in immigration solutions tailored specifically for the tech and innovation sectors, helping companies access global talent and scale with confidence.

TRIFORCE
ACCOUNTING



Triforce Accounting & Advisory is a boutique accounting firm specialising in taxation & business advisory, including business planning, structuring & ongoing tax compliance. Triforce operate with SMEs with an appetite to learn & grow their existing business sustainably.



Meet Two Frogs in a Trenchcoat. They're the extra pair of hands you wish you had. They're the people behind the scenes making sure your game gets the attention it deserves. They work on getting your indie game to go further with more coverage, more wishlists and more players.



UltraPlayers is a Melbourne-based independent game publisher focused on distinctive PC and indie games. They work closely with developers on positioning, audience strategy, community building, and global publishing support, with a strength in bridging East and West markets.

GAME RELEASES

DON'T STOP GIRLY POP!

In January we saw the release of Don't Stop Girlypop! From Funny Fintan Studios. Polygon described it as: "an unapologetic explosion of feminine energy that reimagines the language of an entire genre. Why do so few shooters look and sound like this when it's all so damn fun?"



WINNIE'S HOLE

Twice Different hit early access this year for the mutation of a beloved childhood classic - Winnie's Hole. Join Winnie on a new adventure, from within! Play as a virus in his body and mind. Capture cells to mutate and build a deck of actions to unleash in combo-driven combat.



AETHER & IRON

Seismic Squirrel, Chaos Theory Games hit the RPG crowds with Aether and Iron in March. Aether & Iron brings to life an alternate timeline in which anti-gravitational aether technology has reshaped the city skyline and deepened social divides.



MOUSE: P.I. FOR HIRE

PlaySide Studios published this jazz fueled adventure MOUSE: P.I. For Hire, developed by Fumi Games.

MOUSE combines the charm of hand-drawn rubber hose animation inspired by the classic cartoons of the 1930's with the adrenaline and action of an explosive first person shooter.



REPTILIAN RISING

When genocidal Reptilians invade from out of time, only the greatest heroes in history can stop them! Join Gregarious games and Robot Circus in this strategy RPG Reptilian Rising.



THORNHOLD

Thornhold is a forest-defense autobattler where water is your most powerful weapon, and you choose where it flows. From Chaos Theory games, it's free and runs right in your browser!



BLUEY X CROSSY ROAD CASTLE

Bluey has come to Cross Road Castle on Apple Arcade!

Try the brand new tower and obstacle course at Bluey and Bingo's house- but be quick! This update is only available between 21st May PDT to July 21 PDT. .



GO-GO TOWN!

Look it's not technically out yet... But Go-Go Town! is leaving early access for a full release on both switch and PC on the 16th of July so we couldn't leave it out! Get ready to step into the role of a hands-on mayor and build your town from the ground up.



MEDIA COVERAGE

IGEA actively pitches and provides information to local and international media about the local games industry. So far this year we've had some great stories appear including:

January 2026	<u>Why the "Back to School" Screen Time Battle Might Be Overrated</u>
February, 2026	<u>Gaming, screens and safety. What parents really need to know</u>
January 2026	<u>Digital Games Tax Offset a lifeline for Australian game studios</u>
March, 2026	<u>Coming to a Land Down Under</u>
March, 2026	<u>Australia's video game industry shows revenue of AU\$608.5 million</u>
April, 2026	<u>This industry faced near total collapse in Australia. How did it come back from the brink?</u>
April, 2026	<u>The rise, fall, and resurgence of Australian game development</u>
April, 2026	<u>Canberra games keep breaching new horizons, and it's all thanks to independent studios</u>
May, 2026	<u>Video games were Cassandra's refuge. Then she began to lose her sight</u>
June, 2026	<u>GAMING: How Australia decides its Game of The Year</u>
June, 2026	<u>Australian spending on video games rose 12% in 2025 to \$4.2 billion</u>
June, 2026	<u>Canberra studio puts Australian gaming on the map with new title unveiled at Xbox Showcase</u>
June, 2026	<u>Four In Five Australians Play Video Games As Experts Urge School Holiday Safety Awareness</u>

