

Creative South East

A Global Centre of Excellence
for Creative Industries



 **CREATIVITY
IS
GREAT**
BRITAIN

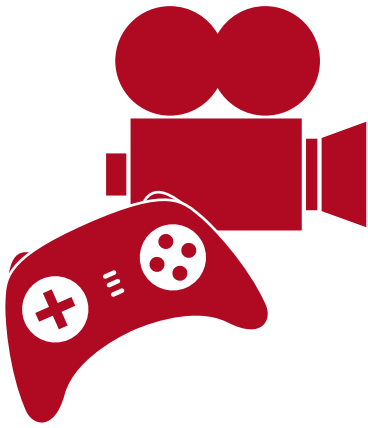
Contents

UK Overview	03
Creative	05
South East	05
Commercial Opportunities	12
Digital Media & Design	14
Gaming	17
Screen	25
Academic & Training Facilities	34
Professional Networks	45
Soft-landing Space	49
UK Government	54

UK Overview



Creativity is a UK strength



The UK combines a world class creative talent base with an established tech sector, an ecosystem of innovators and a big market opportunity.

The UK's Creative industries are growing three times faster than the rest of the UK economy, fuelled by:

- A multi award winning industry built on a globally recognised talent base
- Strong domestic demand for creative content and services
- Access to an EU marketplace with a combined population of 500M
- World class creative clusters in **London, Creative South East, Bristol, Tech North, Cardiff and Scotland**

Support for the UK's Creative Industries

The UK Government and its partners support this continued rapid growth of the Creative Industries through:

- R&D Tax Credits and catalyst funding for technology innovation through Innovate UK;
- Attractive Government tax incentives for companies to produce films, television programmes, games and animation. See [HMRC for Creative Tax Relief](#) details:
- One to one support from UKTI and partners to help you set-up and expand in our creative clusters.



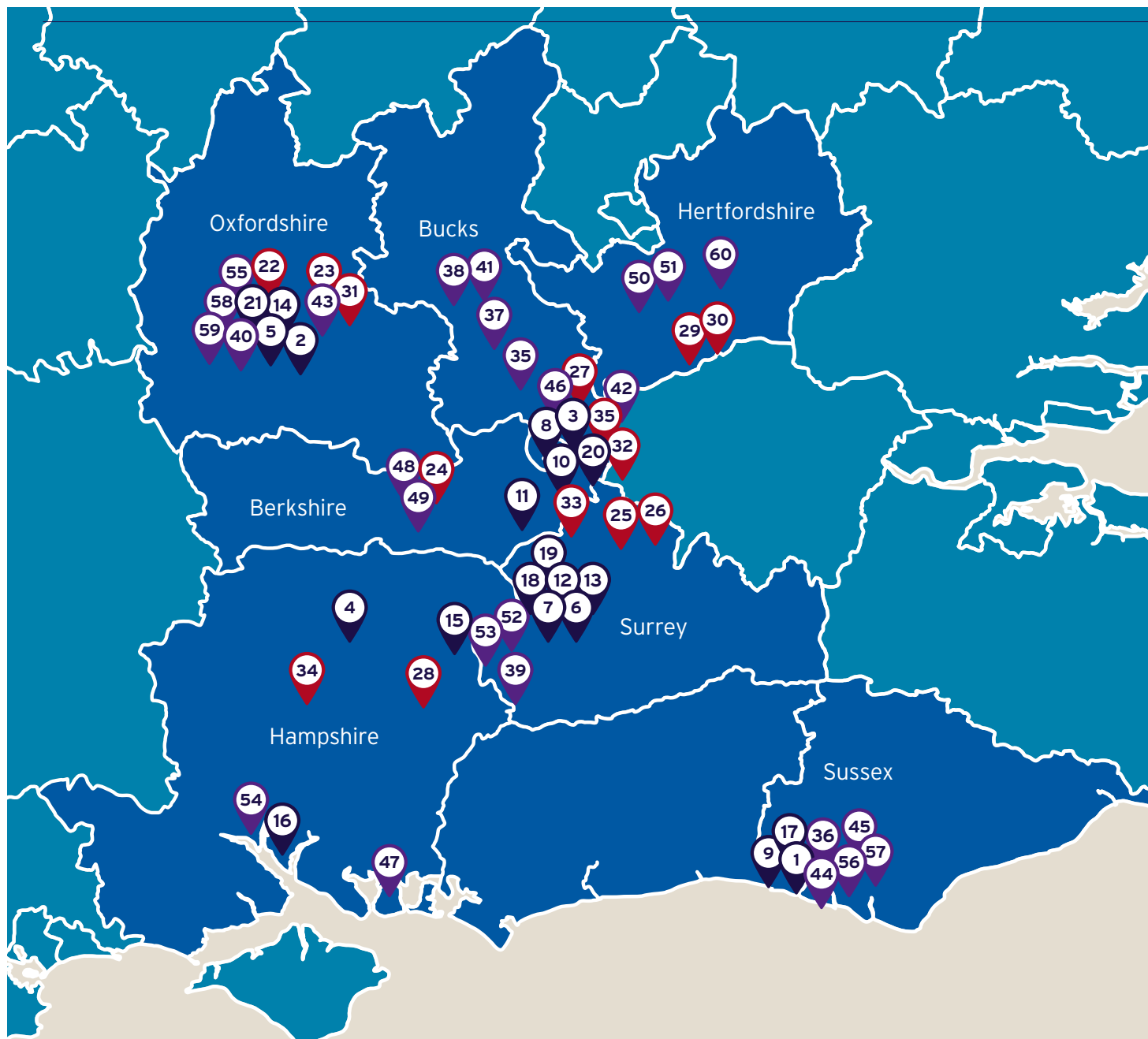
See next page 7 for enlarged map



Creative South East

The Global Differential
'the perfect environment'





Creative & Media Companies

1. Digital Exchange, Brighton
2. Oxford Digital & Creative Incubator/Hub
3. Avid Technology Inc. (Pinewood)
4. Koch Media, Basingstoke
5. Thinkable, nr Oxford
6. Electronic Arts, Guildford
7. Sony Computer Entertainment, Guildford
8. TT Games Publishing, Maidenhead
9. Unity Technologies, Brighton
10. Konami Digital Entertainment, Windsor
11. Kalypso Media, Bracknell
12. Lionhead Studios
13. Ubisoft Reflections, Guildford
14. Natural Motion, Oxford
15. n-Dreams, Farnborough
16. Multiplay, Southampton
17. Disney - Black Rock Studio, Brighton
18. All Hail Guildford - 'the Hollywood of video games'
19. 22 Cans
20. Nintendo Europe, Windsor
21. Rebellion

Production Studios

22. Vicon, Oxford
23. Audiomotion
24. Ex Cantibus Gaudium (ECG), Reading
25. Shepperton Studios
26. Halliford Film Studios
27. Fleetwood Studios
28. Black Hangar Studios
29. Elstree Film Studios
30. BBC Film Studios, Elstree
31. Audiomotion Studios
32. Warner Bros Studios, Leavesden
33. Longcross Film Studios
34. Wailing Banshee Studio
35. Pinewood Studios

Universities

36. National Film and TV School (NFTS)
37. Brighton Film School
38. Buckinghamshire New University
39. Amersham and Wycombe College
40. University of the Creative Arts
41. School of Audio Engineering

42. The Next Gen Skills Academy
43. University of West London
44. Oxford Brookes University (COMET)
45. University of Brighton
46. University of Sussex
47. Pinewood Diploma in Studio Management
48. Advanced Research Group
49. University of Reading
50. Journeys Across Media (JAM)
51. University of Hertfordshire
52. Gaming & Virtual Effects Research Laboratory
53. University of Surrey
54. University of Creative Arts
55. Southampton Solent University
56. Digital Oxford
57. Wired Sussex
58. Brighton Fuse (Report) Network
59. Oxford Technology & Media Network
60. Oxford Digital Economy Collaboration Group
61. Film Friendly Partnership's

Our Geography

“The creative economy is particularly highly concentrated in London & the South East.

In particular, London & the South East of England account for 43% of employment in the UK’s creative economy”.

The Geography of the UK’S Creative & High-tech economies (2015) Bakhshi, Davies, Freeman & Higgs’

Creative South East, covers

- Berkshire
- Buckinghamshire
- Hampshire
- Hertfordshire
- Oxfordshire
- Surrey (inc. Guildford)
- Sussex (incl. Brighton)



Why should you operate in Creative South East?

There are opportunities for developers in the creative industries to operate in the UK market from Creative South East



Dedicated centres of excellence; University courses and high level graduates in the creative industries.



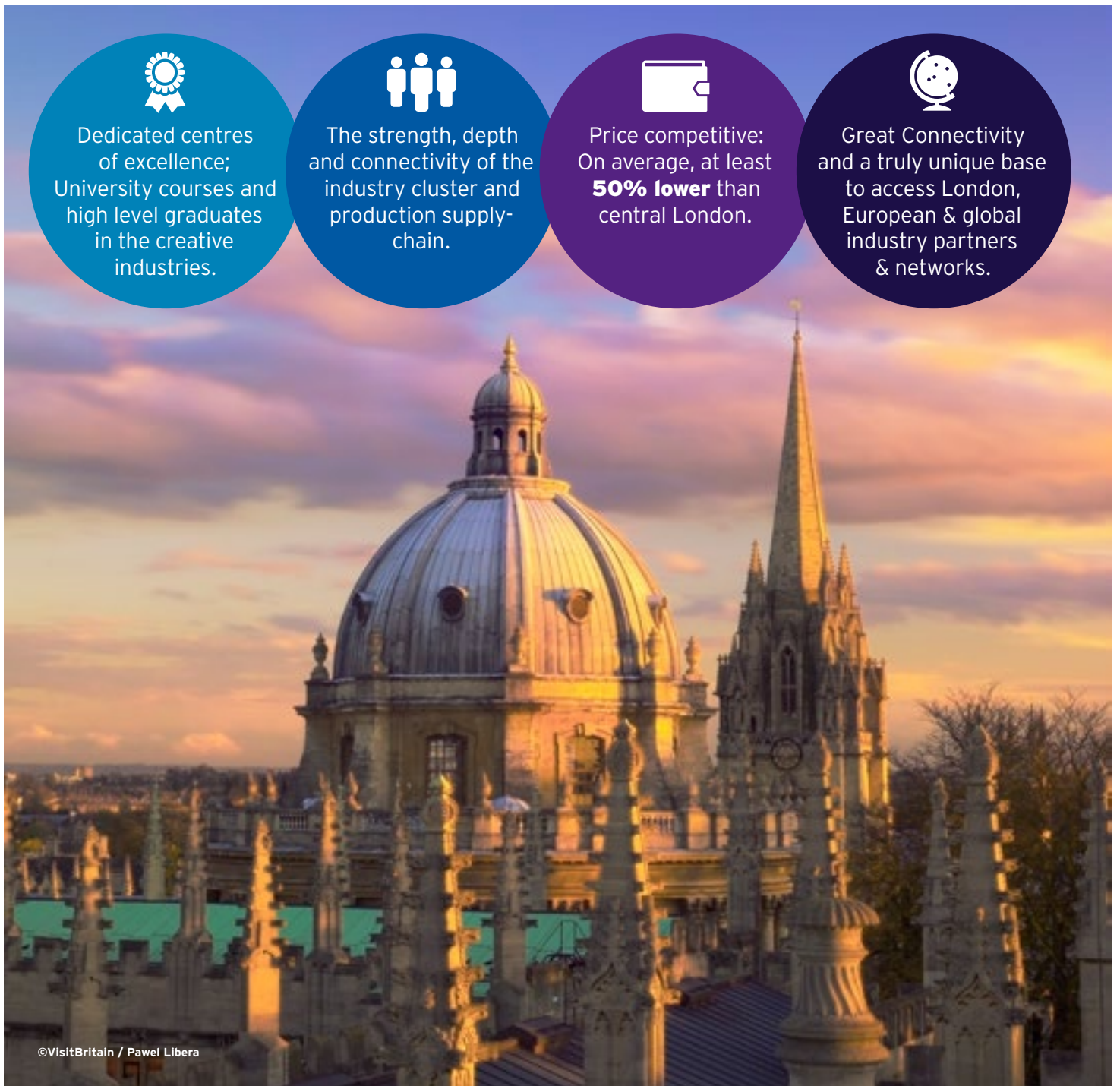
The strength, depth and connectivity of the industry cluster and production supply-chain.



