

Minister for Police, Fire and Emergency Management
Minister for Business, Industry and Resources
Minister for Skills and Jobs
Minister for Innovation, Science and the Digital Economy

Level 5, 4 Salamanca Place, Parliament Square Building, Hobart TAS 7000
GPO Box 123, Hobart TAS 7001 Australia
Phone: +61 3 6165 7770 | Email: Minister.Ellis@dpac.tas.gov.au



Mr Rob Fairs MP
Liberal member for Bass
c/- email: haprocedure@parliament.tas.gov.au

Dear Mr Fairs

Thank you for your constituent question asked on 26 May 2026 in Parliament regarding Tony's daughter who is considering a career in video gaming in Tasmania.

The digital games sector plays an important role within Tasmania's broader creative industries. Video game development offers a diverse range of career pathways, including programming, animation, writing, sound design, music and marketing. While the sector in Tasmania is relatively small, it is growing steadily and is supported by a strong and collaborative creative community.

The Tasmanian Government is committed to supporting skills development across the pipeline. School-aged learners can access programs through organisations such as GreenSTEM Education and Bitlink, while the University of Tasmania offers Games and Creative Technologies within its ICT degree to help students develop industry-relevant skills.

Community-led organisations, including Tasmanian Game Makers, also provide valuable opportunities for emerging and established developers to connect, collaborate and grow their capability through networking and shared practice.

Through Screen Tasmania, the Government provides targeted support to both individuals and projects in the games sector. This includes funding for professional development opportunities, such as attending conferences and workshops, as well as project funding to support the creation of new games and encourage the employment of Tasmanian practitioners.

Our Games Development program includes grants of up to \$20,000 for concept development and up to \$50,000 for production and release, alongside broader production support for larger projects. In April 2026, \$190,000 was committed to a number of Tasmanian projects, helping to strengthen local capability and create employment opportunities in this emerging field.

We are also promoting the sector through initiatives such as the Level Up Tasmania Video Games Showcase, which provides local developers with an opportunity to exhibit their work, engage with audiences and connect with industry professionals. The showcase also includes talks and panels that support skills development and knowledge sharing.

Together, these initiatives are helping to foster a vibrant and sustainable digital games ecosystem in Tasmania. They are designed to ensure that young Tasmanians, like Tony's daughter, can access the education, skills development and career pathways needed to succeed in this dynamic and creative industry.

Thank you for raising these matters in Parliament, I trust this information is helpful.

Yours faithfully

A handwritten signature in blue ink, appearing to read 'Felix Ellis'.

Felix Ellis MP

Minister for Innovation, Science and the Digital Economy

8/7/2026