



AUSTRALIAN DIGITAL ALLIANCE

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The Secretary
House of Representatives
Standing Committee on Communications, Information Technology and the Arts
Parliament House
Canberra ACT 2600

29th May, 2003

Dear Sir or Madam:

**Australian Digital Alliance Submission on the
Future Opportunities for Australia's Film, Animation, Special Effects and
Electronic Games Industries**

The Australian Digital Alliance does not wish to make a full submission, however we welcome the opportunity to comment on a related issue of great significance for the future of our screen and games industries.

Appropriate copyright protection is a major factor in the continued success of Australia's creative industries. Our screen industries rely on the provision of a balanced copyright regime that nurtures the cycle of production and consumption of materials. A balanced copyright law provides creators with fair remuneration for their works whilst ensuring that users, a group that encompasses private individuals to public companies, have fair and equitable access to creative works. Of critical importance to the balance is the ability to access and learn from the work of others in the context of teaching, research and study. It is only through the continued adherence to these fundamental principles that Australia will reach its full creative potential.

In the current climate of technological, economic and legal change, the preservation of our distinctive voice and position within global industries depends in part to our ability to strike that balance in our domestic legislation and international commitments.

We urge the Committee to continue maintaining the balance in copyright law in carrying out this inquiry.

Yours sincerely,

Miranda Lee
Executive Officer
Australian Digital Alliance