Price competitive: On average, at least **50% lower** than central London.

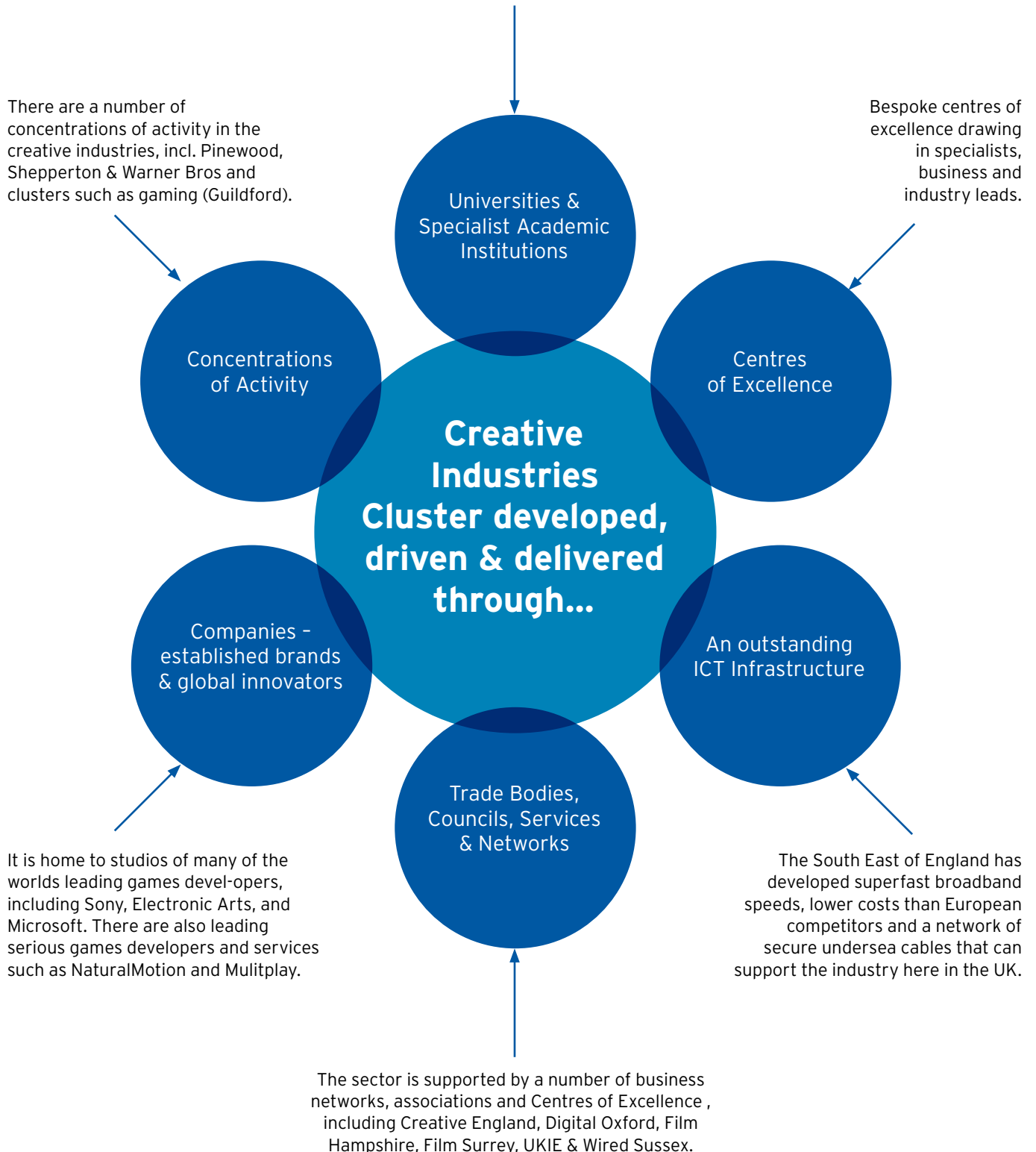


Great Connectivity and a truly unique base to access London, European & global industry partners & networks.



Creative South East has a world strength in the creative industries sector and presents excellent capability to any potential investor

There were 17,475 graduates of computer science in 2013/2014 in the UK. Over a dozen Academic Institutions & Universities offering specialist, industry driven sector-related courses in the area.



Connectivity is King



Located at the hub of a global communications network - London Heathrow, Gatwick & Stansted airports.

Discrete airport network through Kidlington, Biggin Hill, Farnborough.



Diverse selection and extensive volume of film backlots.



Complete industry supply chain 'on your door-step'..

Heart of an Industry Cluster

- Unique production services (from script to screen 'in one place')
- Creative eco-system, tradition of innovation and collaboration.
- Phenomenal breadth & depth of talented people and skills base.
- Diverse range of organisations combining innovation, disruptive technologies with established 'names' & global established brands 'brush-up' against disruptive new-comers.
- Transmedia content and a development hub for next generation developers.
- A depth of expertise that goes back generations and unparalleled quality.
- Equity and Debt Financing available.

Killer facts

50%

Property prices in Creative South East are, on average, at least **50% lower** than Central London.

25minutes

Pinewood is 25 minutes from London; Brighton is 45 mins.

Excellent

In-region and capital road & rail connections



The UK's post-production sector has been a world leader in the audio-visual industries for as long as they have existed. Creative South East is one of the world's centres in creative media.

Industry Hub and Spoke Model

‘... of the geo-spatial distribution of companies, employment and suppliers involved in the UK film production industry provides strong evidence of a distinct industry cluster in the Greater West London region.’

Recent PWC ‘market review’ states, “the structure of the Greater West London Film cluster is closest in character to a Hub-&-Spoke model, with Pinewood Studios as the main hub, supported by the other major studios as smaller hubs & an extensive network of co-located suppliers”.



Commercial Opportunities

in the Creative South East



Investment Ready Commercial Opportunities

Digital Exchange, Brighton

New England House is already one of the major hubs for Brighton's thriving Creative, Digital and IT (CDIT) businesses. The building accommodates 96 businesses that are primarily from this sector, directly employing around 1,000 people & many more in their supply chains. Existing funding will enable the development of the current space into an improved, expanded facility for nurturing small creative-tech businesses & fusing together people with creative & digital skills.

There are three critical elements that, delivered together, form the overall strategy to significantly improve the value of House, by sustaining & accelerating the growth of the City's CDIT sector:

- 1) Workspace: upgrading & expanding the building, which will more than double the number of people employed at the site;
- 2) Business support: specifically designed for micro businesses in the CDIT sector, this will expand & develop existing work through the Fuse Box programme and the Digital Catapult Centre, and;
- 3) High speed and high capacity connectivity: providing ultrafast broadband to small businesses to stimulate the CDIT sector and encourage innovation & the development of new products and services. This will be delivered through the Brighton Digital Exchange.

Oxford Digital and Creative Incubator/Hub

Oxfordshire has a thriving creative industries and digital scene, with world class universities and skills, big industry names and a fast growing start up scene and a supportive and engaged business support network.

Oxford is also world renowned for its science and innovation strengths which will be channelled through such a digital and creative incubator.

Oxfordshire's digital strengths include cyber security, Big Data, publishing, and gaming and the hub will focus on supporting such digital and creative companies to establish, grow and draw on the academic expertise, and emerging talent from the two Universities. The incubator is likely to be centrally located in Oxford granting users the required 24/7 access and networking space to create and build new business ideas.

Partners across Oxford are currently assessing location options and investment will be sought to get the project up and running. They will be happy to open dialogue with interested third parties.



For further information go to:
www.investinoxfordshire.com



For further information go to:
www.bdx.coop

Digital Media & Design

Sector Case Studies



Sector Case Studies (Digital Media)



Avid Technology Inc. (Pinewood)

Amongst the global companies choosing to make Pinewood their UK base are AVID - the world's leading provider of audio and video technology for media organisations and independent professionals.

Avid Technology, Inc. is an American company specializing in video and audio production technology; specifically, digital non-linear editing (NLE) systems, management and distribution services. It was created in 1987 and became a publicly traded company in 1993. Avid is HQ'd in Burlington, Massachusetts. Its UK HQ is based at Pinewood Studios, Buckinghamshire.

Uses of Avid technology are regular recipients of numerous Oscar, Grammy, BAFTA and Brit awards.



For further information go to:
www.avid.com/US/



Koch Media, Basingstoke

Koch Media - Europe's first fully integrated, independent media company. HQ'd in Germany

Koch Media is a leading, independent producer and marketer of digital entertainment products and accessories in Europe and North America. Its business areas include distribution of media products, including movies, videogames and software products, and games publishing under the Deep Silver label.

Their UK operation is based in Herriard, nr Basingstoke.



