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Economic Impact Of The Creative Industries On Scotland's Economy

1. Assistance with tendering for projects with clients outside of the games industry. I.e. More engagement with other sectors. Game development involves strong creative problem solving and merges technical disciplines with art and design. Young game companies need to cast a wide net to get work, and game developers are in an ideal position to apply their skills to a wide variety of projects, and more work for younger, smaller companies would be a huge benefit. Networking events, and the opportunities to meet potential clients face-to-face would be ideal in moving forward.

2. Increased support for mentorship programmes for young companies, to assist in business development. I.e. A fund to pay industry veterans to run workshops and mentoring, etc.

3. Some form of incubation space for smaller companies.

4. More engagement with primary and high school pupils regarding game development. More support for existing programmes such as the STEM Ambassadors programme, Code Club and Coder Dojo. Generally, getting people involved with games development from a younger age, and opening up the industry to groups of people who wouldn’t traditionally have considered the games industry as a viable career path.

5. The Creative Skillset Trainee Finder programme involves placing people in companies, but those individuals cannot contribute to any commercial project. This needs to change as the ability to work on a full commercial project is a key experience which allows younger games professionals to enhance and progress their career.

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