



Wednesday, 31 January 2018

Dear CTP Tenant,

**Re: Please consider registering to have your say regarding future uses of the Canberra Technology Park site.**

The ACT Government has announced it will undertake Community Consultation regarding future site uses of the Canberra Technology Park site in Watson (Block 1, Section 13). The catalyst for this has been our proposal to the ACT Government in 2014 to acquire the site. A lot of planning and preparation went into our proposal, in fact, our early preparation commenced in 2011. Our plans are flexible and will depend on what the community and our tenants will support us to do.

The modernisation and revitalisation of the existing buildings will make it more appealing and enjoyable for tenants, students and the local community. The design is flexible and will depend on your input and consultation with the wider community. In addition to improving our existing facilities, our proposal would see the site brought to life through the expansion of our game development, animation and film VFX training capabilities. We would build student accommodation in stages over the next decade or two.

Our commitment to creating an innovative business and educational culture and improving facilities for our tenants and students has been demonstrated over the last 21 years. We are already doing many exciting things here to bring students and industry together. A good example of this is the Game Plus co-working space that was launched 12 months ago by the Chief Minister. It now has over 80 members and 25 start-up businesses, most of which are alumni of the AIE. The Game Plus 2017 impact report highlighted that 94% of members work more effectively than their previous workplace and stayed more involved in the industry. Game Plus also facilitated over \$420,000 in contract work to Members. We are also seeing a lot more students and businesses collaborating with each other which is improving their job readiness.



There is a lot more we can do for our tenants and students if we own the building and surrounding land. We've brought a lot of the film and games industry to this site already and there are ambitious plans to bring multi-million-dollar productions to Canberra.

**The consultation timeline has been published on the ACT Government's [Your Say website](#).**

The non-profit Academy of Interactive Entertainment (AIE) was founded here at this location in Canberra and we want to make it our permanent home. The Government has made it abundantly clear on their consultation website that any redevelopment will only proceed if it has community support. Our combined future success relies on your support.

#### **Register now for Government consultation**

We encourage anyone supportive of allowing the AIE to revitalise this site to [register now](#) to be able to participate in the ACT Governments consultation process.

#### **CTP Open House**

We will also be inviting the community and other stakeholders to visit Canberra Technology Park at one of our upcoming 'Open House' events, per the details in the attached Community Newsletter. As a valued CTP tenant, we welcome your participation and would appreciate your RSVP for catering purposes.

#### **Further Information for CTP Tenants**

This will be provided in due course as it is pending the outcome of the ACT Government's Community Consultation.

Yours Sincerely,

**John De Margheriti**

Chairman & CEO

**Vicki De Margheriti**

CEO



SPECIALIST EDUCATORS IN  
GAMES, ANIMATION & FILM VFX

# Community News

SUMMER 2018

## Future Development in Watson - Our students need your support now more than ever!

We have been your neighbours on the corner of Windeyer St and Phillip Avenue for over 20 years. The non-profit AIE was founded here at this location in Watson and with your support, we'd like to make it our permanent home.

You may have heard about the ACT Government's upcoming consultations on the future uses of Canberra Technology

Park, of which we are the long-term tenant that manages the buildings and surrounding land.

**The redevelopment will only proceed if it has community support. So, we hope you can show your support for our future by positively contributing to the discussion. Register on the Your Say website:**

**[www.yoursay.act.gov.au/future-site-use-old-watson-high-school](http://www.yoursay.act.gov.au/future-site-use-old-watson-high-school)**

Our Watson AIE Campus is an integral part of the emerging Watson Education Precinct. There is significant opportunity for enhanced collaboration with neighbouring educational institutions, like the Australian Catholic University.

If our proposal were to proceed, the site will be brought to life through the expansion of our game development, animation and film VFX training capabilities. The community would benefit through the modernisation and revitalisation of the land and buildings, new community facilities that would be based on community input and the economic flow on from the activities on the site.

Student accommodation would be built in stages over the next decade or two. The design is flexible and will depend on community input. We want to build accommodation that is both appealing to look at and truly affordable for our students.

We are already doing many exciting things here to bring students and industry together. A good example of this is the



*"This place has long been an education hub for those focused on the future. Our vision for the site is focused on supporting AIE graduates into meaningful employment opportunities and student enterprise creation programs where they can live, study and create on site."*

**John De Margheriti**  
CEO, ACADEMY OF  
INTERACTIVE ENTERTAINMENT

Game Plus co-working space that was launched 12 months ago by the Chief Minister. Game Plus is a collaborative workspace for game developers and related specialist technology start-ups.