For further information go to:
www.kochmedia.com

Sector Case Studies (Design)



Thinkable, nr Oxford

Thinkable Studio is an award-winning international product design and innovation consultancy based in the lovely Thames Valley near Oxford. It is a product design consultancy specialising in hand-held and wearable devices such as the Motorola Solutions HC1 wearable. German trained Jorg Schlieffers, founder and MD worked for Symbol Technologies in New York (which became part of Motorola) before transferring to the UK to set up a studio for Motorola. In 2005 he established Thinkable Studio, which has grown organically since with a multi-talented team of designers, engineers, graphic artists and animators delivering ground breaking design support, including CAD and product visualisation, product development and prototyping.

Jorg's work has been awarded major design awards, including two IDEA Gold Awards, Silver awards, iF Awards and multiple Good Design Awards. His work has been exhibited by museums and widely published. To date he holds over 60 design and utility patents.



For further information go to:
www.thinkable.co.uk

Statistics

£300m

What the UK's Animation Industry is worth



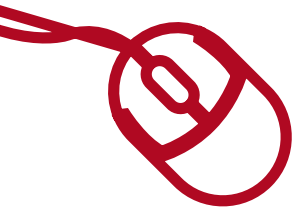
Gaming

Sector Case Studies



Capability: Companies

The UK is home to world leading computer game companies who have produced some of the world's most popular content.



Sector Case Studies (Gaming)



Electronic Arts, Guildford

Electronic Arts is an American developer, marketer, publisher and distributor of video games. It is one of the largest video game publishers in the world.

The company chose to locate their European headquarters in Guildford, Surrey. EAUK Bright Light and EA Criterion Games are located in Guildford.

EA Criterion Games inspire the next generation of game makers by holding student days



For further information go to:
www.ea.com



Sony Computer Entertainment, Guildford

Sony Computer Entertainment Worldwide Studios (SCE WWS) is a global network of highly successful game development studios. Each studio is owned by SCE and works exclusively on the SCE portfolio of computer entertainment products.

SCE's Guildford office is Media Molecule (MM). Founded in 2006 MM are the proud creators of the multi-award winning games Tearaway, LittleBigPlanet and LittleBigPlanet 2.



For further information go to:
www.mediamolecule.com



TT Games Publishing, Maidenhead

TT Games was established in 2005 with the merger of games publisher Giant Interactive and the developer Traveller's Tales. Based in Maidenhead the group has since grown to include the games development studio TT Fusion and TV production company TT Animation. The company was acquired by Warner Bros. in 2007.

The company is proud to continue its mission to be the leading publisher of interactive entertainment for young gamers and their families .

TT games is well known for their Lego Star Wars titles and holds the worldwide rights to develop Lego video games.



For further information go to:
www.ttgames.com/



Konami Digital Entertainment, Windsor

From humble beginnings as a jukebox hire and repair shop, Japanese giant Konami is now a company followed by gamers around the world, with famous brands such as football simulator PES to stealth franchise Metal Gear Solid. With UKTI and Thames Valley Chamber support, Konami relocated its European Headquarter to Windsor in April 2013 as it aimed to expand its entertainment offering, with a particular focus on online gaming and the opportunities it offers.

Konami aims to be an enterprise that keeps stakeholders 'always looking forward with anticipation' and that provides 'products and services that offer valuable time'. Konami blends Japanese methods with a European approach to create an entertainment provider that continues to offer incredible experiences to gamers worldwide.



For further information go to:
<https://uk.games.konami-europe.com/>



Unity Technologies, Brighton

Unity Technologies, the company behind leading games development platform 'Unity' and 3D and 2D content. Worldwide, Unity takes an approx. 45% share of the full feature game engine market.

Unity Technologies is the creator of Unity, an intuitive and flexible development platform used to make wildly creative and intelligently interactive 3D and 2D content. The "author once, deploy everywhere" capability ensures developers can publish to all of the most popular platforms.

Unity boasts a thriving community of over 2 million registered developers including large publishers, indie studios, students and hobbyists.

HQ'd out of San Francisco, Unity Technologies UK operation is based in Brighton.



For further information go to:
<http://unity3d.com/public-relations>



Kalypso Media, Bracknell

Kalypso Media is a global entertainment software developer, with UK operations conducted in Bracknell. Founded in Germany, in 2006, the company specialises in strategy and simulation games and is well known for products such as Sins of a Solar Empire and the Tropico series, which made its first ever transition onto consoles in 2013. The aim of Kalypso Media is to 'guarantee a great entertainment experience and a lot of fun', as guided by Benjamin Franklin's belief that 'games lubricate the mind'. With new games and products planned, it would appear that Kalypso Media is moving to achieve this philosophy.



For further information go to:
www.kalypsomedia.com



Lionhead Studios

Lionhead was founded in 1996 as a British video games developer in Guildford Surrey. Lionhead was a privately held company until October 2004 when a consortium of investors made a significant investment into the developer. Microsoft is the GUO of Lionhead Studios.

Employing just over 100 people, Lionhead launched their first game to the PC market in 2001 which received widespread critical acclaim, attracting some of the highest review scores ever achieved by a software programme.



For further information go to:
www.lionhead.com



Multiplay, Southampton

Over 17-years of pure-gaming passion drives Multiplay, a company built to formalise Craig Fletcher's university hobby of running small LAN gaming events into a recognised business.

Established in 1997, Multiplay now employs over 50 people in a range of areas of work from Events and Online services, digital consultancy and systems development. and more!

Multiplay created the Insomnia Gaming Festivals. In March 2013 Multiplay' 'just got a little bigger,' with UK retailer GAME buying the gaming event organiser and multiplayer service host .



For further information go to:
www.multiplay.com/



Natural Motion, Oxford

NaturalMotion, bought by Zynga for \$527m in 2014, was originally a Isis Innovation spin-out formed in 2001 by CEO Torsten Reil. He commercialised a technology, called Dynamic Motion Synthesis (DMS) & co-founded NaturalMotion for the development, use & sale of DMS.

Over half of the current workforce of 300 are based in Oxford, with other offices in London, Brighton (Boss Alien) & San Francisco.

NaturalMotion is creating the next-generation of mobile games and animation technology that will redefine the industry. It started its own catalogue of smartphone-based mobile computer games and now has an impressive back catalogue. The company's first mobile game was Backbreaker Football (5 million downloads) and its first 'free-to-play' game, My Horse, has been downloaded over 11 million times. Other titles include Clumsy Ninja; CSR Racings and Jenga;

NaturalMotion has provided software for such games as Grand Theft Auto IV and Bioshock Infinite;

Torsten Reil was named as one of MIT's TR-100 global top innovators.



For further information go to:
www.naturalmotion.com/



Ubisoft Reflections, Guildford

Ubisoft Entertainment is a major French video game publisher and developer, with headquarters in Rennes, France. The company has a worldwide presence with 25 studios in 17 countries and subsidiaries in 26 countries.

The company develops games in an office in Guildford, Surrey as well as Newcastle. Ubisoft Reflections is focused on driving games and has produced some world wide hit games including, the Driver franchise.

Reflections' objective is to combine technical expertise and flair for innovation to create and contribute to successful and memorable games, and to cement our reputation as an industry leading studio within the UK and the world.



For further information go to:
www.ubisoftgroup.com



n-Dreams, Farnborough

nDreams were founded in 2006 by former Eidos Creative Director Patrick O'Luanaigh. nDreams has grown from one man, into the leading global publisher on PlayStation Home and multi-award winner. nDreams moved away from brand work and work-for-hire in 2011, and by 2012, 90% of their revenue came from self-publishing. Since 2013 the company has focused its talents exclusively on virtual reality as it plans to be Europe's biggest Virtual Reality developers. nDreams were one of the first game studios in the world to focus on VR software, owning VRFocus, one of the leading global VR gaming websites. In January 2015 nDreams announced that it had received a \$2.75 million (£1.75m) investment round from Mercia Technologies PLC, to further develop games for the VR gaming market that will see the businesses continued growth and expansion. Patrick O'Luanaigh, Chief Executive of nDreams, said:

"We're delighted to be strengthening our relationship with the Mercia team, and their support allows us to continue grow the business more quickly and to finalize our launch titles ready for all major VR headsets. We plan to expand the company significantly and will be actively exploring both publishing and acquisition opportunities in 2015."



For further information go to:
www.ndreams.com/



22 Cans

Founded by industry legend, and creator of the God Game (GODUS) genre, Peter Molyneux. Peter himself was inducted into the AIAS Hall of Fame in 2004 and was honoured with an OBE in the New Year's Honours list (2004). In March 2011, he was awarded the Lifetime Achievement Award by the Game Developers Choice Awards and has received a BAFTA Fellowship at the 2011 British Academy Video Games Awards.

Peter's dream was to hand-craft a team of the 22 most talented, passionate and creative individuals with which to make the defining games of his career. 22 Cans create games for the world, and the journey has only just begun.



For further information go to:
www.22cans.com



Nintendo Europe, Windsor

Nintendo is one of the most famous video game companies in the world, and counts the likes of Pokémon and Super Mario Brothers amongst its repertoire of products. As a worldwide brand, Nintendo bases its UK operations in Windsor where it conducts UK product management, as well as marketing and support operations. Nintendo plan large growth in the coming years- including the release of a new console- and Europe looks set to play a big part in this.

Nintendo's aim is that of expanding the gamer population through fun and enjoyable games enjoyed by many people- this philosophy is well represented by recent consoles such as the Wii U which cater for many age demographics. Nintendo look set to bring this concept further as they prepare new products in upcoming years.



For further information go to:
www.nintendo.co.uk

All Hail Guildford - 'the Hollywood of video games'

Guildford is a games development hub, - the "Hollywood of videogames" (Guardian, 4 June 2014).

Boasting some of the biggest brands in the industry, Guildford has a wealth of talent and a cluster of organisations leading the sector, including the UK headquarters of Electronic Arts (formerly Bullfrog Productions) and 22Cans (set up Peter Molyneux, a resident pioneer in the industry). Guildford is also home to Media Molecule (developer of BigLittlePlanet), Lionhead Studios, Ubisoft, Criterion Games, Hello Games and GodFinger, to name a few. These companies and Guildford's excellent connectivity, have helped the town become a centre for video game production.

Surrey Research Park, based in Guildford, is a centre for world-class research and hi-tech activity. The Research Park has attracted some of the most technologically advanced companies in the world including Pixology and EMRAD



BigLittlePlanet



Rebellion

Rebellion are one of Europe's largest independent game developers. Using its own state of the art cross-platform engine and toolset, it has had twenty four no.1 hit games such as Sniper Elite (pictured below), Aliens vs. Predator, Rogue Trooper and Star Wars Battlefront. Their games have won both critical acclaim and were nominated for five British BAFTA awards including 'Best Character' and 'Best Screenplay'.

Established in 1992 in Oxford the company now has estimated revenues of around £15million. Rebellion employs around 200 people - the majority at its studio base in Oxford.

