

Creative and other agencies

Animation UK

Animation UK, now part of the newly formed UK Screen Alliance, provides the collective voice of the Animation & Visualisation sector. In November 2016 Animation UK joined forces with the UK Screen Association to establish the UK Screen Alliance representing the Animation sector, post- production, VFX, other production service suppliers and studios.

<http://www.ukscreenalliance.co.uk/about/animation-uk>

Arts Council England

We champion, develop and invest in artistic and cultural experiences that enrich people's lives. We support activities across the arts, museums and libraries – from theatre to digital art, reading to dance, music to literature, and crafts to collections.

Between 2018 and 2022, we will invest £1.45 billion of public money from government and an estimated £860 million from the National Lottery to help create these experiences for as many people as possible across the country.

<https://www.artscouncil.org.uk/>

BFI

The BFI is the UK's lead organisation for film, television and the moving image. We are a charity, core funded by government and a distributor of National Lottery funds. Our role is to: care for the BFI National Archive - the most significant film and television archive in the world; curate and present the greatest international public programme of world cinema for audiences - in cinemas, at festivals and online; actively seek out and support the next generation of filmmakers - investing in skills, developing talent and funding new works; work with Government and industry to make the UK the most creatively exciting and prosperous place in the world to make film.

In BFI 2022, our five year strategy, we set out a series of UK wide interventions delivered either by the BFI or in partnership with key funded partners. Future skills: Initiatives include our BFI Film Academy which offers a chance for talented 16-19 year olds to be part of the future film industry and is run across over 50 centres; and IntoFilm delivering over 8,000 film clubs for children across the UK. Future talent: Initiatives include a network of talent executives based in 6 key cultural hubs; a commitment to devolve 25% of production funding outside London by 2022. Future

audiences: initiatives include working with nine Film Hub lead organisations to bring diverse and exciting films and events to audiences across the UK; giving access to film and TV archive footage from across the UK through BFI player.

In addition, we work with key strategic partners to ensure the best conditions for growth for the screen industries across the UK: the British Film Commission driving inward investment, Creative England delivering production services and business support programmes to young professionals, ScreenSkills running training and education for every stage of screen industry careers. The BFI also supports two screen clusters - Yorkshire and the West Midlands - identified as having international potential through its National Cluster Growth Fund.

Centre for Cities

Centre for Cities is an independent think tank dedicated to understanding and improving UK city economies. We look at all angles of city economic development, ranging from productivity and job creation through to the inclusive growth agenda and culture. Through this work we will be able to offer feedback how proposed schemes are able to address the economic challenges that their areas face and so the likely economic impact of them.

Crafts Council

The Crafts Council is responsible for advancing craft in the UK. We harness the power of craft to:

- Champion new makers
- Empower new making
- Inspire new audiences

<https://www.craftscouncil.org.uk/>

Creative England

Creative England is a not-for-profit organisation, working across private and public sector partners to champion, support and invest in our creative industries. We work with talented people and ambitious SMEs to help them develop their business skills, create new products, access new markets and expand their practices. Through our day-to-day experience working directly with creative businesses across the country, we have a deep understanding of the challenges they face and the barriers which restrict their growth. We use this unique insight to inform regional strategies and to make the case for appropriate policies at both a national and a local level.



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Through our specialised investment fund, we offer financial support and mentoring to creative and digital SMEs at crucial early stages of their growth, helping them to innovate and grow. We also run bespoke mentoring programmes and workshops to build connections and skills. Specialist impact analysts, The Good Economy, calculated a GVA multiplier for our investment fund: for every £1 of public money invested, a further £5.14 has been generated for the economy. They also verified that businesses receiving support and investment from Creative England grew their revenues by 25% in the first year of our investment and had an 83% survival rate, compared to the business national average of 60%.

We also offer a free film and TV service to production companies looking to film in the English regions. We link both large and small productions with locations, crew and the right Local Authority teams to support filming and encourage local investment and job creation. This brings tourism, profile and an increased GVA to regions across England.

https://www.dropbox.com/s/q4joboi9lpswdtg/CE_Sponsorship%20Deck_09.pdf?dl=0

Creative Industries Federation

The Creative Industries Federation is the membership body that represents, champions and supports the UK's creative industries. Through our unique network of member organisations, our influential policy and advocacy work and our UK-wide events programme we celebrate and support the work of the sector. Our membership network comprises more than 10,000 individuals from creative organisations, businesses and educational institutions throughout the UK, as well as from the freelance community.

