

TRANSCRIPT

So you want to work in the video gaming industry

What do you see as the future of your industry?

MARTIN AKEHURST:

That's a tough one. I think we kind of touched on a few of those things before, but talking about VR, I think that's still very early at the moment. Seeing where that goes is going to be interesting, as well as AI again. Like, how is this going to be incorporated into games – more procedurally generated worlds, interactions with NPCs, characters? Is it going to be changing the world around you to truly respond to what you're doing and how you interact with it?

I think the industry at the moment is in a bit of a flux. It feels like a lot of studios are closing and opening. I think hopefully we'll see the birth of more indie studios, smaller teams making interesting things, not just Triple-As, but stuff that's dealing with interesting mechanics and interesting stories or things that aren't necessarily... popular culture? I don't know how to phrase it, but stuff like-- we recently got a game that was a poker game where you built up your own deck and it was very strange and very weird, but it felt like we wouldn't have got that without smaller game studios.

I'd like to see more of that in the future, but it's hard to say where we're going to go. I think we're going to see-- things are going to evolve, things are going to look more beautiful, we're going to get bigger games.

But yeah, it's one of those things we'll have to wait and see.