LOOKING FORWARD

POLICY

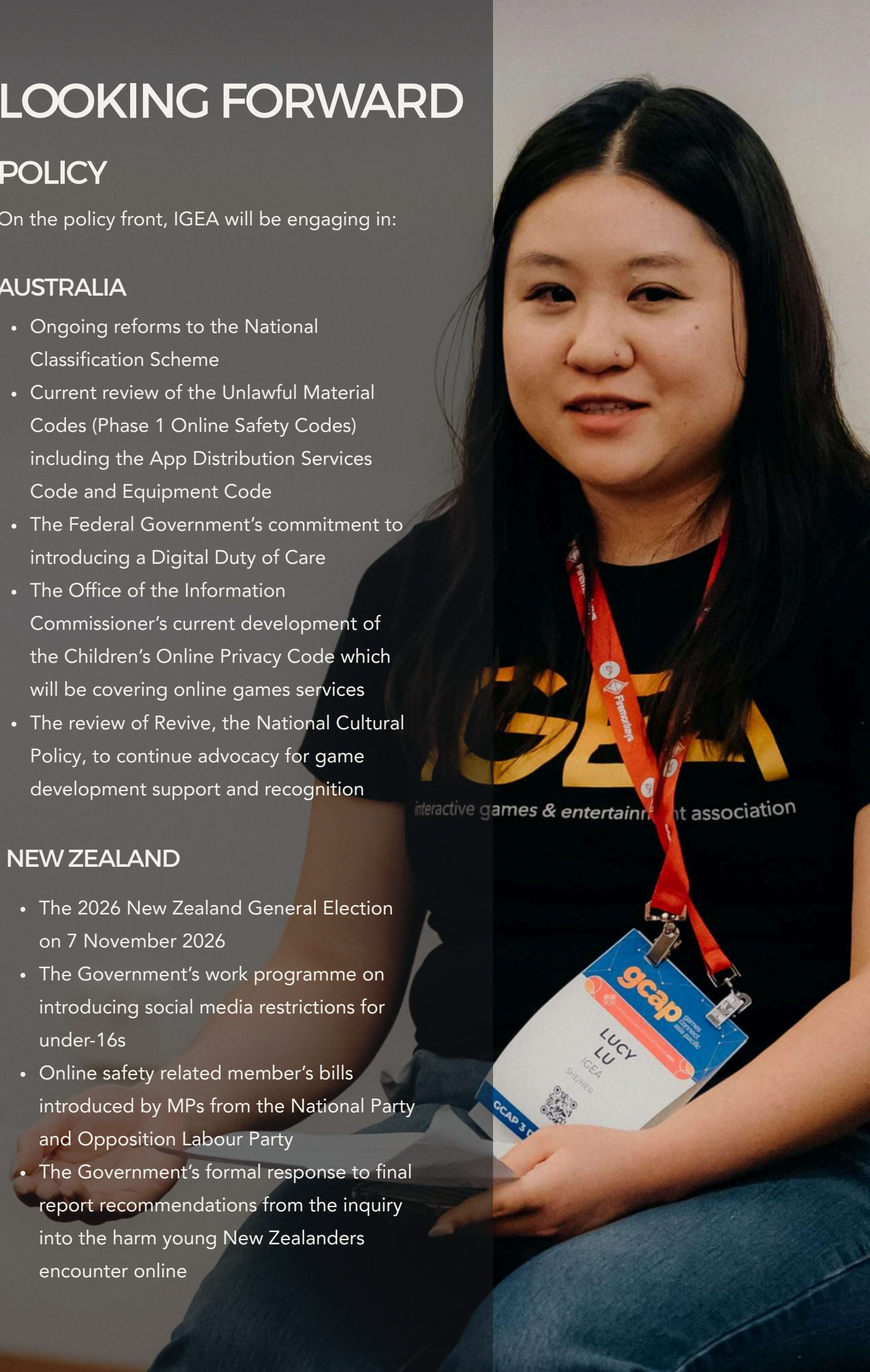
On the policy front, IGEA will be engaging in:

