

Canberra Region Tourism Advisory Forum
August 2023

John De Margheriti, CEO





**Game Art
& Animation**



**3D Animation
& Visual Effects**



Filmmaking



**Game Design
& Production**



**Game
Programming**

**Short Courses
Evenings & Weekends**

Beginner Courses

Certificate II

Certificate III

**Full-time courses
1 – 3 years**

Diploma

Advanced Diploma

Bachelor Degree

**Post-grad courses / support
programs**

Graduate Diploma

AIE Incubator Program



**GAME
PLUS**



SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX

**GAME
PLUS**



Beyond Games & VFX

Military / Defence



Software Development



Aerospace / Transportation



Architecture / Real Estate Development



Education / Health



Training Simulation



AIE Timeline

2003 – 2011 AIE campuses established in Melbourne, Sydney, Adelaide, Seattle and Lafayette and spearheads Australia's game industry development.



1996 - AIE established as a non-for-profit specialist educator with world's first specialist game qualification



2020 – AIE takes over MAPS Film School and creates world's first film and virtual production qualification.



2022 – Higher Education Provider *AIE Institute* launched offering a Bachelor of Game Development



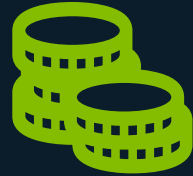
2026 – New AIE Watson Campus Work Integrated Learning for Film and Games



Australian Game Industry



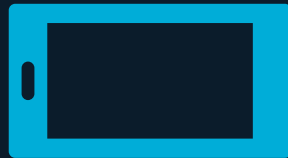
Government
Incentives



Worth \$4.21
Billion



1 in 4 Game
Developers Are
Female



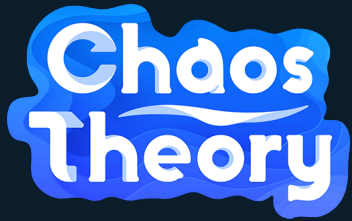
50% Mobile
Games



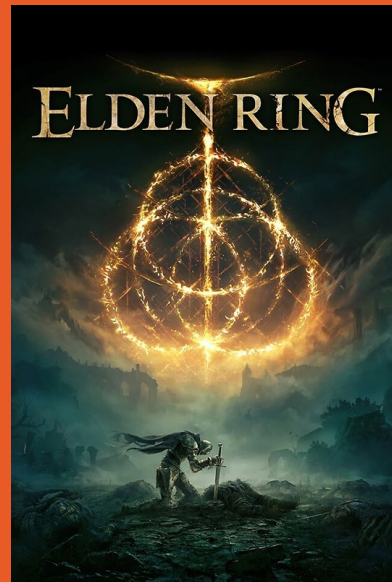
Artwork
"Golf Story" by Sidebar Games

Australian Game Studios

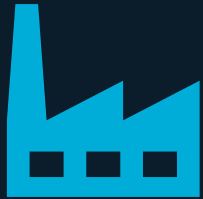
AIE Graduates work at



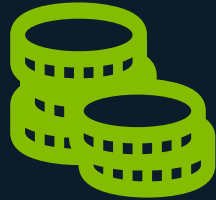
Games AIE Graduates Have Worked On



Australian Film Industry



360+ Film,
Animation
and VFX
Studios



Worth \$4
Billion



Government
Incentives



Employees
40,000+
People



Australian VFX Studios

AIE Graduates Work At



ANIMALLOGIC



INDUSTRIAL
LIGHT & MAGIC

wētāFX

technicolor



fin

M P C

FILM



RISING SUN
PICTURES

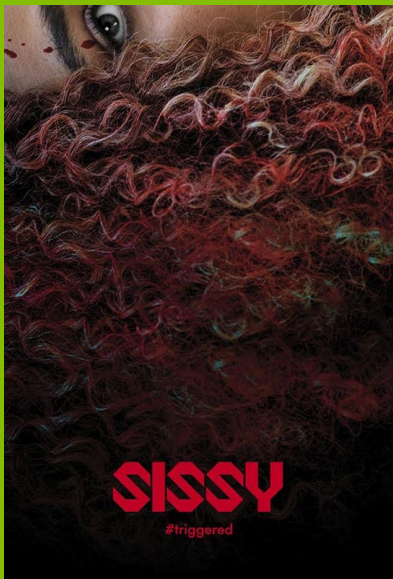
METHODSTUDIOS

Eye Candy
TASTY ANIMATION

Luma

P L A S T I C
W Z X

Films AIE Graduates Have Worked On





The co-working space for Game Developers

AIE established Game Plus to support our graduates and small independent studios.

Members of Game Plus form a national network of game developers and specialist technology start-ups.

