



HOUSE OF REPRESENTATIVES

STANDING COMMITTEE ON COMMUNICATIONS, INFORMATION TECHNOLOGY AND THE ARTS

Parliament House
Canberra ACT 2600

Film, electronic games & special effects inquiry to conduct two days of hearings in Sydney

The House of Representatives Communications Committee's inquiry into film and electronic games will conduct hold public hearings in Sydney this **Thursday and Friday, 4 and 5 September**.

The **witnesses** who will appear before the Committee are:

Thursday, 4 September

- Animal Logic (Thursday, 11.30am)
- Film Industry Broadband Resources Enterprise (Thursday 12.15pm)
- Australian Film, Television and Radio School (Thursday, 2.00pm)
- New South Wales Film and Television Office (Thursday, 2.45pm)
- AusFilm (Thursday, 3.45pm)
- Australian Film Commission (Thursday, 4.30pm)

Friday, 5 September

- Yoram Gross EM-TV (Friday, 10.30am)
- Samson Productions (Friday, 11.15am)
- Australian Interactive Media Industry Association (Friday, 12 noon)
- Pacific Vision Pty Ltd (Friday, 2.00pm)
- Screen Producers Association of Australia, Screen Directors Association of Australia and Australian Writers' Guild (Friday, 2.45pm)
- Special Broadcasting Service (Friday, 3.45pm)
- Indigenous Screen Australia (Friday, 4.30pm)

TIMES: Thursday 4 September 2003, 11.30 am - 5.15 pm
Friday 5 September 2003, 10.30 am - 5.15 pm

VENUE: Commonwealth Parliamentary Offices
Conference Room A, Level 8, 70 Phillip Street, Sydney

COMMENT: Mr Christopher Pyne MP, Chair, via (08) 8363 0666

BACKGROUND: So far the inquiry has been told that there are enormous opportunities for Australia's creative industries if present policies are adapted to meet the challenges and opportunities currently emerging.

Committee Chair, Mr Christopher Pyne MP (Sturt, SA), said that the Committee wished to explore the issues that have emerged and develop clear, feasible policies that could be taken to government for action.

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“The potential in the creative industries is enormous, not only in terms of employment and revenue, but also, importantly, expressing Australian culture on the world stage,” Mr Pyne said, “but we have to ensure we have the most appropriate policies at all times.”

The Committee has been told that Australia must find more innovative ways to encourage investment, develop the right educational and skills programs, provide access to broadband, develop and protect Australian intellectual property, and market Australian products and talent abroad. The Committee has also been told that there is a need to develop scripts and television programs that are attractive to international audiences and content for the online environment.

FURTHER INQUIRY INFORMATION:

Information about the inquiry, including submissions, is available on the Committee’s website: www.aph.gov.au/house/committee/cita/index.htm or by phoning the Committee secretariat on (02) 6277 4601

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.