## OPEN HOUSE

**Tue 13th February 2018**

6pm to 8pm

**Sun 18th February 2018**

11am to 1pm

Meet an old neighbour or catch up with a friend. We will have several interactive experiences and short presentations which will help you to get to know us better.

There will be a free sausage sizzle, tea and coffee. Let us know if you're coming with a quick email. Send us your suburb and number of attendees to **[together@aie.edu.au](mailto:together@aie.edu.au)**

We look forward to seeing you!

### We propose to:

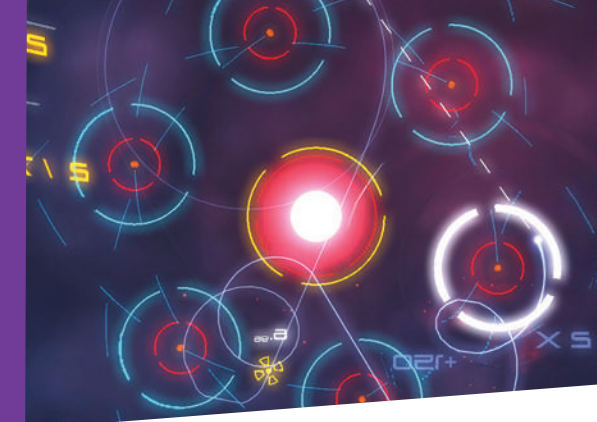
- ✓ Retrofit and revitalise the existing buildings.
- ✓ Solve student accommodation and parking issues.
- ✓ Consolidate and grow the games and film industries in Canberra.
- ✓ Grow the economy and create job opportunities.





*"This is an amazing creative space with so much potential. More screen companies are moving in and the collaboration and opportunities are growing. Productions like Secret City and The Code, which showcased our wonderful city, were hugely successful. Employment opportunities would increase exponentially if we had studio space [facilities that are the next logical stage] to entice more local and interstate productions."*

**Monica Penders**  
CEO SCREEN CANBERRA



## KEY FACTS ABOUT AIE

- ✓ AIE is a non-profit organisation that re-invests in our students and industry growth initiatives.
- ✓ We are a Nationally Registered Training Organisation.
- ✓ We are specialist educators in games, animation and film visual effects (VFX).
- ✓ Our alumni work in many other industry areas including Defence, simulation, training, applications (Apps) development and other emerging industries.
- ✓ We run nationally accredited courses that range from Certificate Programs through to Advanced Diplomas. We also run a Degree in partnership with CIT.
- ✓ We run school holiday courses and other specialist masterclasses e.g. Virtual/Augmented Reality.
- ✓ We have campuses in Sydney, Melbourne, Adelaide and Online. Our National Headquarters and Canberra Campus is here in Watson.
- ✓ We are an award-winning institution, most recently winning the 2016 National Training Awards.
- ✓ Our teachers and students are strong contributors to the community and volunteer their time on many community projects, for example: Enlighten and CIMF.

## Over the years

**Canberra Technology Park has come a long way since originally being constructed as Watson High School back in the 60s.**

- 1965**  
Watson High School opened its doors to 265 students.
- 1987**  
Watson High School closes due to low student numbers.
- 1990**  
CIT takeover Watson High School campus for School of Applied Art and Design.
- 1996**  
Academy of Interactive Entertainment (AIE) is established by game development studio Micro Forté, with the help of CIT. 10 students are based in a classroom in Block-E.
- 2000**  
One of the world's first qualifications in game development is developed by AIE.
- 2001**  
CIT moves out, AIE established Canberra Technology Park (CTP) to manage the premises with a mission to create a strong, regional creative digital industry through co-locating core technology tenants.
- Aged Care and Disability Services (ADACAS) and the Mental Health Foundation ('the Rainbow') locate to CTP as long term tenants in Block-C and H respectively.
- 2002**  
AIE wins ACT Small Training Provider of the Year at the ACT Training Awards.
- Megalo Access Arts locate to CTP as a long term tenant.
- 2003**  
AIE wins ACT Training Initiative Award at the ACT Training Awards.

