



Tabled, by leave, Mr Graham
S. Ward
Clerk of the Parliaments
18 / 03 / 2025

SCREEN AND DIGITAL GAMES INDUSTRIES BILL 2025

STATEMENT OF PUBLIC INTEREST

Need: Why is the policy needed based on factual evidence and stakeholder input?

The aim of the Bill is to modernise film and television legislation, including to cover the digital games industry and to promote the cooperation of Government agencies to support both the screen and digital games industries. The Bill proposes the introduction of a new *Screen and Digital Games Industries Act 2025*, a new *Screen and Digital Games Industries (Advisory Committee) Regulation 2025* and amendments to the *Local Government Act 1993*.

The Bill reflects the Government's commitment to reducing red tape and providing the highest possible level of government cooperation with filmmakers to encourage and strengthen screen and digital games production in NSW. This will attract investors and lead to job creation and economic growth and will also assist in maintaining NSW's position as the premier destination for screen production in Australia.

Objectives: What is the policy's objective couched in terms of the public interest?

The current legislation governing the screen industry is outdated and there is no legislation governing digital games. This Bill focuses on ensuring the legislation is contemporary and fit for purpose. It will modernise the legislation, reduce red tape faced by the sector and maximise opportunities for screen and digital games production in NSW by ensuring the highest level of cooperation between government with the industry, while maintaining appropriate frameworks for decision-making.

Options: What alternative policies and mechanisms were considered in advance of the bill?

The *NSW Screen and Digital Games Strategy 2025-2027* commits to reviewing and amending the *Film and Television Industry Act 1988* and the *Film and Television Industry (Advisory Committee) Regulation 2024* in 2025. As such, limited options analysis was completed.

To complement this Bill, however, the NSW Government is also committed to updating and strengthening elements of the *Making NSW Film Friendly Premier's Memorandum (M2021-06)* and the *Local Government Filming Protocol*, to make government processes screen friendly and more responsive.

Analysis: What were the pros/cons and benefits/costs of each option considered?

Amendment of the *Film and Television Industry Act 1988* and the *Film and Television Industry (Advisory Committee) Regulation 2024* was considered; however, repealing and replacing this legislation with more contemporary equivalents was considered more appropriate and sends a stronger signal of the Government's support for the growing digital games industry.

If the new legislation is not tabled, the ability for NSW to attract and retain screen and digital games production will be more limited and the ability to update the *Local Government Filming Protocol* will be constrained by the current *Local Government Act 1993* provisions.

Pathway: What are the timetable and steps for the policy's rollout and who will administer it?

The legislative amendments have been developed, and its implementation will be monitored, by Screen NSW.

The Bill will be introduced to the NSW Parliament in the week of 18 March 2025. If enacted, the *Screen and Digital Games Industries Act 2025*, amendments to the *Local Government Act 1993*, and the new *Screen and Digital Games Industries (Advisory Committee) Regulation 2025* will commence on 1 July 2025.

Consultation: Were the views of affected stakeholders sought and considered in making the policy?

This Bill has been prepared by Screen NSW with the assistance of the Office of the 24-Hour Economy Commissioner, Create NSW and in consultation with the Office of Local Government. Consultation on the Bill was also undertaken with Local Government NSW.