

Media Release

Steve Dimopoulos MP

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



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BACKING OUR GAMES SECTOR TO HIT A HIGH SCORE

The Andrews Labor Government is investing in Victorian-made games and backing the expansion of Asia-Pacific's largest games event, Melbourne International Games Week.

Minister for Creative Industries Steve Dimopoulos joined local game developers today at PAX Aus, a three-day videogame expo, to announce a games industry funding package of more than \$5.25 million.

A \$2 million boost will see the expansion of Melbourne International Games Week in 2023 and 2024, creating more events to attract interstate and international visitors, while showcasing Victoria's local games scene on the global stage.

Back in person for the first time in three years, the 2022 Melbourne International Games Week is expected to attract more than 85,000 participants by the time it closes on Sunday 9 October, with most events selling out.

With locally made games including the recent release *Cult of the Lamb* achieving worldwide success, a \$2.5 million investment from the Labor Government will establish more collaborative games industry workspaces and business development services in Melbourne's CBD.

This initiative will focus on building the commercial capability of new and established local games studios and businesses, while supporting the city's economy by attracting this growing workforce to the CBD.

Delivered through VicScreen, a new \$750,000 Government funding initiative *Originate Games* will offer funding of up to \$50,000 towards the development of new ideas, alongside tailored mentoring opportunities from industry experts.

Victoria is Australia's games leader home to more than half of the country's games studios, with 57 per cent of the nation's workforce based here. Worldwide the games industry is worth more than \$200 billion.

Applications for *Originate Games* will open in November 2022 via vicscreen.com.au. To find out more about Melbourne International Games Week visit vicscreen.vic.gov.au.

Quotes attributable to Minister for Creative Industries Steve Dimopoulos

"Digital games are serious business in Victoria and one of the world's fastest growing creative industries – this latest package continues our investment in the global success of our games sector and in local jobs."

"Only Labor can deliver for Victoria's games industry, from skilling up our workforce to supporting local studios and nurturing new ideas – we're backing the industry to support more businesses and deliver more jobs."