- 2004**  
Inaugural Canberra Games Festival held at CTP with over 1,000 community and industry attendees.
- 2005**  
AIE wins ACT Small Training Provider of the Year at the ACT Training Awards.
- 2006**  
AIE receives national accreditation for their own enterprise course, The Advanced Diploma of Professional Game Development, highlighting it's relevance as the only specialist course of it's kind in Australia.
- 16 different courses now offered at AIE with over 450 students enrolled.
- Canberra Islamic School temporarily locates to Block-G at CTP.
- 2007**  
AIE wins ACT and Australian Small Training Provider of the Year at the National Training Awards.
- 2008**  
AIE student team wins Best Animation at Tropfest.
- 2010**  
AIE established the Graduate Diploma Incubator program to support graduates starting their own studios.
- 2011**  
AIE considers options for its future growth at the CTP site and begins working with consultants to define possible options.
- Inaugural Independent Games Festival (iFest) held at CTP.
- 2013**  
CTP now has 34 tenants and is almost at capacity which creates some growth constraints for AIE.

After 10 years at CTP, Megalo Print Studio re-locates to purpose built facility in Kingston.

**2014**  
Screen Canberra (formerly ScreenACT) relocates to CTP.

Mental Health Foundation leaves CTP freeing up space to host the temporary production offices for Secret City and later the creation of the Game Plus co-working space.

AIE submits a market led proposal to the ACT Government to acquire the site it has been managing since 2001.

**2015**  
CTP provided temporary production offices for Joe Cinques Consolation in Block-C.

CTP provided temporary production offices for Secret City in Block-H.

AIE Student Rebecca Lyons-Wright wins ACT Vocational Student of the Year.

**2016**  
AIE wins ACT and Australian Small Training Provider of the Year at the National Training Awards.

Game Plus co-working space established by AIE to support AIE graduates and digital entrepreneurs.

SilverSun and The Film Distillery locate to Block-G which remained largely un-tenanted since the Islamic School vacated.

**2017**  
ADACAS moves out of CTP to a purpose built facility, freeing up space to create AIE's new film incubator and Film Plus co-working space.

ACT Government announces community consultation for possible future site uses of the Old Watson High School, known today as Canberra Technology Park.



## GAME PLUS CO-WORKING SPACE

By providing a hub for digital entrepreneurs to co-locate, share resources, knowledge and opportunities Game Plus has grown to over 80 members and 25 start-up businesses, most of which are AIE Alumni. A 2017 Game Plus Impact Report highlighted that 94% of members work more effectively than their previous workplace and stayed more involved in the industry.

Game Plus is a focal point for government and industry to access a range of specialist expertise in interactive entertainment, simulation and training.

*"As a Content Producer, and also a local resident, I'm excited about the opportunities that would be created if the Canberra Technology Park Site were to be revitalised by the AIE."*

**Shannon Wilson-McClinton**  
DOWNER RESIDENT

*"SilverSun Pictures has operated for 23 years as a premiere post-production facility and Film & TV studio in Canberra. We relocated to CTP from Kingston last year so as to take advantage of proximity to major players in the ACT industry, including the AIE and their ready-for-work graduates, the Film Distillery's pipeline of feature film projects, and exciting innovations in new technology developed at the Games Plus incubator."*

**Andy Marriott**  
CEO, SILVER SUN PICTURES



**TOP** Orbitor - Student work by Dale Ward and Duncan Henderson.

**LEFT** Watson High School, 1967. Photo taken by Alan Murray.

**FAR LEFT** VW Man - Student work by Ivan Barbarich, Jesse Cohen, Jonathan Denny, Ghazal Saeid, Bryan Botterill, James Stewart and Andy Nguyen.



# DESIGN COMPETITION

Your challenge is to design what goes into this space. Imagine- what could it look like in 20 years?

Your design needs to include three important parts:

1. somewhere to LIVE,
2. somewhere to LEARN and
3. somewhere to PLAY!

There are two categories: 7-11 years and 12-16 years. The winner of each category will win a Nintendo Switch!

Please submit your entries in person to reception at AIE or CTP by 1pm, Sunday 18th February 2018. Entries will be on display at CTP. Winners will be determined on Monday 19th February and announced on the CTP Facebook page.

Full terms and conditions are available at <http://www.aie.edu.au/terms-and-conditions-for-competition-entries>

The winner of  
each category  
will WIN a

