



Jaspal Sohal
Head of Games & Digital

CREATIVE ENGLAND OVERVIEW

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1. £5.8M Invested 2013/14 into the Creative Industries. £500k specifically into Games.
 2. A further £600k to invest specifically into Games by the end of 2014.
 3. £1.25M Regional Growth Funds ring-fenced for Game Investment in 2015.

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CUMULATIVE INVESTMENT & REVENUE Q2 2013 - Q4 2014

£750,000

Invested To Date

£1.13M

Invested By Q4 2014



CREATIVE ENGLAND GAME PROGRAMME PORTFOLIO 2014



£350,000

2nd Investment Round



£250,000

2nd Investment Round



£170,000

2 Investment Rounds



£250,000

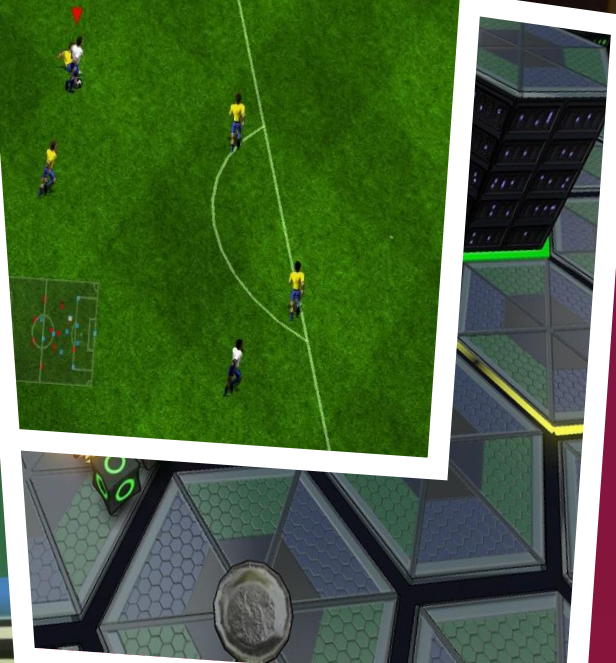
GamesLab Campus

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 Crowdfunder.co.uk

Queen
of Code







Finalist and Winner
TIGA Game Awards 2014
Best Action/Adventure
Game

Finalist
Pitch @Palace 2014





We really appreciate your help and support. We're in a far better situation than we could have imagined at this point and it can all be traced back to meeting Creative England at GameHorizon.

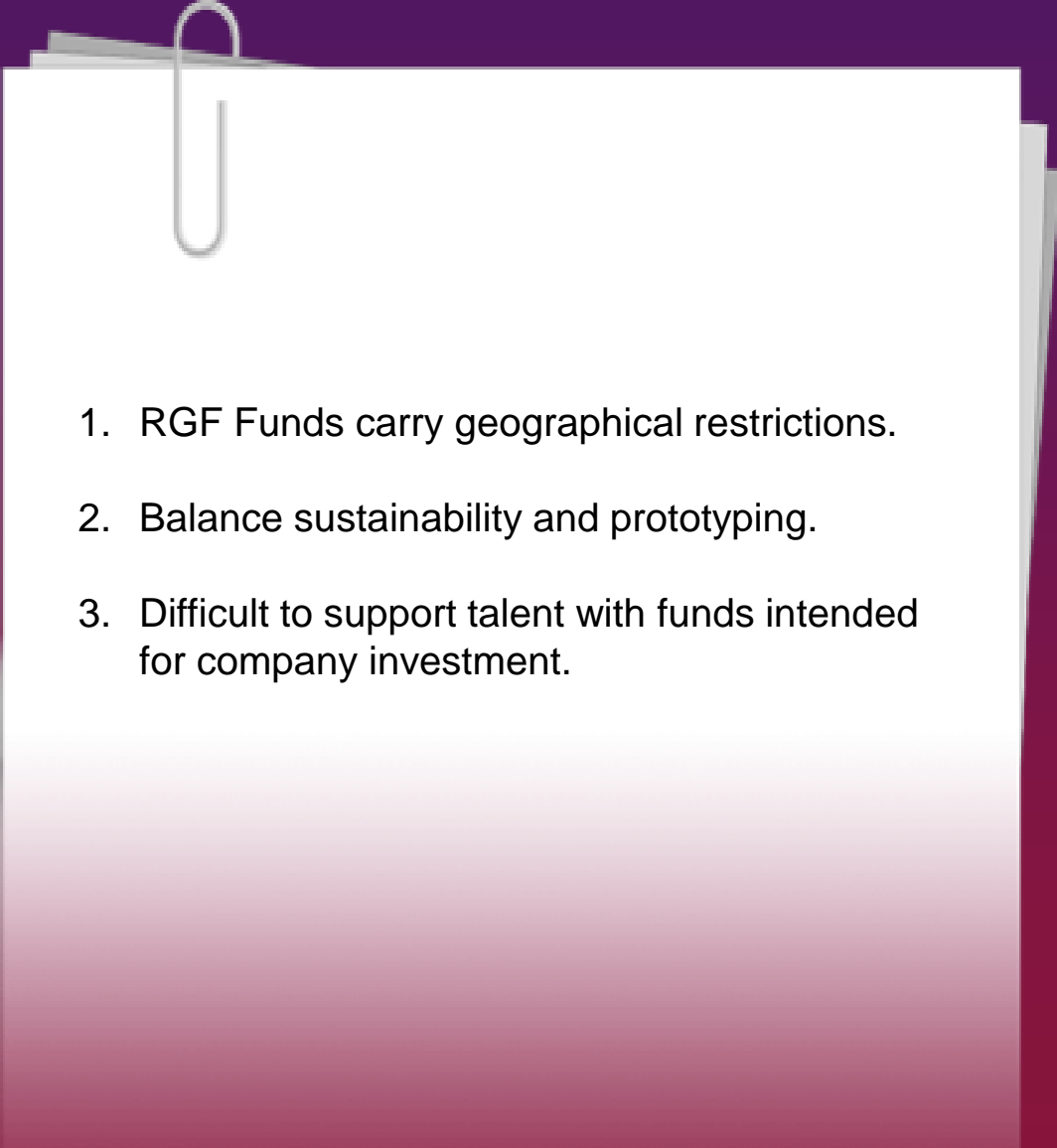
Paul Norris, Mad Fellows Ltd

Without you (and your team) there's a lot of teams and games that simply wouldn't exist. Thank you!

Phil Bradley, Team Football Ltd



CREATIVE ENGLAND FUNDING CHALLENGES

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1. RGF Funds carry geographical restrictions.
 2. Balance sustainability and prototyping.
 3. Difficult to support talent with funds intended for company investment.

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