It is forecast that by 2018 the UK market for video gaming will reach a value 17% higher than that seen in 2014

In 2014, Rebellion was nominated for Develops 2014 'Best Independent Studio' award and its co-founders were give the 'Best Leadership' award by TIGA alongside another TIGA award for 'Best Design; for Sniper Elite 3.

Rebellion collaborates with the University of Oxford; in particular with regards to hiring graduates and enabling training to include programming skills needed to make games.



For further information go to:
www.rebellion.co.uk

Screen

Sector Case Studies



Sector Case Studies (Screen)



Vicon, Oxford

Vicon is the leading developer of motion capture products and services for the Life Science, Entertainment and Engineering industries. Established in 1984, as a as a management buy-out from the Oxford Instruments Group, the company are still located in Oxford. Since then, Vicon have revolutionised the motion capture industry consistently pushing the boundaries of what is possible.

The company product range includes the motion capture camera platform Vicon Vantage.

An Academy and Emmy award winner, Vicon have several Queen's Awards for Export & Innovation but that's not what drives us - it's the needs of our customers in over 70 countries around the world and the amazing work they do with our technology.



For further information go to:
www.vicon.com



Audiomotion

Audiomotion Studios is Europe's leading performance capture service provider. They are a multi-award winning, multi-stage studio, specialising in the provision of motion capture services to the Game Development, Film and Television industries. At 24 metres long x 12 metres wide, they house the largest capture volume in Europe. Equipped with over 160 Vicon cameras, robust real-time, head mounted cameras and virtual camera they can provide everything a client could need.

Audiomotion's recent movie projects have included Doctor Who, the flying pixies in Maleficent and horses & soldiers in Ridley Scott's epic Exodus: Gods and Kings.



For further information go to:
www.audiomotion.com

Creative South East is part of a great British film nation and will continue to be so with blockbuster titles filming right here, right now in the UK.

17%

It is forecast that by 2018 the UK market for video gaming will reach a value **17% higher** than that seen in 2014.

Ex Cantibus Gaudium (ECG), Reading

Ex Cantibus Gaudium (or 'Enjoyment Through Melody') is run by multi-award winning and credited Composer - Robert Hartshorne.

Based in Caversham, near Reading ECG provides compositions for TV, Corporate, Commercials, Film and Theatre. A 'good tunesmith' Robert has produces striking themes, chords, and sound beds that 'grab your attention and really add something to the images'.

Credits include commissions for Thomas the Tank Engine, Andrew Marr, the Commonwealth song 'Stronger as One'.

Six IVCA Golds, two Best Music Awards (New York Festival), one Gold Camera (US Film Festival), work on BAFTA winning programmes and a hordes of Silver and Bronze awards make Robert & ECG one of the regions great creative talents.



For further information go to:
www.ecg.co.uk

Some of the modern classics filmed in the region use facilities provided by the Pinewood Group and Elstree Studios. The Film is GREAT showcases some of the biggest features of the past few years, including like 'Batman: The Dark Knight Rises', 'Superman Returns', 'The Iron Lady' and 'James Bond'

Film makers love filming in the South of England.



UKTI and the Pinewood Studios Group

'UKTI has played an instrumental role in identifying business opportunities particularly in China. The support which it gives to Pinewood and the creative industries is second to none.

This also applies to the Buckinghamshire Thames Valley LEP which played a pivotal role in securing the planning permission for Pinewood's expansion plans'.

Andrew M Smith, *Director of Strategy and Communications*
Pinewood Studios Group



For further information go to:
www.pinewoodgroup.com

UKTI Contact information

Terry Mankertz (Senior Sector Lead ITEC)
terry.mankertz@ukti-invest.com

James Macauley (Head of Inward Investment,
Creative Industries)
james.macauley@ukti.gsi.gov.uk

Gina Fegan (Screen & Digital Media Specialist)
gina.fegan@ukti.gsi.gov.uk

Gareth Ralphs (Partnership Manager, South East)
gareth.ralphs@ukti-invest.com

Mark Leaver (Screen and Digital Media Adviser)
mark.leaver@ukti.gsi.gov.uk

LEP Contact information

Buckinghamshire Thames Valley LEP

Ian Barham, Partnership Manager
Tel: +44 (0) 7843 311 837.
Email: ian@btvlep.co.uk

Coast to Capital LEP

Malcom Brabon, Business Support Manager
Tel: +44 (0) 7717 281 883.
Email: malcolm.brabon@coast2capital.org.uk

Enterprise M3 LEP

Stuart Fenton, Digital Sector Growth Manager
(Hampshire CC)
Tel: +44 (0) 7545 979 917.
Email: stuart.fenton@hants.gov.uk

Lee McQuade, Economy Manager (Surrey CC)
Tel: +44 (0) 7855 232359.
Email: lee.mcquade@surrey.gov.uk

Hertfordshire LEP

Paul Witcombe, Enterprise & Business Manager
Tel: +44 (0) 7500 882000.
Email: paul.witcombe@hertfordshirelep.co.uk

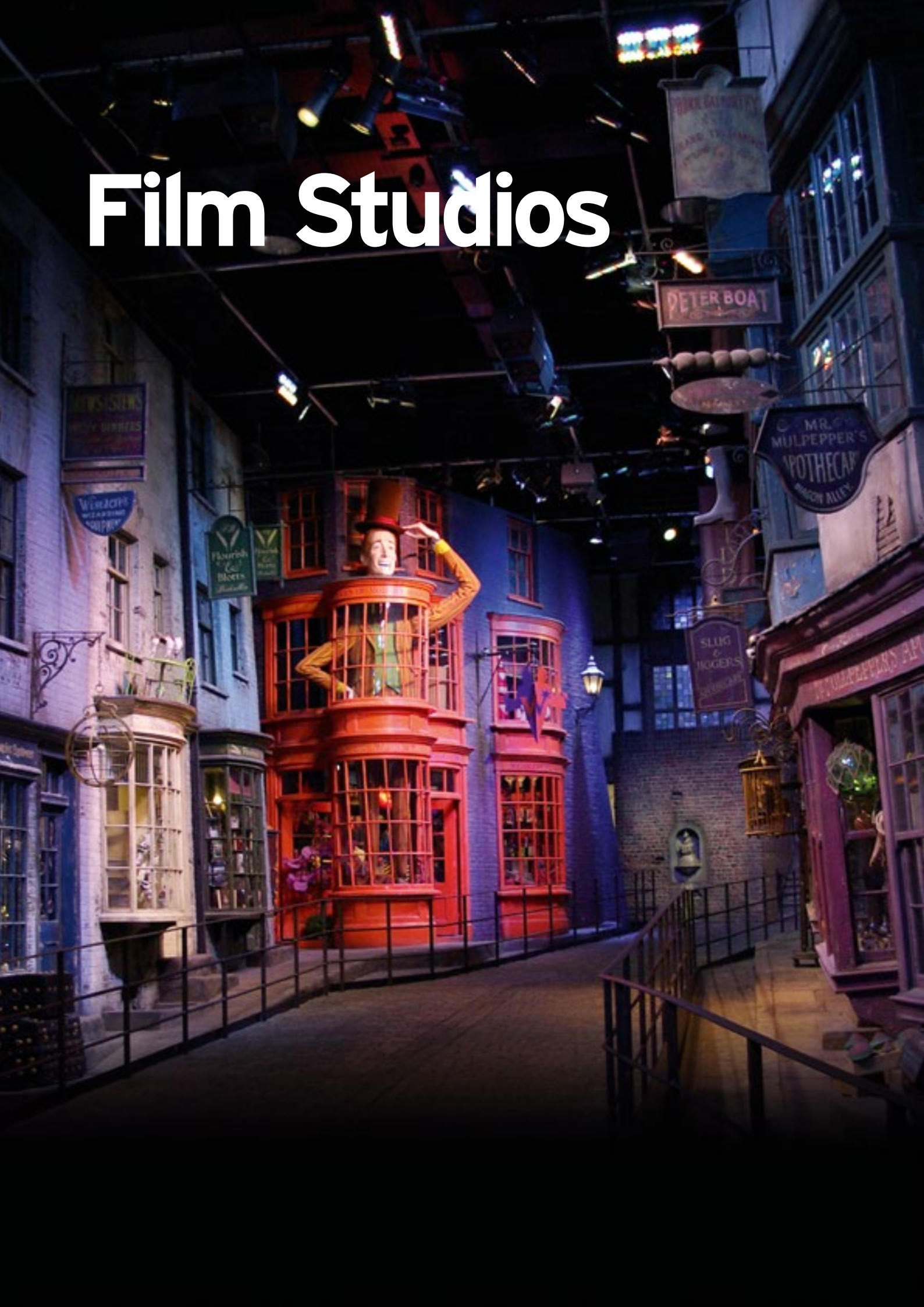
Oxfordshire LEP

Helen Ryan-Wallis, Business Development Manager
Tel: +44 (0) 7584 909 519.
Email: helen.ryan-wallis@investinoxfordshire.com

Thames Valley Berkshire LEP

Bill Hicks, Head of Stakeholder Engagement
Tel: +44 (0) 7770 266 231
Email: bill@thamesvalleyberkshire.co.uk

Film Studios





Given that the film industry alone is worth £1.4 billion to the UK economy, the Government has invested heavily in supporting the sector through various funding mechanisms

Film Studios



Pinewood Studios

Buckinghamshire is home to Pinewood Studio's the heart of the British Film industry. Like no other studio in the world, Pinewood is one of the planets leading locations for the makers of commercials, television & film. Since 1936, Pinewood has played a huge part in a succession of blockbuster films and television programme successes.

Located only 8 miles from London Heathrow airport, 20 miles from London's Soho District in Central London, the studios provide great connections and direct access to locations across the UK and beyond.

Pinewood's facilities include 18 stages, notably the world famous 007 Stage and Europe's first studio-based, globally unique, permanently filled, underwater filming stage, 3 back lots, 5 post-production theatres, 2 digital television studios and one of Europe's largest exterior tanks.

Over 100 associated film, production, design and creative media companies are also situated on-site.



Pinewood Studios Expansion

During 2014 Pinewood gained approval for expansion. The Pinewood Studios Development Framework (PSDF) is a £200m long-term scheme of national significance designed to address increasing global demand for production facilities in the UK and deliver growth for the next 15 years.

It comprises expansion of the existing Pinewood Studios by adding a total of 100,000 sq m of new facilities, including twelve large stages with supporting workshops, production offices and infrastructure.



