

# Games Industry Work

This Fact Sheet for the International Access Pass program 2018 provides a set of work categories that reflect JTISI's understanding of the types of jobs where games are used to solve a problem or create new products and services. It is not an exhaustive list.

Games can be related to any platform (including Virtual, Augmented and Mixed Reality). You can be working on producing a new game or applying games into other fields of work.

<b>Category 1 – Education and Training – training games experts or building knowledge with games</b>	
1.1 Tertiary education. University or VET focussed on training games industry experts	Example – teachers and lecturers building / delivering training for games qualifications and/or majors (design or programming)
1.2 Tertiary education (eg VET). Focused on delivering <b>accredited</b> training using games	Example – development of <b>accredited</b> workplace training that uses games tech, design or programming to create immersive experiences, simulations, etc but focused on a learning outcome that may not be games related
1.3 Adult, community and other education focused on delivering training using games	Example – development of <b>non-accredited</b> workplace training that uses games tech, design or programming etc to create immersive experiences or simulations focused on a learning outcome that may not be games related
1.4 Other application of games to learning	

<b>Category 2 – Creating games</b>	
2.1 Building games	Examples – Programming, systems, gameplay
2.2 Game Design	Examples – mechanic and level design, narrative design
2.3 Games Art	Examples – Concept, modelling, animation, user interface design, user experience design
2.4 Games Inputs	Examples – music, sound effects design, tool design, quality assurance
2.5 Other games development	

<b>Category 3 – Producing, distributing, commercialising games</b>	
3.1 Production	Examples – indie producer (own game) or producer for others
3.2 Marketing, promotion and customer engagement	Examples – work that specialises in marketing and PR for games, market analytics, community management
3.3 Market testing and validation	Examples – work focused on validating a game, business model, monetisation strategy for a game product
3.4 Publisher	Examples – sales or revenue capture services
3.5 Other	

# GAMES INDUSTRY



# FACT SHEET

<b>Category 4 – Application of game design, skills and tech in other sectors (such as mining, oil and gas, defence, maritime, medical, social services, banking, agribusiness)</b>	
4.1 Testing, training or analysis of high risk or high cost activities	Examples – simulation training on emergency response situations
4.2 Supporting automation, remote operations	Examples – developing supporting immersive experience, including VR or AR, relating to activity taking place elsewhere
4.3 Visualisation and reporting	Examples – highly interactive data management and decision making tools
4.4 Use of games in marketing strategy	Examples – gamification of customer experience
4.5 Use of games to support workforce strategy	Examples – recruitment, onboarding
4.6 Other application of games in adjacent sectors	

<b>Category 5 – eSport</b>	
5.1 Events	Examples – managing/delivering eSport events (physical or online audience)
5.2 eSport industry development	Examples – eSport coaching, team management.
5.3 Other eSport (that are not listed in the exclusions below)	

<b>Category 6 – games industry expert</b>	
6.1 Reviewer /testers	Examples – expert reviewer or tester sought out for insights on games or related products
6.2 Leading expert	Examples – academic, researcher or public figure advancing WA standing in games (we expect this person would be published)
6.3 Other games industry expert	

<b>Exclusions – work that does not meet the eligibility test for the International Access Pass</b>	
E.1 – competitor or gamer	Examples – individuals competing on behalf of an eSports team, club, a business or themselves. Recreational gamer
E.2 Retail – games and equipment	Examples – work that involves sales and advice for consumers of games and associated equipment through bricks and mortar or online stores
E.3 Gaming / gambling	Examples – work that involves games, services and electronic platforms that facilitate wagering
E.4 Enthusiast / hobby focused activities	Examples – work undertaken without the intention to achieve viable business or commercial result

# GAMES INDUSTRY

