Careers + Frontiers: MIGW25 Games Education Symposium
9 Oct 2025 at ACMI

Time	Session
8.30am	**ARRIVAL AND REGISTRATION**
9.15 - 9:25am *10 min*	**OPENING WELCOME and Acknowledgement of Country** Claire Febey (CEO, Creative Victoria) & Emily Sexton (Director of Curatorial, Programming & Education, ACMI)
9.25 - 9.50am *25 min*	**Opening Keynote - Practice makes games: The skillsets and mindsets needed (and not needed) for a game development career** Associate Professor Brendan Keogh
9.50 - 10.35am *45 min*	**PANEL: Finding Your Game Career in a Changing Industry**
	TOPICS:
	What are the changes in the industry?
	New opportunities, widening the ecosystem and alternative career pathways
	Creating a creative mindset from today
	Moderator - Professor Dan Golding
	Speakers: Brendan Keogh, Marie Foulston, Goldie Bartlett
10.35 -11.05am *30 min*	**MORNING BREAK** Opportunity to play AGDA games (Swinburne Studio, Level 1)
11.05 - 11.20am *15 min*	**SNAPSHOT PRESENTATION: Australia Plays Report 2025** Speakers: Ron Curry & Realene Knowles, (IGEA) Interactive Games & Entertainment Association TOPICS: Knowing the audience - the demographic is wider than you think Game Genres - what people are playing
11.25am - 11.40am *15 min*	**SNAPSHOT PRESENTATION:** Other Industries play games too Speaker: Adrian Webb, Strategic Gaming & Exercises, Department of Defence TOPICS: Transferable skills and jobs beyond the games industry eg health, IT, simulation, mining, education etc
11.45am - 12.30pm *45min*	**PANEL: First Play: Audience Testing and Beyond**
	TOPICS:
	Taking your prototype to audience testing What then? Some steps from school to starting a studio
	Moderator: Rad Yeo
	Speakers: Thomas Holloway, ACMI + RMIT Young Creator 2024
	Lucienne Impala, 2024 MIGW hackathon winner
	Christy Dena, VicScreen's Originate participant
12.30 - 12.35pm *5 min*	**Housekeeping info re breakouts**
12.35 - 1.20pm *45 min*	**LUNCH BREAK** COLLECT YOUR FREE LUNCH. BE READY AT YOUR BREAK OUT SPACE AT 1:15pm

CAREERS +FRONTIERS

GAMES EDUCATION SYMPOSIUM

9 OCTOBER 2025 · acmi · VICTORIA State Government | CREATIVE VICTORIA

BREAK OUT SESSION	
1.20 - 2:05pm	**PANEL: Play for Change: Diverse Voices in Indie Games**
45 min	Room: Cinema 1 (Level 2)
Choose	TOPICS:
	Accessiblity, representation, mental health, values, sustainability and wellbeing
	Moderator: Marie Foulston
	Speaker Meredith Hall, Summerfall Studios
	Speaker Jessica Shipard, Studio Folly
	Speaker Michelle Chen, Mental Jam
or …	**Mentor Session "Meet and Greet"- face to face with Industry & Tertiary**
	Room: Cameo (Level 1)
	Note participants must select this session when they register for the Symposium (limited cap)
or …	**Play the AGDA ACMI Audience Award Showcase**
	Room: Swinburne Studio (Level 1)
or …	**Visit the *Games 4 Change* Showcase**
	Room: Gandel Digital Future Lab 1 (Level 1)
BREAK OUT SESSION ENDS	
2:05 - 2.10pm	**5 MINUTE BREAK - return to Cinema 1**
2.10 - 2.50pm	**In conversation: Donald Barrett, Insomniac Games**
40 min	Moderator: Rad Yeo
	TOPICS:
	Career insights as a Senior Designer on AAA titles such as Spider-Man 2
	Tips for working as a team and starting out in Quality Assurance.
2.55 - 3.35pm	**PANEL: Breaking In: Tips from Melbourne studios- big and small**
40 min	TOPICS:
	How to apply to a Studio (big and smaller)
	What studios are looking for
	Portfolios
	Moderator - Al Gibb
	Local studios involved: Jay Armstrong and Julian Wilton, Massive Monster, Ross Symons, Big Ant Studios, Katie Roots, Hipster Whale
3.40- 4.20pm	**In conversation: Lis Moberly, Creative Lead at 20th Century Games with the Walt Disney Company**
40 min	Moderator: Deb Polson
	TOPICS:
	Career insights on being a game writer or narrative designer on titles such as Last Sentinel, Avowed, Hogwarts Legacy, Cursed to Golf, Singularity and We Went Back.
	The importance of wellbeing
4.20 – 4.30pm	**THE WRAP**
10 min	The key takeouts and PAX pass prize draw!

Careers + Frontiers: MIGW25 Games Education Symposium is produced by ACMI and Creative Victoria as part of Melbourne International Games Week.