For further information go to:
[/www.pinewoodgroup.com/
pinewoodexpansion](http://www.pinewoodgroup.com/pinewoodexpansion)



For further information go to:
[www.pinewoodgroup.com/our-studios/
uk/pinewood-studios](http://www.pinewoodgroup.com/our-studios/uk/pinewood-studios)



Shepperton Studios

Established in 1931 many of the world's most profitable & best-loved films have been made at Shepperton Studios, Surrey. Often described as the home of independent film production, it continues to attract some of the world's most revolutionary and inspirational content creators. Studio credits include Lawrence of Arabia, Superman, Alien, 2001: A Space Odyssey, The Da Vinci Code, Thor, Gravity and Star Wars. The studios boasts 15 stages, ranging in size from 3,000 sq ft (280 m²) to 30,000 sq ft (2,800 m²). Five of these stages have interior tanks.

The studio has two large back-lots and a range of post production facilities including four mixing theatres and four dubbing studios. The site includes over 60 specialist, independently managed companies.

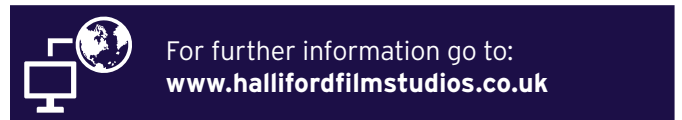
Shepperton is 8 miles from London Heathrow airport; 25 minutes from central London.



Halliford Film Studios

Halliford Film Studios, Shepperton, have a long and illustrious association with Commercial television. Purpose built and opened for business in 1955 the studios have always been independently owned. Set in neatly 2 acres and with several thousand Film, Video and Digital credits 'under their belts', Halliford has a proven commitment to providing the best in on-site facilities, services and value for money for film makers.

Among the services provided are the Studio's two drive -in sound stages each with full height cyclorama backings with coves and lighting walkways. The studio complex plays host to a small number of associated industry businesses.



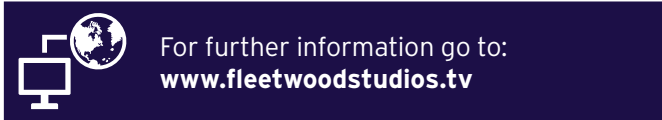


Fleetwood Studios

Fleetwood Film studios are based in Mortimer, nestled on the Berkshire / Hampshire borders.

The Studios provide around 500 sq ft of studio space, a full lighting grid, infinity cove for green screen, classic white or black cyclorama.

A studio brochure can be accessed via: <http://www.fleetwoodstudios.tv/wp-content/brochure.html>



Black Hangar Studios

Black Hangar Studios are based in Alton, Hampshire just 45 minutes from central London. The 'World's Most Versatile Studios' productions include 24, Born to be Blue, Salmon Fishing in the Yemen, Breaking the Bank, the National Geographic and Mini (BMW).

Facilities include The UK'S largest permanent cyclorama (100ft in length and 24ft in height); a 37ft x 34ft Stage; one of only two outdoor water tanks in the UK. The Black Hangar Studios elevated 5,000 sqft tank has above and below water shooting platforms and a 180 degree natural skyline. A local back-lot (inc. access to 500 acres of private land) boasts extensive woodland, deserted roads and ample opportunities for Green Screen virtual sets and set extensions. A further 500 acres of private land is available for filming.

Other Hampshire film locations can be found at the About Film Hampshire website.

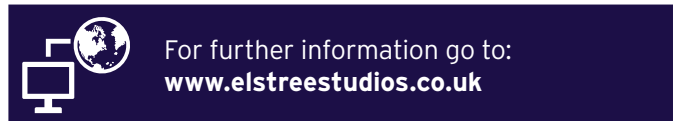


Elstree Film Studios

London's number 1 television studio Elstree Studios is home to some of the top shows on British television today; Strictly Come Dancing for BBC, Big Brother for Channel 5, The Voice, Celebrity Juice, Never Mind The Buzzcocks, The Chase, Pointless, Room 101, Sweat The Small Stuff, Yonderland and many more.

Known as the birthplace of Star Wars, some of the most famous films in the world have been produced at Elstree Studios; the Indiana Jones and Star Wars trilogies, Superman, The Shining and Labyrinth to name just a few from an endless list. Most recently, Elstree has been home to The King's Speech, Sherlock Holmes: A Game of Shadows, World War Z, The World's End and Paddington Bear.

Located 20 minutes from the heart of London, in its 87 year history, Elstree has been the studio of choice for many film and television productions and tour rehearsal or promo, and for many legendary producers and directors from Alfred Hitchcock, George Lucas, Steven Spielberg and Stanley Kubrick to Danny Boyle, Tom Hooper, Guy Ritchie and Matthew Vaughn. Listen to their Managing Director.



BBC Studios and Post Production**BBC Film Studios, Elstree**

Elstree is also home to BBC Studios and Post Production's London studios business, whilst Television Centre is being redeveloped. The BBC's commercial facilities arm has upgraded a number of Elstree stages, so they are now fully equipped for HD multi-camera television production and HD gallery facilities for the George Lucas stage - also two of the tallest in Europe offering grid loading and power.

The Studios are also very popular for commercials having recently provided stage space for Gucci, Stella Artois, BT and NatWest.

Elstree Studios boasts seven film and TV stages, plus a green screen stage, providing over 60,000sq ft. of stage space with stages ranging from 3,844sq ft. to 15,770sq ft. and from 25ft. to 50ft. in height.

Elstree also offers extensive production offices, workshops, dressing rooms, a 28 seat preview theatre, wardrobe and make up rooms, rehearsal rooms and post productions facilities. With 24 hour, seven day a week manned security, together with a comprehensive CCTV camera network, the Studios are specifically designed to give you total peace of mind during any stay



For further information go to:
www.bbcstudiosandpostproduction.com

**Audiomotion Studios**

Audiomotion Studios is Europe's leading performance capture service provider. We are a multi-award winning, multi-stage studio, specialising in the provision of motion capture services to the Game Development, Film and Television industries. At 24 metres long x 12 metres wide, we house the largest capture volume in Europe!

Equipped with over 160 Vicon cameras, robust real-time, head mounted cameras and virtual camera we can provide everything a film maker requires for their next production.

Audiomotion's impressive range of film, commercials, TV, Trailers, Sports & Kids credits includes Clash of the Titans, Angels & Demons, Harry Potter and Gladiator, Britvic, Cadburys; Puma, FIFA 14; Johnnie Walker Gold, Forza Horizon and My Horse.



For further information go to:
www.bbcstudiosandpostproduction.com



Warner Bros Studios, Leavesden

One of the newest film studios in the UK Leavesden Studios has nevertheless served a number of prominent institutions since it was first built over 70 years ago, including the manufacturing of Rolls Royce aircraft and engines before closure in 1992.

The gates opened again in 1994 when Leavesden began a new life as a film studio. Over the ensuing years, the facility housed a number of high-profile productions including James Bond: Goldeneye, Star Wars: Episode One, Longitude, An Ideal Husband and Tim Burton's Sleepy Hollow. All eight of the Harry Potter films were shot at the studio.

Home to 13 stages (inc. one water tank), ranging in size from 250,000 - 17,000 sqft to, offices and workshops, WBSL offers a full range of supporting facilities and amenities (lighting, scaffolding, production supplies) including one of the most extensive backlots in Europe - at over 100 acres. Listen to their Senior VP & Managing Director.

The Leavesden site is also now home to Harry Potter Studio Tour and continues to reinvest in creative talent with its recent announcement of an investment programme in skills and training.



For further information go to:
<http://wbsl.com/home>



Longcross Film Studios

Longcross Film Studios opened in 2006 and since then has achieved remarkable success with many blockbuster films being produced there. Film credits include Captain Philips, Guardians of the Galaxy, Fast & Furious 6, War Horse and Clash of the Titans. TV productions include Call the Midwife. The four main stages (buildings) , workshops ranging from 2,000 - 13,000 sqft and other facilities are available.

The Studios, once an important M.O.D site with considerable history, have over 200 acres of backlot, including a 150 year old Manor House and 9-hole golf course. There is also a 2+ mile Test Track available for filming that was once used to test 80 ton army tanks and now is used by prestigious motor cars together with motoring events.

Longcross Studios is located 2 miles SW of the M3/ M25 (Junc2) in the heart of the Surrey countryside. It is adjacent to Longcross rail station which is 42mins from Waterloo and has direct access onto site.

Other Surrey film locations and details can be found at the Film Surrey website.



For further information go to:
www.longcrossfilmstudios.com



Wailing Banshee Studio

Wailing Banshee is an award winning (Chicago International Film Festival) creative video production & multimedia facility, located in the heart of the Hampshire countryside, delivering content rich films and motion graphics, producing corporate films for over 10 years.

They provide a complete in-house service from script writing, filming, editing, motion graphics, animation, DVD, web, TV broadcasts to interactive media solutions, graphic design, branding and advertising. Anything is Possible...!

Services include video TV and film production, ranging from TV adverts to broadcast programmes, corporate films to web viral campaigns. Total studio area is 185 sqm, plus green screen infinity cove and white backdrops.

Banshee studios are located one hour by train from London Waterloo and within easy access to the M3 and A34(T).

Production credits include work for Marks & Spencer, Unilever, Pfizer, Hugo Boss, Coca Cola Enterprises, Waterstones and Sony. TV credits include animations/promos for USA, Disney's Wall-E, CNBC and National Geographic.



For further information go to:
www.wailingbanshee.co.uk



Lionhead Studios

Lionhead was founded in 1996 as a British video games developer in Guildford Surrey. Lionhead was a privately held company until October 2004 when a consortium of investors made a significant investment into the developer. Microsoft is the GUO of Lionhead Studios.

Employing just over 100 people, Lionhead launched their first game to the PC market in 2001 which received widespread critical acclaim, attracting some of the highest review scores ever achieved by a software programme.



For further information go to:
www.lionhead.com

The core UK animation industry has synergies with a wide range of other creative industries and provides important spill-overs from technical developments, most notably CGI, visual effects and 3D.

“Britain’s Thames Valley is a centre for film and television production. It has a long tradition of filmmaking with world class studios such as Pinewood, together with beautiful and varied locations all within easy access of London and Heathrow airport. A large number of crew and facilities are based in the region, contributing to the overall strength of the creative sector, a significant employer in the south east of England.”

