THE CREATIVE INDUSTRIES SECTOR IS IN AN EXCELLENT POSITION TO GROW, AS IT BUILDS ON A VERY STRONG BASE:

- £1 of advertising spend generates £6 for the economy. The £16 billion spent on UK advertising in 2011 generated £100 billion in the UK economy⁶.
- The UK is a recognised global leader in the field of architectural education and there are around 15,000 students currently distributed amongst 47 schools of architecture in the UK⁷.
- Craft is a core component of the UK's thriving creative industries, employing over 100,000 people and showing an above average increase in Gross Value Added (GVA) between 2008 and 20128.
- The UK has the second largest design sector in the world⁹ and design accounted for £131 million of services exported in 2011¹⁰.

- In 2012, British films earned a worldwide gross of \$5.3 billion, which amounted to 15% of global box office¹¹. The UK is the second largest exporter of television in the world by hours behind the United States¹². International sales from UK TV programmes were £1.2 billion in 2012¹³.
- Fashion's total contribution to the economy via indirect support for supply chain industries and induced spending of employee's wage income is estimated to have risen to over £46 billion¹⁴.
- IT, software and computer services increased employment by 15% between 2011 and 2012, to over half a million jobs¹⁵. The UK games industry, which is the largest in Europe, is responsible for creating some of the most recognisable games in the world¹⁶.

- The UK is home to the some of the world's biggest publishing companies.
 The estimated value of the entire UK publishing industry is £10 billion¹⁷, with 40% of revenues coming from exports¹⁸.
- The UK music industry generates around £3.5 billion globally¹⁹ and is the largest global exporter of music after the United States²⁰.
- The arts in England created a GVA of f5.9 billion in 2011²¹.

More sector stats and case studies can be found at the new online hub for the creative industries –

www.thecreativeindustries.co.uk

THE UK'S CREATIVE INDUSTRIES ARE ONE OF OUR PRIME ASSETS PLACING CULTURE AND CREATIVITY AT THE FOREFRONT OF THE UK'S GLOBAL APPEAL. THE CREATIVE INDUSTRIES COUNCIL STRATEGY NOT ONLY RECOGNISES THE VITAL CONTRIBUTION THEY MAKE TO OUR ECONOMIC AND CULTURAL CAPITAL BUT ALSO CHAMPIONS THE WAY FORWARD. THE INNOVATIVE IDEAS IN THIS STRATEGY CAN HELP ENSURE THE UK'S CREATIVE INDUSTRIES REMAIN WORLD LEADERS.

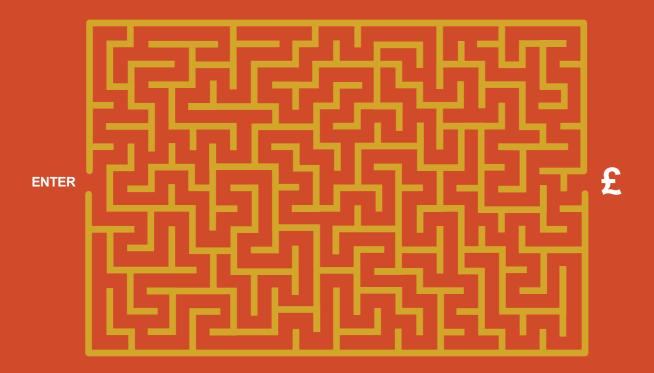
Katja Hall Deputy director-general, CBI

NOTE:

- 1 Creative Industries Economic Estimates, DCMS: Januar 2014
- 2 A full list of members is on the Acknowledgments pag
- 3 Creative Industries Council Access to Finance Working
- 4 Creative Industries Council Skillset Skills Group Report January 2012
- 5 A Manifesto for the Creative Economy, Nesta: April 2013 The Creative Nation, CBI: January 2014; Livingstone Hope Next Gen. Transforming the UK into the world's leading talent hub for the video games and visual effects industries: January 2011
- 6 Advertising Pays, Advertising Association & Deloitte January 2013
- 7 Architects' Journal