We focus particularly on the issues that matter most to our creative community: creative education, careers and skills; our relationship with Europe and the rest of the world; the facilitation of entrepreneurship and growth throughout the creative industries.

We are well-placed to convene and consult with the creative industries across the UK, and to generate strategic recommendations to support the ways in which the LEPs work with creative organisations. Opportunities to collaborate include:

- Advice and guidance for LEPs on integrating the creative industries within their economic or culture strategy
- Convening creative industries within the LEP's region to consult on local industry opportunities and concerns, with a strong focus on making strategic recommendations and providing solutions for LEPs based on industry insight



- Bringing together existing networks with individual businesses and organisations working across the creative space, to encourage cross-fertilisation, innovation and business connections
- Connecting LEPs with national (and international) programmes that support the creative industries to thrive and grow
- Showcasing the work of the LEP and of the region through our industry-facing events, partnered creation of digital content, and communications channels such as our newsletter and social media.

For more information, please contact Evy Cauldwell-French (evy@creativeindustriesfederation.com)

Creative Industries PEC

The vision of the Creative Industries Policy and Evidence Centre is to provide independent research and authoritative recommendations that will aid the development of policies for the UK's creative industries, contributing to their continued success. The Centre will provide a step-change for our three main stakeholders - industry, policymakers and the wider research community - in the quality of evidence for the creative industries, asking some of the best researchers across the UK the most pressing questions about the sector.

The PEC is led by innovation foundation Nesta and involves a consortium of UK-wide universities, comprising Birmingham; Cardiff; Edinburgh; Glasgow; Work Foundation at Lancaster University; LSE; Manchester; Newcastle; Sussex, and Ulster. The PEC's Director and Principal Investigator is [Hasan Bakhshi](#), who is also Executive Director, Creative Economy and Data Analytics at Nesta. The Centre will work with a broad and inclusive group of partners from across the creative industries, including the Creative Industries Federation. Initial industry partners also include Creative England, the British Film Institute and Tech Nation.

The PEC is part of the [Creative Industries Clusters Programme](#) led by the Arts and Humanities Research Council (AHRC) and funded through the Industrial Strategy Challenge Fund.

The PEC is consulting on its priorities and wants to hear from the LEPs about what research would be most useful in their work. We also have a series of partnership structures for policymakers who want to help shape our research agenda and deliver our work programme which can be found on our website - <https://www.pec.ac.uk/policy>



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Design Council

Design Council is an enterprising charity which improves people's lives through the use of design. We celebrate, advocate and actively pursue purposeful design for public benefit. We work across the built environment, business and public services – providing design support services and training; delivering partner-funded programmes and running campaigns to raise awareness about the value of design.

<https://www.designcouncil.org.uk/>

Digital Catapult

Digital Catapult is the UK's leading advanced digital technology innovation centre. It drives the early adoption of digital technologies to make UK businesses more competitive and productive to grow the country's economy.

We specialise in three areas namely, Future Networks, Artificial Intelligence and Immersive. We promote their development and early adoption through

- Providing physical and digital facilities for experimentation and testing that would otherwise not be accessible for smaller companies such as
 - [Dimension](#), world-leading volumetric capture studio
 - [Immersive Labs](#), a network of cutting-edge innovation hubs
 - [Future Network Labs](#), first in Europe to develop/test 5G & LPWAN
- Our **innovation programmes** drive collaboration and encourage use of the facilities. By bringing together small companies, corporates, researchers and investors, the right solutions are developed to solve industry challenges, increase productivity and open up new markets faster such as
- [CreativeXR](#), the UK's first immersive content accelerator
- [Machine Intelligence Garage](#), enabling startups access to computation power
- Convening and deliver collaborative research and development that leads to commercial exploitation and companies reducing risk such as
 - [Audience of the Future](#), supporting delivery and learnings
 - [Partnership with DCMS](#), to drive 5G use cases for industry
- We leverage public funding to yield increased private investment.

