

Cross-Party Group on Creative Economy

23rd February 2022

Approved Minutes

MSPs Present:

Claire Baker MSP (Convener), Jenni Minto MSP (Deputy Convener) Claire Adamson MSP, Sharon Dowe MSP, Michael Marra MSP, Andrej Ninkovic policy officer for Foyso Choudhry MSP

CPG Members and Guests:

Malath Abbas (Biome Collective), Adam Adnyana (Equity Trade Union), Brian Baglow (Scottish Games Network), Anzal Baig (Creative Dundee), Anne Bender (Curio Softworks), Lisa Bennett (Dimoso), Rosario Blue, Rachael Brown (Future Economy Company), A BS, Brandon Cole (Into Games), Seb Downie-Blackwell (Remote Control Productions), Michael Gardiner (South of Scotland Enterprise), Mark Geddes (South of Scotland Enterprise), Clive Gillman (Creative Scotland), David Goutcher (Polybius Interactive), Gareth Griffiths (Untether Studio), Luci Holland, Chris Hunt (Re:Design), Jennifer Hunter (Culture Counts), Conor Joseph (RNIB Scotland), Ewa Kaminska (KaminskaWorks), Stephen Knox (University of Dundee), Orchid Liu (UK Chinese Times), Daniel Livingstone (Glasgow School of Art), Aly Low (Scottish Games Developers Association), Barbie Lyon (Stellar Quines Theatre Company), Colin Macdonald (Game Jobs Live), David Martin (Skills Development Scotland), Jess McBeath (Jess Digital), Bryan McDowall (Scottish Game Developers Association), James Oliver (Dundee and Angus College), Ruth Oliver (Creative Informatics, University of Edinburgh), Caroline Parkinson (Edinburgh Futures Institute), Joseph Peach (Culture Counts), Morgan Petrie (Creative Scotland), Emma Picken (Be United), Tami R, Andy Robertson (Culture Counts), Stephan Schueritz, Gavin Smyth (Invest Glasgow, Glasgow City Council), Étaín Sweeney (Help Musicians), Matthew Ward (University of Dundee), Marcus Young-Smith (Curio Softworks)

1 Welcome

Claire Baker MSP (convener) welcomed attendees to the meeting

2 Group Purpose

Claire introduced the purpose of the Creative Economy Group

To exchange ideas and learning around the development and support of the future creative economy. The group will consider support for creative economy in Scotland, exploring barriers to success and highlighting any potential solutions

3 Introductions

Claire introduced herself as the group convener, Jenni Mintio MSP as deputy convener and Culture Counts as the Group Secretariat, with a reminder to attendees to bring future meeting topic suggestions to Culture Counts for inclusion in the programme of meetings.

4 Minutes of Previous Meeting

The minutes of the last meeting were moved by Clare Adamson MSP and seconded by Claire Baker MSP.

5 – Any Other Business

No additional business was raised at this stage

6 Presentation – Luci Holland

Luci is a composer and sound artist who composes and produces music and audio-visual art for film, games and concert.

Luci's presentation focused on her work as a composer within the Games industry.

Presentation – Malath Abbas, Biome Collective

Malath Abbas is a game designer, artist and creative producer working on experimental and meaningful games and experiences in Scotland.

Malath's presentation focused on his work as a games developer as well as with the Biome Collective.

Presentation – Brian Baglow, Scottish Games Network

Brian Baglow is a writer, games designer and founder of the Scottish Games Network, the industry body for the video games sector in Scotland. Scottish Games Network supports Scotland's gaming industry to connect to other sectors and regions, promoting interactive media as a transformative technology.

Bryan's presentation focused on the wider Scotland's Games Ecosystem.

7 Discussion/Q&A

Following the presentation, the group held a discussion and Q&A with speakers. Key themes and questions that emerged from the discussion included:

The place of games in the Logan Review.

How can government and industry work more collaboratively?

The huge potential that exists for growth and development in the Scottish games industry. This is a growth sector that can have positive impacts on a range of other sectors.

The need for greater support from Executive non-departmental public bodies.

The importance of education for a continued talent pipeline.

8 Any Other Business

No additional business was raised at this stage

9 Actions

Group Convener Claire Baker MSS and Clare Adamson MSP to discuss potential for a joint investigation into how to promote the Scottish Games Sector.

10 Date of Next Meeting

The date of the next meeting is TBC, it will depend on whether or not we are allowed to host it in the Parliament and the availability of meeting space. Culture Counts will send out more information when we know more.