

Hello, my name is Benjamin Lincoln director of a start-up games development company as soon as we can clear up a few lingering legal issues around the matter, which is why I feel uniquely positioned enough to warrant writing to the government. This document will contain an explanation of the difficulties that we as a young company face and how the government could assist us to overcome them or at least prevent them into the future.

Ever since I was six years old I have wanted to create video games, however as i grew older i realized that the videogames industry was quite unstable. As such i switched my focus towards enterprise programing, myself and several of my colleagues have come to realize though that the enterprise space is also quite unstable with its singular saving grace being that it constantly has more jobs. As such we have decided to return to what we originally wanted to do and that is make video games. However we have several major hurdles to overcome before that is possible.

The singular biggest issue we have facing us is actually that of Intellectual Property protection unfortunately we all have contracts with a to remain unnamed large enterprise which says that they own any Intellectual Property that we create during our employment with them regardless of whether it is created during business hours or not. While these clauses exist to stop individuals from stealing trade secrets or starting rival companies they limit our creative ability because while we are relatively certain that the company we work for would not, they could take away from us any product that we create. How could the government assist us with this problem if legislation existed which prevents companies from taking intellectual property from employees through the use of contracts in situations where the intellectual property in question does not form part of a directly competing product. Such legislation would continue to protect large enterprises from employees who have malicious intent while protecting those such as us whom are attempting to splinter off into a similar but not directly competing industry.

The easiest way currently to bypass this Intellectual Property issue is to simply exit the contracts that cause this large enterprise to own our Intellectual Property however while that is an option currently we lack the funds to support a development cycle of a long enough duration to actually get a product to market. The quick fix solution is more government grants for start-ups to assist in getting the product to market.

The last problem facing us as a company is actually at the other end of the development cycle, currently the market is saturated with games of dubious quality on the most readily available platforms such as PC and mobile. Were the government to provide a program where development kits for other platforms were more easily and cheaply obtained alongside grants to assist with the added costs caused by the longer development cycle that more programmatically complex

systems cause. It would allow companies such as mine to move out of a highly restrictive space due to the overwhelming mass of competition and work towards creating larger more profitable studios which produce good content.

Anyway thank you for taking the time to listen to my concerns.

Benjamin Lincoln