As well as breaking down barriers to technology adoption for start-ups and scaleups, our work de-risks innovation for large enterprises and uncovers new commercial applications in our focus technologies.

We recognise the importance of place and work with partners across the UK, with centres in London, North East and Tees Valley, Northern Ireland and Brighton to provide localised and tailored services where they are needed. Further details [here](#).

KTN

The KTN is the UK's innovation network. We bring together businesses, entrepreneurs, academics and funders to speed up innovation, solve problems and find markets for new ideas. Our specialist teams work across key sectors of the economy, from aerospace to the creative industries, and from agri-food to materials and robotics. In addition, we have a team dedicated to engaging with private investors such as venture capitalists, business angels and investment banks, who offer access to finance for innovators. We regularly work with Innovate UK, other government departments, and a wide range of public sector organisations, trade associations and cluster support agencies to deliver a broad range of activities. These include support to funding programmes and competitions, event organisation, promotion and delivery, researching and producing reports, establishing and operating networks, and secondments into organisations to provide in-depth expertise.

The KTN has a creative industries and digital economy team, with a focus on innovation and commercial opportunities arising from the intersection of digital technologies, creative content production and design. This includes a particular emphasis on immersive technologies (VR/AR) and supporting UKRI's 'Audience of the Future' programme through our dedicated Immerse UK network.

<https://ktn-uk.co.uk/>

PACT

Pact is the trade association representing the commercial interests of UK independent television, film, digital, children's and animation media companies.

<http://www.pact.co.uk/>

ScreenSkills

ScreenSkills is the industry-led body for the screen industries. We work across the UK to ensure that film, television including children's and high-end drama, VFX (visual effects), animation and games have the skills and talent they need. We provide insight, career development and other opportunities to help grow and sustain the skilled and inclusive workforce which is the foundation stone of the UK's global screen success.

Our work includes:

- Identifying skills gaps – current and future – across the screen industries and the whole of the country to provide an evidence base for investment in skills and training



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- Providing careers information
- Mapping and quality-marking professional pathways to improve entry-level diversity and work readiness
- Supporting development at every stage of a professional career in screen including through mentoring and offering bursaries.

ScreenSkills, along with our partners Creative & Cultural Skills and the Creative Industries Federation, is responsible for delivering the [Creative Careers Programme](#). The overall objective of the Programme is to make a step change in the accessibility and quality of careers advice to school students about creative careers.

Opportunities for LEPs to get involved include supporting:

- Increasing the number of industry speakers going into local schools
- A planned week (18 – 22 November) in which we are aiming for 400 employers to open their doors to 40,000 young people aged 11 – 16
- A new portal providing easier access to careers advice online

For more details, please contact Joanne.Rumney@ccskills.org.uk.

UKIE

Ukie (UK Interactive Entertainment) is the only trade body for the UK's games and interactive entertainment industry. A not-for-profit, it represents businesses of all sizes from small start-ups to large multinational developers, publishers and service companies, working across online, mobile apps, consoles, PC, esports, VR and AR.

Ukie works closely with the sector to influence government and decision makers, provides key market data, delivers education programmes, makes vital connections for businesses, delivers a comprehensive international trade programme and supports the development of intellectual property.

Ukie also promotes the industry by working with the media to raise awareness of the sector's positive cultural and economic contribution, as well as the societal benefits of games. Ukie runs askaboutgames.com, where families can learn about safe and sensible online practices, parental controls and age ratings.

As the sector specialist for games, Ukie drives the sector forward working with national and local Government on a raft of national and international activities and projects. These include –

- Reports on game clusters in a geographical region
 - Coventry and Warwickshire Local Enterprise Partnership (CWLEP); Blueprint for growth
- Organising trade delegations in and out of the UK

Creative LEPs networking event, 10th April

- Six completed in 2018-19; to China, USA and Europe
- Delivering games festivals
 - Commissioned by Mayor of London to deliver the London Games Festival
<http://games.london/>
 - Forthcoming Guildford.games Festival, supported by Guildford Borough Council.