



South Australian Film Corporation



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PUZZLES, MYSTERIES IN TIME & SPACE, MEDICAL DIAGNOSTICS & SAFE PARTYING GAMES INNOVATION FUND SECOND ROUND RECIPIENTS ANNOUNCED

Five distinctive projects by South Australian game developers have been awarded in the second round of the State Government’s \$300,000 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 Fund, which is administered by the South Australian Film Corporation, is targeted to enable South Australian game makers to develop and retain South Australian original IP in what is one of the fastest-growing industries in the world, estimated to be worth almost \$200 billion globally.

“These five projects not only represent the breadth of creativity amongst South Australia’s game makers, they also demonstrate the potential for games to be used in serious applications across various industries such as the healthcare and education sectors.”

“South Australia recently announced Australia’s first 10% Rebate for Games, and together with the Games Innovation Fund, the State Government recognises the thriving games sector as a growing industry, and we are pleased to support its growth,” Minister Pisoni said.

The Games Innovation Fund round two recipients are:

- **Jason Di Benedetto and Michael Fischetti, Blue Moon Games**
Burden - A character-led horror adventure in which players must uncover the dark secrets of a mysterious island and lighthouse.
- **Fiona Percival, YoPunky Pty Ltd**
Mindless Senseless Game - A fun and quirky runner game aimed at teenage girls that teaches tips about safe partying.
- **Quincy Geary, Monomyth Games**
Pre-Crime - Use AI to see into the future to predict, investigate and prevent crimes before they happen in this fun mystery-solving game.
- **Split Symmetry**
Tech Hunter - A treasure hunting and exploration game set on a remote planet, in which players must complete puzzles to escape.
- **Kosta Canatselis, Mutiny Games**
The Woolpack Inn - A detective mystery adventure game set in an alternate 1800s Australia that doubles as a medical tool, assisting healthcare providers to assess dementia in patients.

South Australian Film Corporation CEO Kate Croser said the sector was responding well to the elevated opportunities being presented by the SAFC.

“Along with our ground-breaking new [Games Rebate announced last month](#), the Games Innovation Fund is another way the SAFC can support South Australia’s thriving Games sector, and continue in our commitment to support and develop South Australian screen content IP.

“As well as the Fund itself, the SAFC supports screen creatives by providing skills development to local games developers, with 20 teams taking advantage of free professional mentoring by experienced developer and SAFC Games Consultant Vee Pendergrast as part of their application process, and all applicants offered a free two-day workshop on games marketing.

"I congratulate the successful developers, who not only impressed with their projects but also demonstrated an understanding of the global market and the unique offering to their target audience."

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, which supports the progress of outstanding, original and creative digital games for production in South Australia and intended for public release.

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

Download images relevant to this release from: <https://bit.ly/SAFCGIFRound2>

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