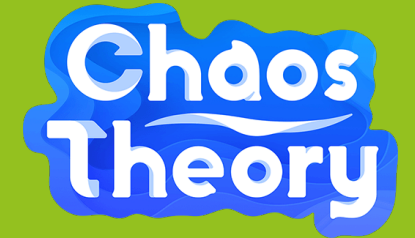
- Established Industry connections
- Exclusive partnerships and events
- Custom built to enhance collaboration and innovation



GAME PLUS



Community at Game Plus





The hub for Canberra Film Production

AIE established Film Plus as a collaborative workspace for filmmakers and related specialists to supporting the Canberra film production industry.

- Share resources, facilities, knowledge and opportunities.
- Focal point for government and industry.
- Access expertise in production, VFX and post-production.
- Precursor to the new AIE Watson Campus



GAME PLUS



Community at Film Plus



FUTURE AIE WATSON CAMPUS

3.2 MASTERPLAN

Scale: 1:2000 @ A3



- LEGEND**
- EXISTING TREES
 - TREES (LANDSCAPE DESIGN TO BE CONFIRMED BY LANDSCAPE ARCHITECT)
 - BUILDING (DASHED FOR BUILDING OVER)
 - LANDSCAPE (LANDSCAPE DESIGN TO BE CONFIRMED BY LANDSCAPE ARCHITECT)
 - INTERNAL ROADWAYS & ON GRADE PARKING (ROAD DESIGN TO BE CONFIRMED BY CIVIL/TRAFFIC ENGINEER)

DEVELOPMENT SUMMARY

BLOCK A GFA:	18,728m ²
STUDENT ACCOMMODATION PORTION:	3,258m ²
BLOCK B GFA:	27,888m ²
STUDENT ACCOMMODATION PORTION:	11,953m ²
TOTAL GFA BLOCK A + B:	46,616m²
STUDENT ACCOMMODATION PORTION:	15,211m²

- STUDENT ACCOMMODATION 1**
- 4 STOREYS (20 BEDS)
 AUXILIARY USE: 1,735m² (GFA)
 STUDENT ACCOM: 3,258m² (GFA)
- FOOTPRINT: 1,735m²
 TOTAL GFA: 1,735m²
- BUILDING A / EDUCATION & INDUSTRY**
- 4 STOREY + THEATRE (2 STOREYS OVER)
 FOOTPRINT: 1,882m²
 TOTAL GFA: 1,882m²
- STUDENT PRODUCTION HALL A / EDUCATION & INDUSTRY**
- 1 STOREY (15m FIGH)
 FOOTPRINT: 101m² + 271m²
 TOTAL GFA: 101m² + 271m²
- PRODUCTION HALL FACILITIES A / EDUCATION & INDUSTRY**
- 4 STOREY
 BLOCK A PORTION: 1,882m² (GFA) + 388m²
 BLOCK B PORTION: 738m² (GFA) + 388m²
- FOOTPRINT: 808m² + 188m²
 TOTAL GFA: 2,818m² + 776m²
- WATER STUDIO / EDUCATION & INDUSTRY**
- 1 STOREY (6m FIGH)
 FOOTPRINT: 308m²
- STUDENT PRODUCTION HALL B / EDUCATION & INDUSTRY**
- 1 STOREY (15m FIGH)
 BLOCK A PORTION: 75m² (GFA) + 85m²
 BLOCK B PORTION: 2,528m² (GFA) + 103m²
- FOOTPRINT: 2,588m² - 202m²
 TOTAL GFA: 2,588m² - 202m²
- PRODUCTION HALL WORKSHOP / EDUCATION & INDUSTRY**
- 1 STOREY (6 & 15m FIGH)
 FOOTPRINT: 158m² - 201m²
 TOTAL GFA: 158m² - 201m²
- PRODUCTION HALL FACILITIES B / EDUCATION & INDUSTRY**
- 2 STOREY (8/11m 15m FIGH VOLUME)
 TOTAL GFA: 840m² + 418m²
- BUILDING B / EDUCATION & INDUSTRY**
- 4 STOREY
 FOOTPRINT: 1,070m² + 788m²
 TOTAL GFA: 4,130m² + 920m²
- BUILDING C / EDUCATION & INDUSTRY**
- 2 & 4 STOREY
 FOOTPRINT: 1,882m²
 TOTAL GFA: 8,808m²
- STUDENT ACCOMMODATION 3**
- 4 STOREY (215 BEDS)
 FOOTPRINT: 1,882m² - 388m²
 TOTAL GFA: 8,102m² - 874m²
- STUDENT ACCOMMODATION 2**
- 4 STOREY (100 BEDS)
 FOOTPRINT: 1,251m²
 TOTAL GFA: 4,882m²
- GREEN SPACE PROPOSED**
- FOOTPRINT: 22,167m²

STAGE 1 : 2024-2026

- Student Production Hall
- Student Production Workshop
- Education & Industry Building

The Gross Floor Area (GFA) and resulting footprint of individual buildings may change, however, they will remain within the minimum and maximum thresholds set out in the Precinct Deed. For the avoidance of doubt, the minimum GFA set out in the Precinct Deed takes precedence in the event of any inconsistencies or ambiguity. The start and completion of developments may also vary, however, must remain within the parameters set out in the Precinct Deed.



