



Western Australian Screen Industry Strategy: 2024-2034

Vision

Western Australia has a world-renowned screen industry showcasing exceptional creative content and stories to the world. Government and industry align to create new highly skilled jobs, attract investment and activity to grow and diversify our economy, and enrich our cultures and our people.

Goals

- 1 Increase the annual measured economic contribution of screen industry Qualified Western Australian Expenditure (QWAE) across all formats and platforms.
- 2 Increase Western Australian stories, talent and content on screens, by:
 - (a) increasing the hours of Western Australian screen content created annually
 - (b) growing the number of full-time WA games development employees to better reflect our proportion of the national population by 2034
 - (c) increasing the volume of content led by First Nations creatives and other creatives from diverse communities.
- 3 Increase the level of screen industry QWAE directly resulting from: production attraction incentives; post, digital and visual effects (PDV) incentives; and a new Screen Production Facility by 2034.

Strategic Pillars

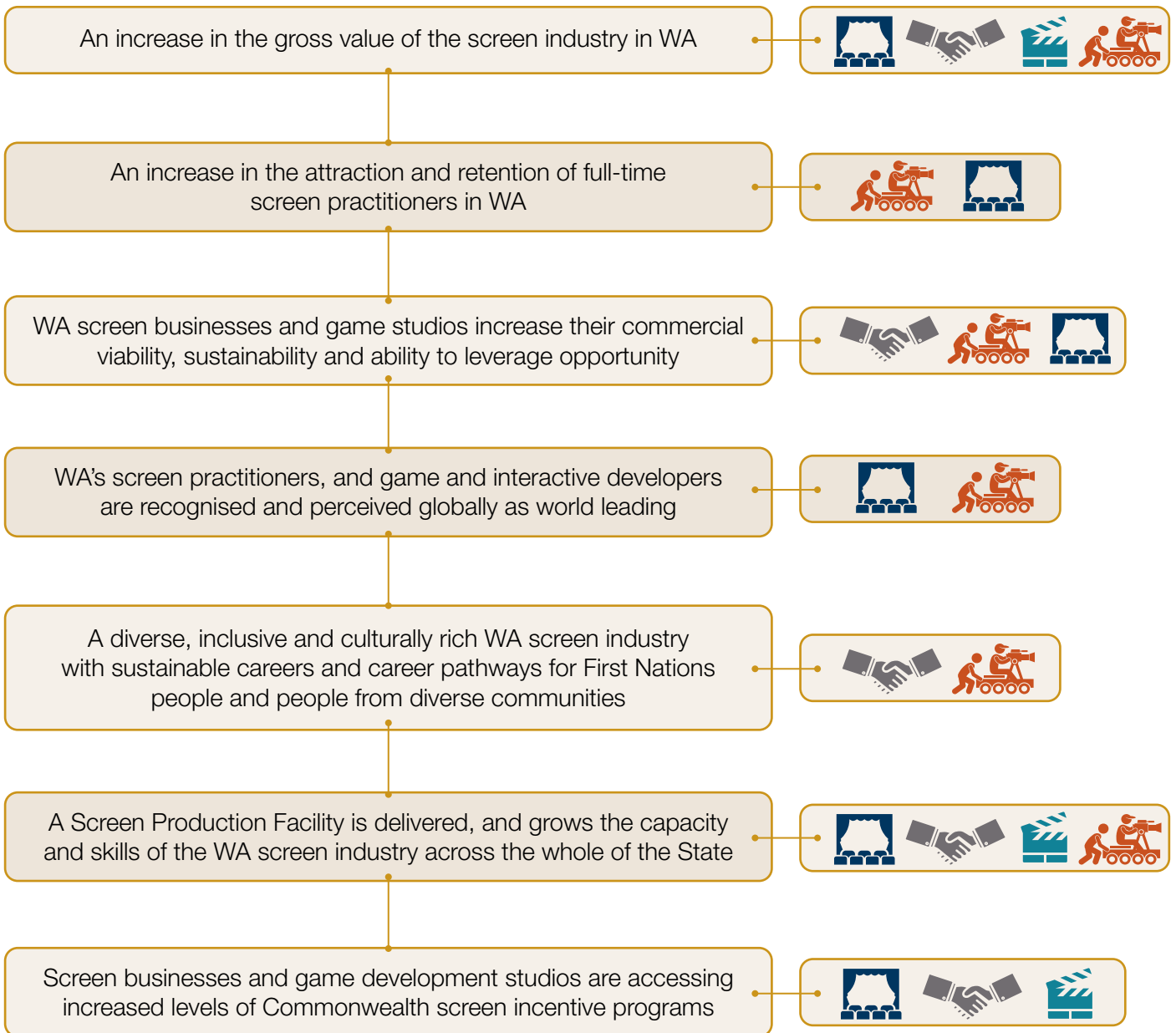


Initiatives

Short term



Outcomes



Legend

	Enabling — Screen friendly WA		Production — Growing opportunities
	Infrastructure — Spaces to scale up		Workforce — Building capacity and capability