

BFI VIDEO GAMES DAY HIGHLIGHTS

SUPPORT FOR THRIVING UK GAMES SECTOR

- **Speakers include Creative Industries Minister, Ed Vaizey, and BFI CEO, Amanda Nevill**
- **Keynote addresses from Ian Livingstone CBE, Co-Founder Games Workshop, Government's Creative Industries Champion and Co-author of Next Gen review; and Charles Cecil MBE, Founder & CEO, Revolution Software**
- **BFI Certification Unit has issued 14 certificates to video game projects since August 2014 - the gateway to the UK's video games tax relief**

FOR IMMEDIATE RELEASE: London – Wednesday 26 November 2014: Leading figures from the UK's thriving video games sector will gather today at BFI Southbank for a special Video Games Day. Hosted by the BFI Certification Unit, the day will see over 130 delegates representing games companies from across the UK learn more about the benefits of the new games tax relief and how video games companies can access it. Panel sessions and presentations from a range of experts and funders will cover topics including access to finance, diversity, culture and representation, and the education and skills development support available to the sector.

The event opens with a keynote address from Ian Livingstone CBE; Co-Founder Games Workshop, Government's Creative Industries Champion and Co-author of Next Gen review, and closes with a keynote address from Charles Cecil MBE, Founder & CEO, Revolution Software.

The BFI today reveals that **13 video games projects have now received interim certification and one game has received final certification** from the BFI Certification Unit - the first step in accessing the UK's competitive new tax relief for video games. The BFI has been certifying video games projects through the cultural test since August when legislation was completed, and has been issuing letters of comfort to video games projects since the new tax relief began on 1 April this year. The BFI has received over 30 applications so far this year.

Among the video game projects from around the UK to receive certification from the BFI are:

- ***Beyond Flesh and Blood***, from Manchester-based Pixelbomb Games
- ***Fractured Space***, from Guilford-based Endless Tiger Ltd
- ***Gingersnap***, from Hereford-based Elderberry Post Ltd
- ***MazeCraft***, from HyperLiger
- ***Potion Pop***, from Brighton-based Delinquent Interactive Ltd
- ***Shred It!***, from Glasgow-based Extra Mile Studios Ltd
- ***SKARA - The Blade Remains***, from London-based SKARA The Blade Remains Ltd
- ***SoccerManager.com***, from Lancashire-based Soccer Manager Ltd
- ***Soul Axiom***, from Bridgend-based Wales Interactive
- ***Wayward Tide***, from London-based Chucklefish Games
- ***Spacepants***, from Northamptonshire-based Boxface Games

Creative Industries Minister, Ed Vaizey comments: “Our vibrant gaming industry is going from strength to strength and is a vital contributor to the growth of the UK economy. Through tax reliefs and the development of the country’s digital infrastructure, we are building the foundations our creative industries need to continue to thrive on the global stage. It is encouraging to see that the companies already benefiting from the new tax relief represent a mix of organisations from across the UK, furthering the creation of jobs and skills development in the industry.”

BFI CEO, Amanda Nevill comments: “The video games sector is one of our youngest and most dynamic creative industries and its contribution to the UK economy becomes more significant every year. We're delighted that 14 UK companies are already poised to benefit from the new tax reliefs to support their projects and help them grow their businesses in a competitive international marketplace. We are proud to be working with Government and in partnership with UKIE, TIGA and others to support our games industry to capitalise on its success and take the UK to a new level as a global centre for video games.”

The UK video games sector is highly skilled and has close links to other disciplines across the creative industries. According to Creative Skillset the UK games sector generates £2bn in global sales and contributes almost £1bn to national GDP. UK games studios employ over 9,200 creative staff and indirectly support more than 16,800 jobs. Many video games companies are based

outside London and the skills used in developing video games are transferable to a number of different industries, including animation, commercials and post-production, in particular CGI and VFX.

The BFI Certification Unit, on behalf of the Department for Culture, Media and Sport (DCMS), issues certificates for Film, Video Games, Animation and High End Television projects; the certificates are the gateway to accessing the UK's competitive tax reliefs, which provide vital support for Britain's world-leading creative industries and help to attract inward investment to the UK.

There have already been a number of panels and presentations across the UK to promote the new reliefs in conjunction with partners including the BFI, HMRC, and trade bodies including TIGA and UKIE.

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NOTES TO EDITORS

About the BFI

The BFI is the lead body for film in the UK with the ambition to create a flourishing film environment in which innovation, opportunity and creativity can thrive by:

- Connecting audiences to the widest choice of British and World cinema
- Preserving and restoring the most significant film collection in the world for today and future generations
- Championing emerging and world class film makers in the UK
- Investing in creative, distinctive and entertaining work
- Promoting British film and talent to the world
- Growing the next generation of film makers and audiences

The BFI is now a Government arm's-length body and distributor of Lottery funds for film. The BFI serves a public role which covers the cultural, creative and economic aspects of film in the UK. It delivers this role:

- As the UK-wide organisation for film, a charity core funded by Government
- By providing Lottery and Government funds for film across the UK
- By working with partners to advance the position of film in the UK.

Founded in 1933, the BFI is a registered charity governed by Royal Charter.

The BFI Board of Governors is chaired by Greg Dyke.

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