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30/8/2020

Submission to the Inquiry on Australia's Creative and Cultural Industries and Institutions

This is an important inquiry on the value of Australia's creative sector and how they can be supported through these challenging times. The creative industry including music, film, video game and other literature are an incredible part of Australian society. The creative industries are great at enhancing community and social wellbeing. We can see them contributing to the community, including running Bushfire relief charity concerts just at the start of the year. They also contribute to Australian national identity, with creative works made in or set in Australia. It is great to see Australians, Australian stories and the Australian landscape displayed in creative works. The best way to support this is to sustain and support a native creative industry, who can tell our own stories.

Specifically, there should be more attention given to Australia's video game industry. Video games can be a great way to explore ideas and tell stories, including Australian stories. Apart from their entertainment purposes, they can also provide education or skills learning. For example, I learnt much of my historical knowledge and gained an interest in history and geography through playing the Age of Empires and Total War series. I am now completing my Bachelor of Arts (Honours) in Ancient World Studies. I am not aware of there being much government attention or support to this sector, so I believe there is room for improvement for supporting the burgeoning video game industry in Australia. I also remember missing a semester of school, which included my classmates learning about Shogunate Japan in history. I would bet that I can remember more about Shogunate Japan from having played Shogun 2: Total War (released 2011), than my classmates did from simply being in class (not to take away from class learning, I mention the anecdote just to demonstrate the real educative power and learning potential of videogames).

Thank you for considering my submission.

Benjamin Cronshaw.