Gareth Neame

Executive Producer,
Downton Abbey and
Managing Director,
Carnival Films

carnival



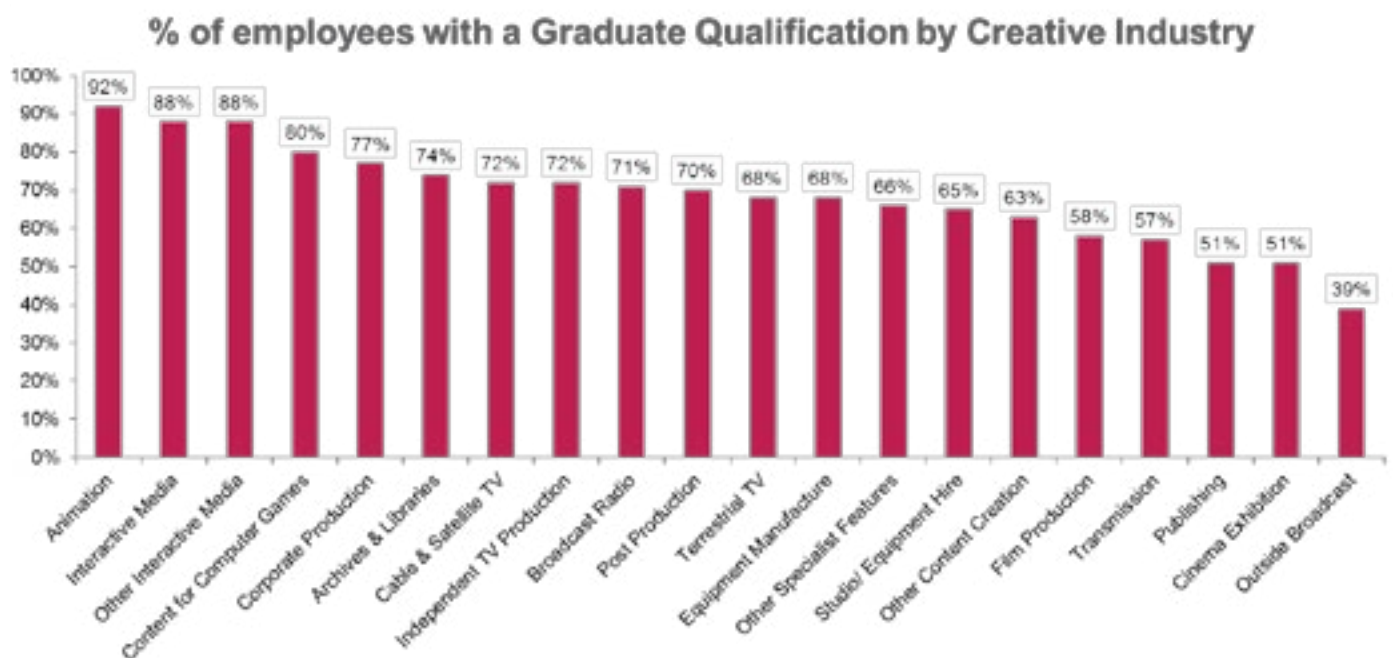
Academic & Training Facilities





The UK's capability in post-production is enhanced by strong links to international film production through the world-famous Pinewood Studios as well as a steady supply of talent in creative media

Capability: Skills Base



Capability & Centres of Excellence



National Film and TV School (NFTS)

The National Film and TV School (NFTS) is second to none. It has been described by the Observer as the Worlds Best Film School and the Number 1 International Film School by the Hollywood Reporter. It produces a host of award winning students and graduates, and many of the UK's most noted contemporary auteurs as well as commercial filmmakers. It is proud to name Nick Park, the creator of Wallace and Grommit and Harry Potter Director David Yates within its glittering roll of graduates.

The NFTS also offers a ground-breaking new MA in Games Design and Development, combining existing NFTS expertise in character creation, storytelling, design, animation, sound, and more, with input from games industry experts in games design, games art, games production and games audio.

The NFTS operates from its own historic studios, Beaconsfield, Buckinghamshire, running more specialist MA's than any other film school in the world.



For further information go to:
<https://nfts.co.uk/>



Brighton Film School

The Film School has been running successful courses for over 10 years. The school offers a wide range of courses in art direction, film production, screenwriting, editing and art direction.

With fantastic facilities, dedicated industry lecturers and speakers and a central location in a filmmakers city such (Brighton) the film school's mission is to deliver practical courses and train the next generation of talented filmmakers wishing to enter the British film industry.

Its flagship courses, such as the Filmmaking HND and Art Direction HND programmes, have helped Brighton Film School be recognized in the 'Top 10 UK Film Schools', by popular online film news site 'Tales from the Argo'.



For further information go to:
<http://brightonfilmschool.co.uk/>



Buckinghamshire New University

Buckinghamshire New University's media centre, based in High Wycombe, Buckinghamshire houses the latest state-of-the-art professional industry standard recording and film making facilities in a modern and contemporary environment.

Film studio spaces that include audio-visual editing suites, with Final Cut Pro/Studio, Avid and other audio-visual sequencer/plugin and related software on Mac Pros.

In addition, Buckinghamshire New University has also developed a particular specialist niche in preparing people to work in the outside broadcast production industry.



For further information go to:
<https://bucks.ac.uk/courses/undergraduate/BG1FTV1/>



Amersham and Wycombe College

Amersham and Wycombe College runs a variety of professional courses, from their two sites in High Wycombe and Aylesbury, for the film and TV production industries, many of which are unique.

For example, the College is the only establishment in the whole of the UK to offer Grip qualifications based on a set of industry standards drawn up by industry professionals within Creative Skillset.

They have also recently partnered with Pinewood Studios to launch the Pinewood Diploma in Studio Management, which will equip candidates with everything they need to effectively run a world-class studio facility for the screen based industries. They were also the first college in the country to offer an advanced apprenticeship in creative & digital media.



For further information go to:
<http://www.amersham.ac.uk/course/btec-90-credit-diploma-in-creative-media-production-tv-film-ft/>



University of the Creative Arts

UCA is a specialist University with over 150 years of experience in supporting and developing creative arts students. With access to the latest industry standard facilities and thinking, UCA's unique student communities share and inspire one another in creative disciplines.

Oscar-winning film makers, world-renowned fashion designers, television presenters, celebrity jewellers and Turner Prize nominees are just some of the high-profile graduates from UCA. The alumni includes Oscar winning animators, Michaël Dudok de Wit (Father and Daughter) and Suzie Templeton (Peter and the Wolf).

The University for the Creative Arts (UCA) became the highest ranking specialist arts University (after climbing 10 places in The Complete University Guide 2016).



For further information go to:
<http://www.ucreative.ac.uk/>



School of Audio Engineering

Oxfordshire has a fast growing reputation for its strong creative digital media economy and creates an ideal professional playground for SAE students to sharpen their skills.

The Oxford campus opened in 2008 and was officially inaugurated as the World Headquarters of SAE Institute by HRH The Duke of York. Set in an outstanding location the campus offers world-class practical creative media facilities in the 'The City of Dreaming Spires'.



For further information go to:
<http://uk.sae.edu/>



The Next Gen Skills Academy

In 2011, NESTA published 'Next Gen', a report detailing what was required to turn the UK into the world's leading talent hub for the video games and visual effects (VFX) industries.

The Next Gen Skills Academy (NGSA) - based at Amersham and Wycombe College - is a national centre of excellence for the games, visual effects (VFX) and animation industries and directed by employers and developing the skills which employers vitally need, and which the educational system is currently failing to deliver.

As part of the NGSA, a pathfinder project will be established at Pinewood Studios to incubate and accelerate games developers of the future.



For further information go to:
www.nextgenskillsacademy.com



University of West London

The University Ealing School of Art Design and Media provides Film Production course at University of West London is for anyone who loves film and is curious to learn how to make their own.

The School offers a valuable qualification for anyone looking to work in the TV, film or video journalist sectors.

Courses on offer include: Advertising & Public Relations; Broadcast Journalism; Fashion and Textiles; Film Production; Graphic Design (Visual Comms & Illustration); Media & Communications Photography; Radio & Multimedia Audio Production and Visual Effects.

Graduates are established in many creative and technical departments including the BBC and Sky.



For further information go to:
<http://www.uwl.ac.uk/academic-schools/art-design-media>



Centres of Excellence (Academic / Training)



Oxford Brookes University (COMET)

The University Department of Computing and Communication Technologies (COMET) group works closely together to leverage the different skills available and to cross link ideas. This includes the use of electronics technology in media & acoustics, instrumentation and sensors in wireless networks and immersive media, and the application of intelligent network design techniques to wireless systems and to identify innovative solutions.



For further information go to:
<http://cct.brookes.ac.uk/research/isec/comet/>



University of Brighton

University of Brighton

The University of Brighton has a range of film related courses at graduate and postgraduate level including its popular BA (Hons) in Film and Screen Studies. - a degree course distinct from conventional film studies programmes in that it focuses specifically on the screen as a form of culture, communication and entertainment.

Brighton is ranked 8th in the Guardian University Guide 2016 for art and its wider course portfolio includes degrees in Digital Film, Digital Sound and Arts and Television & Digital Media Production.

See also the Brighton Fuse Report



For further information go to:
<https://www.brighton.ac.uk/>



University of Sussex

University of Sussex

Media and Film at Sussex is one of the top rated departments in the UK. Pioneers in the field, the University launched its first Media Studies degree in 1989.

In the 2013-14 'Complete Independent University Guide' rankings the School were ranked 11th out of 90, and in research 8th in the last Research Assessment Exercise, with 100% of our research being rated as internationally recognised, and 75% as internationally excellent or world-leading.

The Schools research and teaching expertise spans areas including all aspects of media theory and practice, including the study of film, digital media, critical cultural theory, digital humanities, cultural studies, media memory, sonic media and auditory culture, screen aesthetics, globalization and journalism.

Students also run their own campus TV station, the award-winning UniTV.



For further information go to:
<http://www.sussex.ac.uk/>

“South-East England was the birthplace of commercial filmmaking in the UK and holds a significant position in the international film industry”

(SkillSet - The Creative Media Sector (2010))

Pinewood Diploma in Studio Management

The Pinewood Studios Group, in conjunction with Amersham and Wycombe College, have created the Pinewood Diploma in Studio Management. The very first of its kind, the diploma is designed for professionals working in a front-line capacity in the film studio management sector.

The BTEC qualification will link theoretical learning with the world of work and will provide learners with the opportunity to apply their research, skills and knowledge to work related contexts.

The course is heavily subsidised for industry professionals, including freelancers and was launched by HRH The Duke of York in March 2013. It is part of a wider commitment by Pinewood of outreach to all educational establishments within a 5-mile radius of their studios.



For further information go to:
<http://www.pinewoodgroup.com/our-studios/uk/about-us/careers/pinewood-diploma-studio-management>

South-East of England

The South East of England (along with its East of England neighbour) employ around 13,000 people in the facilities sector. Well-known titles and franchises such as James Bond, Star Wars, Sleepy Hollow and the Harry Potter Series were all based at regional film studios

The independent film industry is dominated by small, often micro production companies in the region, and is (along with the commercials sector) the highest user of freelance labour. A number of high-end film companies and documentary companies also exist in the region, including Spice Factory and Seventh Arts



Advanced Research Group

The aim of The Games Advanced Research Group is simply to extend the boundaries of computer games technology, both within the world of games and by migrating the technology to other areas. The centre also supports the growth of new (entrepreneurial) businesses.

