

Screen Australia launches the First Nations Game Studio fund

Monday 8 May 2023: Screen Australia is pleased to announce the First Nations Game Studio fund has launched today, to support games studios led by First Nations game developers. Applications are now open for established game studios that are invested in creating a culturally safe space for First Nations people to grow their skills in game development.

Up to two First Nations game studios will be selected to receive up to \$150,000 per year for two years to strengthen their businesses. Studios must be currently operating and primarily under the leadership and creative control of First Nations people.

Minister for the Arts, **Tony Burke** said, “First Nations communities have been telling stories - through music, dance and song - since the first sunrise. It’s critical we continue to support those stories being told. Australia’s videogame developers are significant storytellers, and this fund will ensure First Nations stories are told in one of the world’s fastest-growing industries.”

Screen Australia’s Head of First Nations **Angela Bates** said, “The First Nations Game Studio fund is the first of its kind on a national scale and we are proud to further our commitment to supporting First Nations creatives in telling authentic stories across so many platforms for the screen. It is a fantastic opportunity for First Nations game studios to build their businesses and create games that will cut through and establish a place within this billion-dollar global industry.”

Screen Australia’s Head of Online **Lee Naimo** said, “This fund aims to respond to the significant opportunity that is presented by First Nations game makers already engaged in building sustainable studios in Australia and will enable these teams to grow and solidify their businesses while maintaining their creative output. We are thrilled to be launching this new fund, which represents a strong area of priority for Screen Australia’s games funding.”

Screen Australia has introduced the First Nations Game Studio fund in addition to the existing Games: Expansion Pack fund which has provided over \$5.5 million in funding for 41 games since [its inception in March 2022](#).

Applications for the First Nations Game Studio fund are now open and will close at 5pm AEST Thursday 1 June 2023.

The First Nations Game Studio fund will be managed by Screen Australia’s Games Department in conjunction with the First Nations Department. If First Nations creatives would prefer to speak to one of Screen Australia’s First Nations team members regarding their application, please email firstnations@screenaustralia.gov.au.

To view the guidelines and apply, click [here](#).

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