

Joint Select Committee on Gambling Reform

Inquiry into the prevention and treatment of problem gambling

Public hearing Wednesday, 2 May 2012 – Question on notice

Question from Gai Brodtmann MP (ALP, Canberra) Committee Deputy Chair:

You mentioned that there are two categories of new games: newly developed; and “cloned” games.

- *What are the basic tools and expertise used in the construction of the newly developed games?*

Manufacturers presumably contract or employ software developers.

- *Do manufacturers use as part of their software team coders skilled in game development, for example who might otherwise be designing action or other games*

What is the process generally used in coming up with a newly developed game?

- *Is it based solely on discussions in venues (if so why would this not be market research)?*
- *Or do software experts and/or psychological and behavioural experts pitch a new idea to the manufacturer? And on what basis is the green light given?*

There are many stages in developing a new game from Game Design, Graphic Design (Artwork), Software Development (Source Code) to Quality Assurance and Testing¹. Each of these stages requires various expertise and tools, being:

- Game Designer: Expertise – Mathematician; Tools - Excel, etc.
- Graphic Designer (illustrators, 2-D and 3-D graphic artists): Expertise – Skilled artist; Tools - Graphic design software packages, 3-D development tools, etc.
- Software Engineer: Expertise – Typically a degree in computer science or similar, Programming Language Skills; Tools - Software Development Suite (Source Code Editor, Compiler, Debugger, simulators etc.).
- QA Engineer: Expertise – Degree in computer science, electrical engineering or similar; Tools - Test Scripts, Compiler, Debugger, test jigs, game simulators etc.

Software developers are employed and skilled for the purpose of implementing EGM game software. However, it is conceivable that software engineers that are skilled in writing game code might sometimes happen to have written action games.

¹ Outlined during the public hearing with the Supply flow chart available at <http://gamingta.com/library.html>

New games are pitched by in-house Game Designers, who come up with ideas from various sources based on their experience in the development of EGM games and gaming machines.

Ideas for new games generally originate from a Game Designer through their personal preferences. These preferences can originate from personal research, such as playing games in venues, seeing something they like and then developing ideas based on their experiences. Alternatively, a Game Designer may come up with a brand new idea which they like and would like to play.

The Green Light to go ahead on a game is given by senior management, on accepting the Game Designer's pitch.

New games are not pitched by psychological or behavioural experts. GTA is aware of no software experts and/or psychological and behavioural experts ever pitching new ideas for EGM games to GTA members or being consulted in the development of new games.