The Advanced Games Research Group predominately focuses on Software engineering and programming, including artificial intelligence, graphics and realization, including sound and music, Entrepreneurship and project management, Game technology applications and Locative, alternate reality and pervasive gaming. The University is also home to a Motion Capture Studio with a dedicated 20 camera motion capture studio, for use by students and staff.



For further information go to:
<http://www.port.ac.uk/>





Gaming & Virtual Effects Research Laboratory

University of Hertfordshire's (UH) Gaming and Virtual Effects Research Laboratory (G+VERL) is a lab dedicated to investigating new & novel applications for the techniques and technologies of Visual Effects and Games. G+VERL's unique environment offers teams of multi-disciplinary researchers state-of-the-art computing technology to help facilitate and increase research and development for the VFX and games Industries.

Working in partnership with the regions' creative industries, G+VERL offers SME's the space, technology and R & D expertise needed to develop and grow their opportunities in the games and VFX sector.



For further information go to:
<http://www.herts.ac.uk/cerc/projects/verl-visual-effects-research-lab>



University of Reading

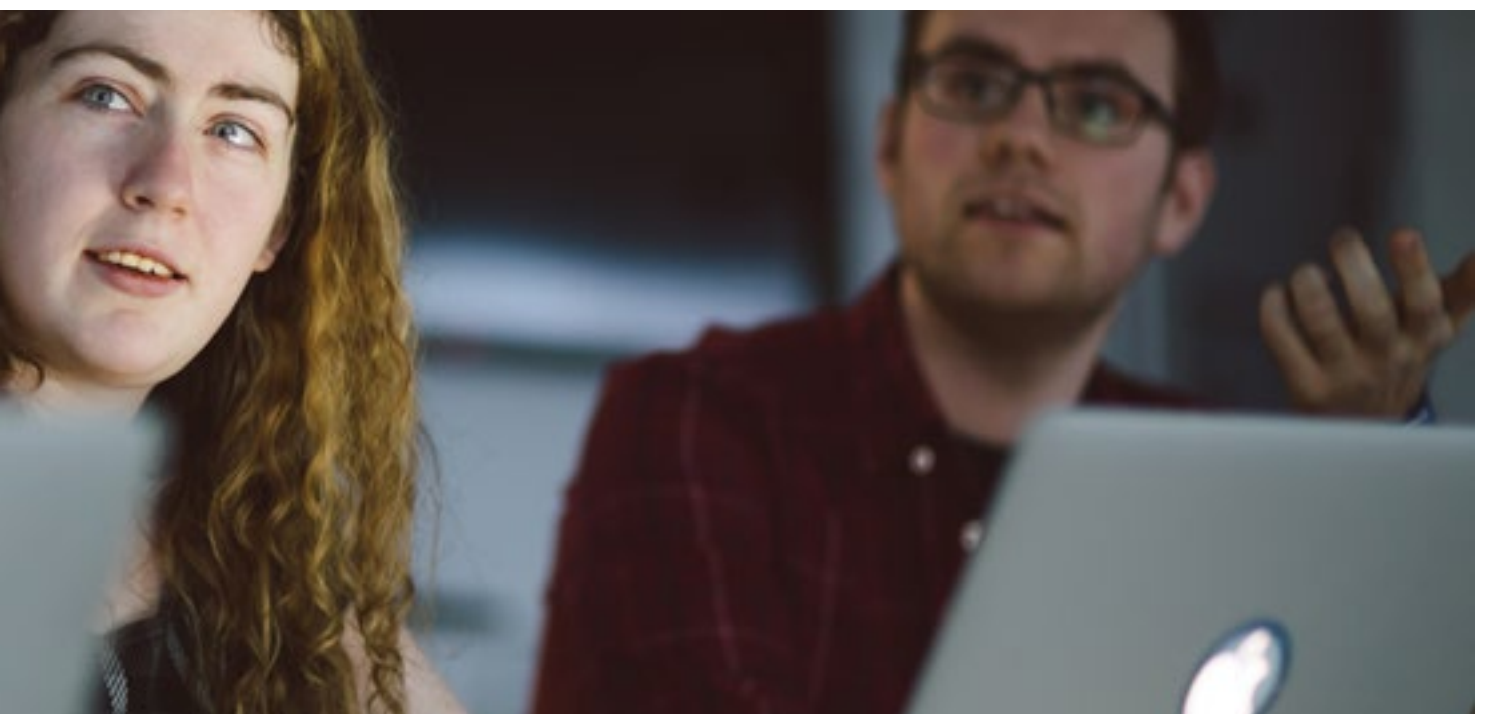
Film, Theatre and Television are competitive sectors, both in the spheres of the creative industries and academia. The University of Reading (UoR) we produce the theatre, film, and television makers of the future, its managers and entrepreneurs, and its scholars and researchers. UoR offers a range of Undergraduate and Masters degree courses, including single and combined BA's and post-graduate research projects.

Students benefit from an £11.4 million, purpose-built, state-of-the-art facilities include a range of teaching spaces, a 70-seat cinema, three theatres, a suite of cutting rooms, specialist sound editing and recording facilities, and a fully-equipped studio for film and television production.

Students are also able to participate in the wealth of creative activity taking place in the department by working on performances or films directed by students further into their studies. Over 100 performances, films & television programmes are created in the Department each year.



For further information go to:
<https://www.reading.ac.uk/ftt/>





Journeys Across Media (JAM)

Journeys Across Media (or JAM) is an annual interdisciplinary conference, run for and by postgraduates working in the University of Reading's (UoR) Department of Film, Theatre & Television.

JAM has been running since 2003, and carries on the inter-disciplinary focus of the department, by looking at issues concerning film, theatre, television and new media. The running of JAM offers postgraduates in the department a chance to gain invaluable experience of planning and running a conference, and all delegates the opportunity to gain experience of presenting their work, at different stages of development, in the active, friendly and supportive research environment of Film, Theatre & Television at the UoR. Past events have considered a range of topics, including medium specificity & cross-media relationships, adaptation, perception and engagement, and nu-romanticism. For more information on past JAM events please visit our archive.



Follow JAM on Twitter here:
twitter.com/JAM_UOR



University of Hertfordshire

The University of Hertfordshire (UH) is ranked one of the top 10 Universities in the UK and continues to be one of the top 100 universities in the world (under 50 years old) according to the latest Times Higher Education 100 (u-50) rankings.

UH's School of Creative Arts offers courses across a range of Film and Production, 2D Animation and Digital Media and 3D Computer Animation and Modelling. The Film and Production course has industry sponsors of the Film & production course include: the BBC, ITV, Avid, Warner Bros, BFI and Elstree Studios.

UH is also a sponsor of the Elstree University Technical College offering technically-oriented courses to students and with a special focus on the technical skills, trades, crafts and technologies that support the entertainment, film, television, theatre, visual arts and digital communication industries. The UTC offers a unique active experience in the industry.



For further information go to:
www.xxx





University of Surrey

The University of Surrey has an outstanding reputation for technological advancement, with rich cross departmental interactions on offer. In addition to opportunities with departments in the School of Arts (Film, Film & Video Production Engineering, Music, Theatre and Sound Recording & the Guildford School of Acting), students can also collaborate the Centre for Vision, Speech and Signal Processing (CVSSP), as well as our prestigious academic and research hubs, such as the Digital World Research Centre.

The film studies programmes, extracurricular activities, and career prospects are enhanced by constant interaction between students and industry to develop awareness of the relationship between screen media & the performing arts, collaborative skills, and recognising this as an engine for the creative industries. Key academics include Professor Richard Bowden

Surrey Stage Crew is a University of Surrey Students' Union society for people who are interested in the technical side of events. We cover many different topics - Lighting, Sound, Rigging, Staging and Electrics to name just a few.



For further information go to:
www.surrey.ac.uk/subjects/media-digital-arts-film



University of Creative Arts

UCA is a specialist University, spread over five campuses in the south of England including two in Surrey in Epsom and Farnham, with over 150 years of experience in supporting and developing creative arts students. With access to the latest industry standard facilities and thinking, UCA's unique student communities share and inspire one another in creative disciplines.

The University for the Creative Arts (UCA) became the highest ranking specialist arts University (after climbing 10 places in The Complete University Guide 2016).

The University has long-established relationships with business, cultural and creative industries and a wealth of experience of working in collaboration. As a specialist University its alumni include Oscar-winning film makers/animators, such as Michael Dudok de Wit and Suzie Templeton., Writer & Director Gareth Edwards as well as the likes of Tracey Emin and Dame Zandra Rhodes.



For further information go to:
<http://www.ucreative.ac.uk/about-us>



Southampton Solent University

Southampton Solent offers undergraduate and postgraduate courses in post-production, with the courses recognised as Skillset Media Academy courses and the University recognised as a centre of excellence in media education.

Courses on offer are well regarded as explained by editor of Shakespeare in Love, David Gamble:

"I have been impressed by the high levels of competence and creativity shown by the undergraduate students on the TV Post-Production course. The students are engaged and committed, and their work displays intelligence and maturity."

Courses available include: film studies, television studio production, video production and television post-production and special effects and CGI.



For further information go to:
www.solent.ac.uk/

169,625

According to HESA, approximately **169,625 students** were studying creative media courses in the UK, in 2013-2014



Professional Networks



Professional Networks



Digital Oxford

Oxford is a world class digital destination and already home to some of the world's leading technology.

21,000 digital minds; 2 world-class universities; an international gaming hub; 30 monthly meet-ups; 9 major business parks; 3 massive tech conferences; a digital industry worth £500million.

Digital Oxford has been set-up to help attract business, represent the vast digital talent here and show that Oxfordshire's digital sector has the growth potential to be another key factor in the region's future.

Members include: White October, Bottle, Incuna and Torch Box.



For further information go to:
<http://digitaloxford.com/>



Creative England

Creative England (CE) is dedicated to the growth of the creative industries.

Creative England invest in talented people and their creative ideas, nurturing our richly diverse games, TV, film and digital media industries. From direct investment and soft loans and funding to business mentoring; CE champion the best ideas of talented people and their businesses.

As a not-for-profit organisation CE mobilise public and private resources to garner as much support and investment for the creative industries as possible. It works with a wide range of partners and investors from commercial brands and companies such as Google, Facebook and KPMG to local authorities, cultural bodies and universities, national government, and the European Commission.

CE Oscar credits include: Into the Woods (filmed across the South East of England) and The Imitation Game (Bletchley Park).



