

# NEW ZEALAND GAME DEVELOPERS ASSOCIATION 2016 ACTIVITIES PROGRESS



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

- ✓ Refresh NZGDA.com
- ✓ Armageddon Showcase (Auckland & Wellington)
- ✓ NZ Game Dev Industry Survey
- ✓ Publicise industry successes in media
- ✓ Digital NZ 2016 Report with IGEA
  - Industry Showreel
  - Chromacon Showcase
  - 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
- ✓ Reply to career advice requests
- ✓ Provide interviews for school career assignments
  - Support ICT-Connect for schools with IITP
  - 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)
- ✓ KiwiJam (August)
- ✓ Support GCAP, PAX Australia, Unite (November)
  - Support various Game Jams
  - 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 (unsuccessful)
  - 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
- ✓ Educate NZTE, Callaghan Innovation, MBIE, ATEED, Grow Wellington, MCH, NZ Film Commission, NZ On Air and others
- ✓ Work with IGEA, WeCreate, NZTech
- ✓ Work with industry groups IITP, NZ Software Association, Film Auckland, SPADA, WIFT
- ✓ 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.