



THE SENATE

ENVIRONMENT AND COMMUNICATIONS REFERENCES COMMITTEE

Future of Australia's video game development industry

**PUBLIC HEARING
Friday 19 February 2016**

**Hotel Grand Chancellor
131 Lonsdale Street, Melbourne**

Time	Witness
9.00 am	Game Developers' Association of Australia (<i>Submission 55</i>) Mr Antony Reed, Chief Executive Officer
9.45 am	IGDA Melbourne (<i>Submission 66</i>) Ms Giselle Rosman, Chapter Leader Mr Ben Britten
10.30 am	Break
10.45 am	Dr Dan Golding (<i>Submission 31</i>)
11.30 am	Swinburne University of Technology (<i>Submission 100</i>) Dr James Verdon, Department Chair, Film and Animation, Faculty of Health Arts and Design Ms Laura Crawford, Lecturer - Games and Interactivity, Faculty of Health Arts and Design
12.15 pm	Panel Session: Black Delta Trading Pty Ltd (<i>Submission 106</i>) Mr Zach Griffin, Founder and Chief Executive Officer Mr Tigran Aganesov, Chief Operating Officer Mighty Games Group (<i>Submission 87</i>) Ms Lauren Clinnick, Marketing Director Tin Man Games Pty Ltd (<i>Submission 75</i>) Mr Neil Rennison, Creative Director Well Placed Cactus (<i>Submission 79</i>) Mr Paul Stapelberg, Chief Operating Officer
1.15 pm	Adjournment