- 8 Creative Industries Estimates, DCMS: January 2014
- 9 International Design Scoreboard, Design Council and Institute for Manufacturing: 2009 www.ifm.eng.cam.ac.uk/ uploads/Research/CIG/090406int_design_scoreboard.pdf The Design Council believe that the Creative Industries economic estimates for design exports are a very conservative figure and that a substantial amount of design contribution is not being accounted for when estimating the value of design exports.
- 10 Creative Industries Estimates, DCMS: January 2014
- 12 www.gov.uk/government/news/budget-boost-for-
- 13 UK TV Exports report, PACT: 2013
- 14 British Fashion Council / Oxford Economics: 2014
- 15 Creative Industries Estimates, DCMS: January 2014

- 6 Video Games, UKTI <u>www.ukti.gov.uk/export/sectors/</u> creativemedia/videogames.html
- 17 Creative Industries Estimates, DCMS: January 20
- 18 Statistics Yearbook, Publishers Association: 2012
- 19 UK Music www.ukmusic.org/assets/general/The_Economic_ Contribution_of_the_Core_UK_Music_Industry__WEB_ Version.pdf
- 20 ibid
- 21 The Contribution of the Arts and Culture to the National Economy, CEBR: 2013 www.artscouncil.org.uk/ advice-and-guidance/browse-advice-and-guidance/ contribution-arts-and-culture-national-economy



THERE'S NO QUESTION THAT THIS COUNTRY IS ONE OF THE BEST PLACES TO MAKE MOVIES IN THE WORLD TODAY. WITH CONTINUED GOVERNMENT SUPPORT, FURTHER INVESTMENT IN DIVERSE TALENT AND ROBUST COPYRIGHT PROTECTION, BRITAIN WILL CONTINUE TO BE A HOME FOR PHENOMENAL INNOVATION AND CREATIVITY.

Josh Berger CBE
President & Managing Director, Warner Bros. UK, Ireland & Spain

NEW, ORIGINAL DESIGNS AND IDEAS THAT CAN BE PATENTED ARE THE KEY TO BRITISH CREATIVITY AND INVENTION. DYSON INVESTS £3M A WEEK IN RESEARCH DESIGN AND DEVELOPMENT TO CREATE LEADING TECHNOLOGIES.

James Dyson CBE

British Inventor, Industrial Designer & Founder The Dyson Company

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BUILT ON TWO CORE STRENGTHS OF THE UK — CREATIVITY AND HIGH TECHNOLOGY — THE VIDEO GAMES INDUSTRY DEVELOPS WORLD-LEADING DIGITAL CONTENT FOR GLOBAL MARKETS. IP-CREATING, SKILLS-BASED, BROADBAND-ENABLED AND SCALABLE, VIDEO GAMES ARE CENTRAL TO THE CREATIVE INDUSTRIES AND TICK ALL THE RIGHT BOXES FOR JOBS AND GROWTH IN THE KNOWLEDGE ECONOMY.