AUSTRALIA

- Ongoing reforms to the National Classification Scheme
- Current review of the Unlawful Material Codes (Phase 1 Online Safety Codes) including the App Distribution Services Code and Equipment Code
- The Federal Government's commitment to introducing a Digital Duty of Care
- The Office of the Information Commissioner's current development of the Children's Online Privacy Code which will be covering online games services
- The review of Revive, the National Cultural Policy, to continue advocacy for game development support and recognition

NEW ZEALAND

- The 2026 New Zealand General Election on 7 November 2026
- The Government's work programme on introducing social media restrictions for under-16s
- Online safety related member's bills introduced by MPs from the National Party and Opposition Labour Party
- The Government's formal response to final report recommendations from the inquiry into the harm young New Zealanders encounter online

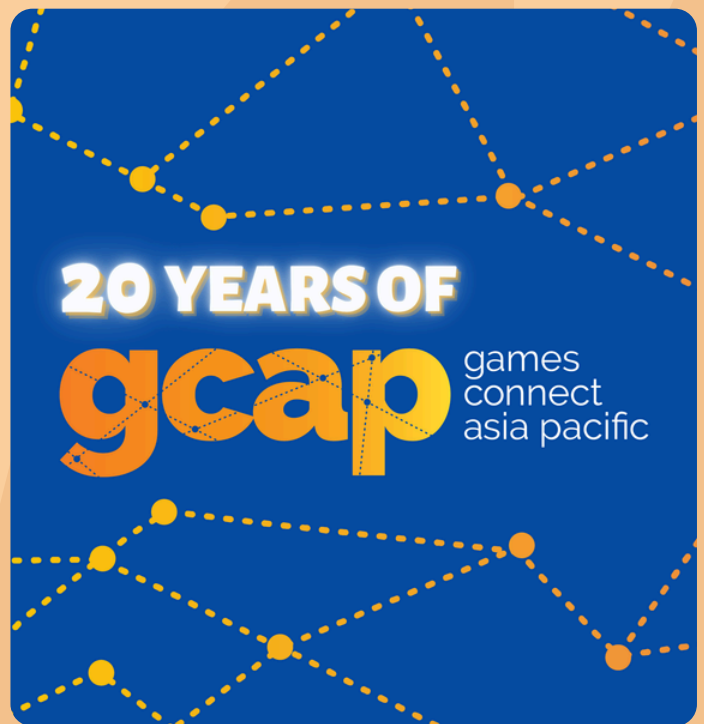


GAMES CONNECT ASIA PACIFIC

This year we celebrate GCAP's 20th Anniversary. Please join us 5-7 October 2026 for Australia's foremost professional development and networking event, built with mid to senior game developers in mind.

With greater focus on advanced-level talks, GCAP 2026's sessions will be designed not just to open discussion but to provide education and help the Australian video games industry and community develop and thrive.

Attendees can expect in-depth talks for development disciplines, engaging roundtables, and keynotes grounded in reality to enhance professional development.



AUSTRALIAN GAME DEVELOPER AWARDS



This year's AGDA's will take place on the afternoon of Wednesday, 7 October, as the closing ceremony of GCAP. The AGDAs remain Australia's premier celebration of local game development, recognising outstanding games, studios, and individuals whose work continues to gain national and international acclaim.

Past AGDAs winners include titles such as *The Drifter*, *CONSCRIPT*, *Stray Gods: The Roleplaying Musical*, *Gubbins*, *Cult of the Lamb*, *Unpacking*, *Moving Out*, *Wylde Flowers*, *Untitled Goose Game* and *The Oregon Trail*, showcasing the strength and diversity of Australian-made games on the global stage.

We're excited to see what the rest of this year will uncover!
See you in December!



IGEA

interactive games & entertainment association

**ADVOCATE
CONNECT
EDUCATE
CELEBRATE**