

Welcome to the draft Activity Plan for the New Zealand Game Developers Association in 2016.

We're sharing this to get your feedback, contributions and so you can make your own plans.

Save dates now! You can put major events like NZGDC (8-9 Sept in Auckland) in your diary, and we can confirm that the KiwiGameStarter indie startup competition will be back in 2016 (with prototypes due August).

Some activities have specific dates, some happen all throughout the year and some are still to be confirmed. While there aren't detailed descriptions of each activity, many are regular annual activities and you'll find info about on our website and past newsletters. Expect details to be confirmed via our newsletter and Facebook page during the year.

You'll see many activities listed that we 'support'. For these the NZGDA may promote, provide advice or even sponsor them but doesn't run them.

Many other individuals, meetup groups, studios and educational institutions around the country also do great work for New Zealand's game development community. We're sharing this plan so we can all spread word of opportunities and plan our their activities to complement each other.

Got ideas? Questions? Want to help?

Why doesn't anyone do *that* for game developers in New Zealand? Who can help me make *this* happen?

If you have suggestions for things, want support for your own activities or want to contribute to the growth of the local industry, drop us a line.

Email NZGDA chairperson Stephen Knightly at stephen@ingame.co.nz

NEW ZEALAND GAME DEVELOPERS ASSOCIATION 2016 ACTIVITIES



INDUSTRY PROFILE Promote game development as an innovative, creative, high potential sector to the public, media, business and government.

- Refresh NZGDA.com
- Industry Showreel
- Armageddon Showcase (Auckland & Wellington)
- Chromacon Showcase (April)
- NZ Game Dev Industry Survey (May)
- Publicise industry successes in media
- Digital NZ 2016 Report with IGEA
- Conference presentations. eg. Chromacon, Microsoft Ignite, SPADA

CAREER PATHWAYS Promote game development as a professional career choice and support educational and industry linkages.

- Create NZ Game Dev Job Board
- Support community gamedev and ICT workshops. eg. Arcade Auckland, OMGTech, GirlCode
- Support NZTA Game Design Challenge
- Support ICT-Connect for schools with IITP
- Reply to career advice requests
- Provide interviews for school career assignments
- Provide guest speakers for tertiary courses
- Advise tertiary courses on curriculum

COMMUNITY BUILDING Build networks for NZ developers to share local news, advice & inspiration.

- Run Auckland Game Developer Meetups
- Support Meetups nationwide (Auckland, Wellington, Christchurch, Dunedin)
- NZGDA newsletter
- NZGDA Facebook page
- Support #nzgamedev on social media
- Investigate Auckland Unity Meetup
- Investigate Auckland Academic and Serious Games Meetup

PROFESSIONAL DEVELOPMENT Build quality game development and games business skills in NZ.

- NZGDC (8-9 Sept 2016)
- Support AnimFX (November)
- GDC 2016 Scholarships & Travel Grants (March)
- Support Global Game Jam (29-31 Jan)
- Support various Game Jams
- KiwiJam (August)
- Support GCAP, PAX Australia, Unite (November)
- Investigate Mentoring Programme

ENTREPRENEURSHIP Promote business opportunities and networks to grow sustainable games businesses in NZ.

- KiwiGameStarter (August)
- The Arcade Auckland Co-working Space
- GDC Kiwi Cocktails and International Recruitment with NZTE and Immigration NZ (March)
- Auckland Studio Manager Meetups
- Auckland Innovation Week event (May 2016)
- Provide advice on NZTE, Callaghan R&D grants
- Support the Lightning Lab
- Lobby govt for Indie Fund or Games Accelerator
- Lobby govt to make games eligible for the NZ Screen Production Grant PDV Grant

ADVOCACY Advocate for the sector's needs to stakeholders, industry and government.

- NZ Game Dev Industry Survey (May)
- Educate NZTE, Callaghan Innovation, MBIE, ATEED, Grow Wellington, MCH, NZ Film Commission, NZ On Air and others
- Work with other industry groups IGEA, WeCreate, NZTech, IITP, NZ Software Association, Film Auckland, SPADA, WIFT and others
- Creative Industries Report 2015 with WeCreate
- ICT Economic Impact Report with NZICT
- Host Ministers and MPs from across the house
- Make submissions on relevant government work. eg. NZOA Children's Media Funding, Digital Convergence Review, Creative Sector Study, Content Classification Review.