



South Australian Film Corporation



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DRIVING INNOVATION AND INVESTMENT IN SOUTH AUSTRALIA’S GAMES SECTOR

Building on its support for one of the fastest-growing industries in the world, the South Australian Film Corporation has launched the second round of South Australia’s Games Innovation Fund, designed to boost the progress of outstanding, original and creative digital games for production in South Australia.

Minister for Innovation and Skills David Pisoni said the call for applications is a timely reminder of how important the development of this sector is for South Australia.

“We are pleased to continue to invest in South Australia’s thriving local games sector, particularly in these challenging times. With the World Health Organisation [this week recommending](#) the population use active video games to keep mentally and physically active while isolating, there is no better time to support South Australia’s games creatives through this initiative, which will provide valuable support for South Australian businesses to develop Intellectual Property, and further position the state as a games production destination.”

SAFC has engaged as consultant experienced games developer **Vee Pendergrast**, who will host an online information session for applicants on Thursday 9 April (see details below), and consult with all South Australian games developers considering applying to provide a one-on-one mentoring opportunity on how to pitch their game.

South Australian Film Corporation CEO Kate Croser said “In the second round of the Games Innovation Fund we have elevated the opportunities for South Australian game developers by providing additional skills building through individual mentoring with Vee Pendergrast. Her extraordinary experience across the sector will support all of the teams making applications, not just the successful ones.”

The second round of the Games Innovation Fund follows the announcement in November of the first six games developers to benefit from this targeted industry opportunity.

Launched in August 2019, the Fund aims to support the progress of outstanding, original and creative digital games for production in South Australia and intended for public release. Open to all stages of development, the Fund can assist games developers to achieve goals including the creation and retention of original South Australian Intellectual Property, access to new markets and the generation of revenue. The Games Innovation Fund is administered by the South Australian Film Corporation (SAFC).

**SAFC Games Innovation Fund Information Session with Vee Pendergrast
Thursday 9 April, 2020, 6.00pm to 7.00pm ACDT**

Online via Zoom.

Registration essential via Eventbrite: <http://bit.ly/SAFCGIFInfoSession>

About Vee Pendergrast

Vee Pendergrast has over 20 years experience working in technology, and eight as a managing director of an indie studio in Perth, Western Australia. She has worked on several original titles and a large amount of contract works. In 2019, Vee worked with ScreenWest to launch their fund for games and interactive works, which became a first for the state. Vee regularly writes for video game industry sites, has been involved in advocacy for the game sector for nearly 10 years and is a member of MCV Pacific & InGames' Women in Games & Gender Equality lists of influential people for 2017, 2018 and 2019. She holds positions on the advisory boards of the West Australian IT&T Alliance and medical simulation, VR & health promotion games outreach charity, Wise Realities.

For more information about the Games Innovation Fund, and to apply online, go to safilm.com.au/games

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