Expanded Film Facilities will include:

- 1,200 SQM Soundstage with Virtual Production Studio.
- 900 SQM Construction Workshop
 - Greenrooms,
 - Wardrobe Dept.
 - Makeup Dept.
- 6,000 SQM Education & Industry Main Building
 - Grading Suites,
 - Foley Suite, Sound Mixing Suites, Screening Theatre , Production Offices, VFX Dept.



GAME
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SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX





SISSY

WATCH IT NOW

SISSY 2021 - \$3,700,000 Yearly Spend

50+ Canberra crew

50+ Interstate & ACT Region crew

2025 – est. \$15,000,000 Yearly Spend

150+ Canberra crew est.

150+ Interstate & ACT Region crew

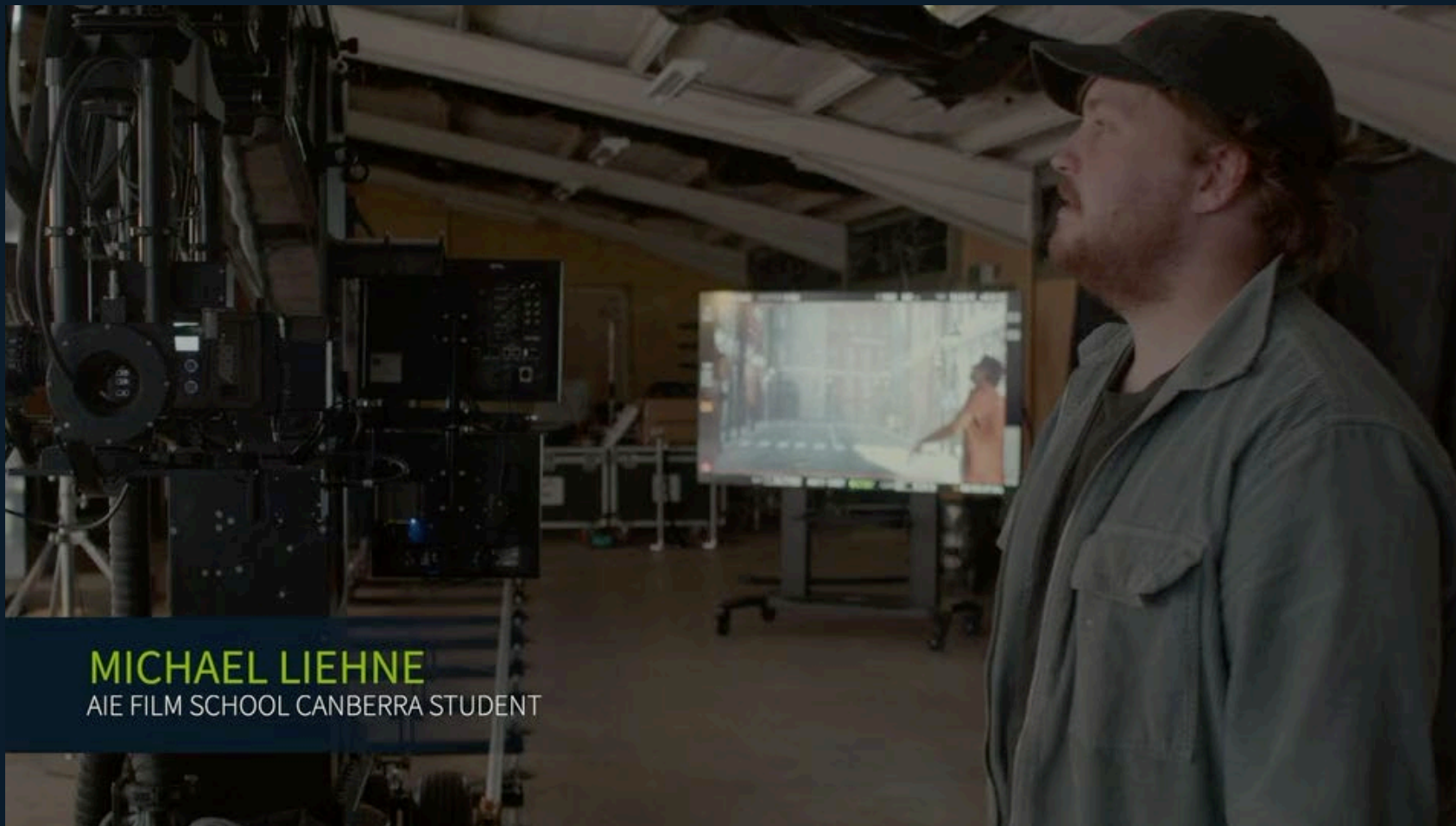
2030 – est. \$25,000,000 Yearly Spend

250+ Canberra crew est.

350+ Interstate & ACT Region crew



GAME
PLUS



MICHAEL LIEHNE
AIE FILM SCHOOL CANBERRA STUDENT

Thank You