



HOUSE OF REPRESENTATIVES

STANDING COMMITTEE ON COMMUNICATIONS, INFORMATION TECHNOLOGY AND THE ARTS

Parliament House
Canberra ACT 2600

TERMS OF REFERENCE

INQUIRY INTO THE FUTURE OPPORTUNITIES FOR AUSTRALIA'S FILM, ANIMATION, SPECIAL EFFECTS AND ELECTRONIC GAMES INDUSTRIES

The Committee should inquire into and report on:

- a) the current size and scale of Australia's film, animation, special effects and electronic games industries;
- b) the economic, social and cultural benefits of these industries;
- c) future opportunities for further growth of these industries, including through the application of advanced digital technologies, online interactivity and broadband;
- d) the current and likely future infrastructure needs of these industries, including access to bandwidth;
- e) the skills required to facilitate future growth in these industries and the capacity of the education and training system to meet these demands;
- f) the effectiveness of the existing linkages between these industries and the wider cultural and information technology sectors;
- g) how Australia's capabilities in these industries, including in education and training, can be best leveraged to maximise export and investment opportunities; and
- h) whether any changes should be made to existing government support programs to ensure they are aligned with the future opportunities and trends in these industries.

The Committee has extended the deadline for submissions to 30 June 2003. Potential contributors unable to meet this deadline should contact the secretariat.

Submissions, or questions concerning the inquiry, should be addressed to:

The Secretary
House of Representatives
Standing Committee on Communications, Information Technology and the Arts
Parliament House
Canberra ACT 2600

April 2003