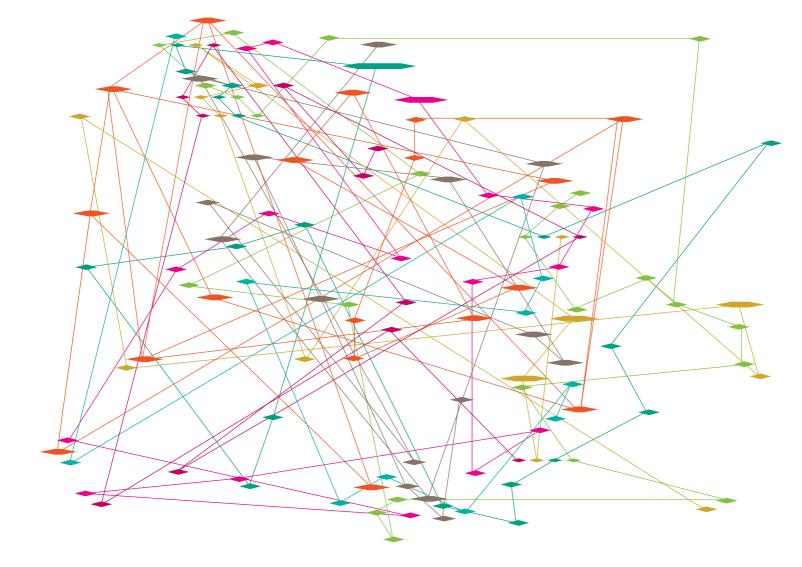
Ian Livingstone CBE

Co-Founder Games Workshop, Chairman Playdemic, Chairman Midoki, Chair Next Gen Skills

THE UK IS ONE OF THE WORLD LEADERS IN ADVERTISING, AND IF WE WANT A VIBRANT ECONOMY WITH RAPIDLY EVOLVING PRODUCTS AND SERVICES—AND ALL THAT MEANS FOR JOBS AND GROWTH—WE MUST SUPPORT IT.

Cilla Snowball CBE

Group Chairman & Group CEO, AMV BBDO, Chairman, Advertising Association



CREATIVE BUSINESSES LIKE MUSIC HAVE ENORMOUS POTENTIAL IN A GLOBAL DIGITAL MARKET AND CAN POWER FUTURE GROWTH FOR BRITAIN'S ECONOMY. SWIFT IMPLEMENTATION OF THIS STRATEGY WOULD BUILD ON THE UK'S COMPETITIVE ADVANTAGE IN CREATIVITY.

David Joseph

Chairman, Universal Music UK

BRITISH PUBLISHING IS A GLOBAL LEADER IN INSPIRING READERS, DRIVING INNOVATION, AND UNDERPINNING EDUCATION AND RESEARCH. THE CREATIVE INDUSTRIES COUNCIL STRATEGY WILL ALLOW PUBLISHING, TOGETHER WITH ALL OF THE CREATIVE SECTORS, TO MAINTAIN ITS SUCCESS IN THE TWENTY-FIRST CENTURY AND TO CONTINUE INSPIRING THE WORLD.

Dominic Knight

Chairman, Palgrave MacMillan & Chairman, Publishers Association

ACTION PLAN



- FOCUS INVESTMENT AND RESOURCES ON PRIORITY OVERSEAS CREATIVE CLUSTERS
- SIGN INDUSTRY-LED
 ALLIANCES WITH THE HIGHEST
 GROWTH MARKETS
- CREATE NEW
 BUSINESS-TO-BUSINESS TRADING
 ALLIANCES WITH THE BIGGEST
 GLOBAL PLAYERS
- CAPTURE MORE HIGH VALUE OPPORTUNITIES FOR BUSINESSES ACROSS THE WHOLE CREATIVE INDUSTRIES' SUPPLY CHAIN
- OVERHAUL THE UK'S PITCH FOR INWARD INVESTMENT TO IMPROVE COMPETITIVENESS

THE UK'S CREATIVE INDUSTRIES
HAVE A VITAL ROLE TO PLAY IN GROWING
THE UK ECONOMY. INTERNATIONALLY,
THE SECTOR MAKES UP 8% OF UK SERVICE
EXPORTS AND SHOWCASES BRITISH
CREATIVITY AROUND THE WORLD —
PLAYING AN IMPORTANT ROLE IN BOTH
DRIVING TRADE AND INWARD INVESTMENT
AND ITS SOFT POWER BUILDING POSITIVE
PERCEPTIONS OF THE UK OVERSEAS.

Tim Davie CEO, BBC Worldwide & Director, Globa

THIS STRATEGY MARKS A STEP CHANGE IN THE DEVELOPMENT OF THE UK CREATIVE INDUSTRIES. TOGETHER WE CAN HELP RESHAPE THE UK ECONOMY AND ADD VALUE TO BUSINESSES, COMMUNITIES AND GOVERNMENTS GLOBALLY.

Janet Hull OBE
Director of Marketing, IPA