For further information go to:
<http://www.creativeengland.co.uk/about>



Wired Sussex

Wired Sussex is a Brighton-based membership organisation for companies and freelancers operating in the digital, media and technology sector in Sussex.

Becoming fully independent in 2006, Wired Sussex works to help its 2600+ members to create, innovate and grow. This membership includes a number of prominent businesses who were founding members and Board members including Cogapp, Epic, NixonMcInnes, WPM, COG and Plug-in Media.



For further information go to:
<http://www.wiredsussex.com/>



Brighton Fuse (Report) Network

Brighton Fuse is a 2-year research and development project which will analyse the growth of Brighton's successful creative, digital and information technology (CDIT) cluster, and pilot schemes to promote further innovation and economic development.

Brighton Fuse focuses on analysing the interplay between the arts and humanities and digital technology and on explaining how these factors lead to innovation and business success. It also examines the role of higher education and graduate skills in this process



For further information go to:
<http://www.brightonfuse.com/wp-content/uploads/2013/10/The-Brighton-Fuse-Final-Report.pdf>



Oxford Technology & Media Network

The Oxford Technology & Media Network is a network with over 400 members who are directors of media technology companies living or working in Oxfordshire.

The objectives of the network are to stimulate debate and business thinking on key topics and markets, to help local start-ups and businesses find the people, connections and resources they need to flourish, and to provide a catalyst for Oxfordshire to become the UK's leading high technology and media cluster.

The Network is also helping develop expertise to flourish and develop at the intersection of a range of inter-related key industries, including big-data and telecoms, television & films, music & sound and gaming.



For further information go to:
<http://www.otmfn.co.uk/>

Oxford Digital Economy Collaboration Group

Oxford Brookes Communications, Media and Technologies Group works closely together to leverage the different skills available and to cross link ideas.

The Oxford Internet Institute established (2013) the Oxford Digital Economy Collaboration (ODEC) Group, an initiative in support of developments in the Digital Economy in the UK. The group assists businesses, public sector organisations, innovators and research groups working in the digital, internet, and creative industries, to foster collaborations supported by the Connected Digital Economy Catapult (CDEC).



For further information go to:
<http://odec.org.uk/>

Film Friendly Partnership's

Creative England works with public and private sector partners, including local authorities and council-funded film offices, to ensure a film friendly welcome to productions based in the English regions. We are embedding Film Friendly Partnerships across the country.

The Hertfordshire Film Friendly Partnership and Charter brings together ten local authorities across Hertfordshire who have signed-up to Creative England's Film Friendly Partnership Charter.

This Charter signifies to filmmakers that Hertfordshire is committed to encouraging the development and production of filmmaking in the County.

 For further information go to:
<http://www.creativeengland.co.uk/story/new-film-charter-to-keep-hollywood-coming-to-hertfordshire>



Creative Skillset

Creative Skillset empowers the Creative Industries to develop skills and talent; we do this by influencing and shaping policy, ensuring quality and by securing the vital investment for individuals to become the best in their field and for businesses to grow.

As the industry skills body for the Creative Industries, the organisation works across film, television, radio, fashion, animation, games, visual effects, textiles, publishing, advertising, marketing communications and performing arts. Creative Skillset provides support to the industry in England and across the UK.

 For further information go to:
<http://creativeskillset.org/>



UKIE

Ukie, pronounced you-key, (UK Interactive Entertainment) is the only trade body for the UK's games and wider interactive entertainment industry. We are a not-for-profit and are passionate about games, games businesses and their place in the world.

Whatever the size of your company, the Ukie network provides a collective voice for the games industry here in the United Kingdom.

Ukie actively organizes and supports key industry events including London Games Festivals, Gamescom, and Develop as well as events from the mobile, advertising and new media sectors. UKIE also hosts events on key commercial and business issues of the today. These events attract some of the world's largest organisations in the gaming industry, which provides companies the opportunity to interact, network and build relationships with other industry professionals.

In terms of developing Government Policy , 'Ukie have played a pivotal role in helping us get games tax relief in place, and show the rest of the world just how much the UK has to offer the games industry'. - Ed Vaizey, Minister of State for Culture and Digital Industries.

 For further information go to:
<http://ukie.org.uk/>



Soft-landing Space



Soft-landing Space



Connect TVT, Green Park, Reading

Description

GROW@Green Park the collaboration and incubation hub for start-ups is a flexible, personal & buzzing co-working space located in the heart of the Thames Valley's vibrant economy based at Green Park. GROW brings together start-ups, innovators, creatives & developers to meet, co-work & collaborate. It hosts a range of events, and drop in business clinics to help start-ups. As part of the space there is a Lab offering IoT hardware and software development, a 3D Printing Zone & Open Device lab to harness more disruptive enterprises connect.

Cost

GROW offer a flexible pricing structure to suit start-up business needs:

- Grab a hot desk at GROW from £10+VAT per day.
- One week hot desk pass from £40+VAT (one day free!)
- £100+VAT for a whole month's hot-desking.
- £420+VAT for 'lite' annual hot desk access (8 days a month).
- 'Full-on' & complete access from £900 + VAT.
- POD meeting rooms from £10+VAT per hour
- Training & Presentation rooms from £25+VAT per hour.

Size

- 30 co-working spaces
- 30 full-time desks available
- 1 meeting room for between 1-30 people.
- 3 'POD' (meeting) spaces for between 1-4 people
- Lots of breakout space for informal meetings



Address: **250 South Oak Way,
Green Park, Reading,
Berkshire, RG2 6UG**



For further information go to:
www.growgreenpark.co.uk/

Soft-landing Space



The Skiff, Brighton

Description

The Skiff is a co-working community, a collective of 150 independent and remote workers who choose where they work. They have a space in the middle of Brighton's North Laine, a 10-minute walk from Brighton station. Some members use it as their primary workplace, whilst others drop in for occasional meetings, events and social activities.

Cost

A range of memberships:

- £299/Month+ VAT: 7 days/week at your own desk
- £199/Month+ VAT: 5 days/week co-working space
- £99/Month+ VAT: 2.5 days/week co-working
- £49/Month+ VAT: 1 day per week co-working

Size

- 18 co-working spaces
- 4 full-time desks available
- Four meeting rooms for between 6-40 people.



Address:

**127 Gloucester Road,
Brighton, East Sussex, BN1 4AF**



For further information go to:
www.theskiff.org/

Soft-landing Space

The HUB, Clare Centre, High Wycombe

Description

Located 200 yards from the Saunderton Train Station and only 35 Minutes from London Marylebone, the Clare Centre is a vibrant business hub the heart of Chiltern Hills. Comprising, 10 meeting rooms, 6 main conference rooms with free business HUB all with wired superfast internet and free Wifi. The centre can also boast a TV and Sound Studio with green screen backdrop, enclosed courtyard garden and on site catering and café facilities. What's more, all profits from the centre are re-invested to support local charities.

Cost

- Business Hub / Touchdown Space - Free
- Small meeting Rooms - £45 half day £60 per day
- Large meeting Rooms - £60 half day £100 per day
- Conference Suites - £80 half day £140 per day

Size

- 20 co-working spaces
- 10 meeting rooms from between 15 sqm and 130 sqm
- 6 main conference rooms with full AV & Sound and PC's at no extra cost.



Address: **Clare Centre, Wycombe Road
Saunderton, Nr High Wycombe,
Buckinghamshire, HP14 4HU**



For further information go to:
www.clarecharitycentre.org/

Soft-landing Space



University College Aylesbury Vale

Description

A brand new University Campus in the heart of Aylesbury, the county town of Buckinghamshire, just 60 mins from London Marylebone and a 5 minute walk from the mainline station in Aylesbury.

The campus building will open in Autumn 2015 and will feature business a range of incubation & soft landing spaces. Located adjacent to the award winning Aylesbury Waterside Theatre and Grand Union Canal the new premises promise to provide a stimulating and creative working environment.

Cost

Flexible costs available for the hire of business hub and meeting space, details available on request - email: iharper@aylesbury.ac.uk

Size

Business Hub / Hot Desk Capacity for up to 30 staff
Meeting rooms for between 10-60 people



Address:

**Walton Street, Aylesbury
Buckinghamshire, HP21 7QW**



For further information go to:
www.ucav.ac.uk/

UK Key enablers

Skills base

strong talent pool and highly competitive environment.

Creative excellence

UK as innovative creative leader.

International reach

cultural and economic hub.

Technology adoption

64% households have 3+ internet devices.





By 2015, the global Video Games market revenue is expected to reach \$111 billion

10 Good reasons to choose the UK

- 1** The UK Government sees Games, Film and Television production as vital and offers reduced tax rates of 20-25% for development and production
- 2** We have a vibrant & highly-skilled talent pool - 70% are graduates
- 3** We are second only to the US in awards for creativity in marketing, backed up by strong analytic capability
- 4** The UK is Home to the largest & most highly-regarded post-production centre outside the US
- 5** In 2014, there were 1,902 independent games companies with a combined turnover of £2.2 billion
- 6** By 2018 the UK market for video gaming will reach a value 17% higher than that seen in 2014;
- 7** UK is already No.1 in Europe terms of revenue per download from games and apps and by 2017, 98% of 18-24 year olds will have a smartphone.
- 8** £20bn is the size of our advertising market, overtaking Germany in 2014
- 9** Two thirds of all European and EMEA media contracts are now channeled through the UK
- 10** We are No.1 Worldwide in terms of the percentage of advertising spent online



UK Trade
& Investment

gov.uk/ukti

UKTI

UK Trade & Investment is the Government Department that helps UK-based companies succeed in the global economy. We also help overseas companies bring their high-quality investment to the UK's dynamic economy, acknowledged as Europe's best place from which to succeed in global business.

Disclaimer

Whereas every effort has been made to ensure that the information in this document is accurate, neither UK Trade & Investment nor its parent Departments (the Department for Business, Innovation and Skills, and the Foreign & Commonwealth Office) accept liability for any errors, omissions or misleading statements, and no warranty is given or responsibility accepted as to the standing of any individual, firm, company or other organisation mentioned.

© Crown copyright 2016

You may re-use this information free of charge in any format or medium, strictly in accordance with the terms of the Open Government Licence. To view this licence, visit: www.nationalarchives.gov.uk/doc/open-government-licence or e-mail: psi@nationalarchives.gsi.gov.uk.

Where we have identified any third party copyright information in the material that you wish to use, you will need to obtain permission from the copyright holder(s) concerned.

Any enquiries regarding this material should be sent to us at enquiries@ukti.gsi.gov.uk or telephone +44 (0)20 7215 5000. This document is also available on our website at gov.uk/ukti

Published January 2016
by UK Trade & Investment