Do you agree with the way this paper defines convergence? Why/why not?

Yes, but it needs to take into account the evolving nature of convergences especially in the area of interactive productions and gaming.

Do New Zealand's current regulations and policies need to change to account for convergence? Why/why not?

Convergence needs to be adopted across the board. This means it needs to be factored into funding models, production and delivery. It has to take into account that business models will change and evolve due to the very nature of this area. Therefore, it is essential that government regulations and policies are flexible enough to take this into account and do not become outmoded as soon as they are passed and published.

Research and consultation should be carried out as to interactive productions so we can understand the eco-system better. How can we future proof our country and business sectors to ensure that convergence is well catered for? (from genesis to delivery including the training of industry and graduates to enable them to work effectively in this area).

Do you agree with the proposed convergence work programme?

Any maker will agree that funding is essential and therefore, it is necessary to look at this area in any research and consultation. Once formed, Government must ensure that a proper strategy be formulated that can be rolled across the board including a relook, rethink and review of the various Crown entities and agencies to ensure that this is fully incorporated.

Should the Government be doing anything else to address convergence?

Consultation and feedback across all sectors from education to industry. Tertiary institutions like Unitec that are working in this area should be supported through more funding. Our outputs are essential for business in both industry and education.

What barriers are you aware of that prevent you from benefiting from, or responding to, convergence?

Barriers:
a. Funding and support - there is very little or none within government programmes save for NZ On Air support for digital productions
b. Cross sector consultations and development that can foster collaboration
c. Appropriately trained staff that can think beyond their traditional sectors groupings with appropriate skills to create interactive productions
Industry training to equip existing filmmakers with new skills and to foster better understanding of the future landscape of filmmaking
d. Tertiary training that reflects the need for graduates to complete their screen sector training with an understanding of digital story-telling and production

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