

PROGRAMME | 27 JUNE 2019

#OCISHOWCASE19

OXFORDSHIRE
CREATIVE
INDUSTRIES
SHOWCASE
2019



WELCOME FROM OxLEP AND OXFORD BROOKES UNIVERSITY



Oxford Brookes is delighted to be partnering with OxLEP to welcome industry leaders for this special event with the Creative Industries. As a University, we're committed to bringing together studies in technology and engineering with creative disciplines.

We're investing in a new building, being purpose built to bring together art and design thinking, converging technologies and digital innovation all under the same roof. By engaging studies across the traditional boundaries, as well as those between higher education and wider society, we can drive innovation and advance teaching and research.

Paul Inman

Pro Vice Chancellor and Dean of Technology, Design and Environment, Oxford Brookes University



Oxfordshire is home to more than 3,000 creative and digital sector businesses that contribute £1.4 billion to the UK economy each year.

As one of the UK's hot-spots for creative industries, we boast the country's largest centre of publishing outside of London, expertise in architecture and design, as well as leading innovators in VR and digital technology. The research capability of the University of Oxford and Oxford Brookes University means this burgeoning industry also has access to cutting edge technology.

Identified as a high growth cluster in the Creative Industries Sector Deal, the sector is central to the county's ambitious Local Industrial Strategy, which aims to position Oxfordshire as one of the top three global innovation ecosystems by 2040.

The sector benefits from a fantastic community spirit that fosters partnership working and the sharing of innovative solutions that benefit the industry as a whole, in addition to the originating company. Today's showcase is a tribute to our creative sector and its continued commitment to collaboration and a shared determination to harness new technologies to power innovation.

We hope you enjoy this celebration of the extraordinary vibrancy and dynamism of the creative industries here in Oxfordshire.

Nigel Tipple

Chief Executive, Oxfordshire Local Enterprise Partnership (OxLEP)

MINISTERIAL FOREWORD BY PARLIAMENTARY UNDER SECRETARY OF STATE, MINISTER FOR BUSINESS AND INDUSTRY: ANDREW STEPHENSON MP



Welcome to the inaugural Oxfordshire Creative Industries Showcase.

I am delighted to be supporting this event, which highlights the key role the Oxfordshire Local Enterprise Partnership is playing in promoting the county's globally-competitive economy.

This event focusses on the creative industries sector, a key sector for Oxfordshire, and also the national economy – currently worth over £100 billion a year to the UK, with Oxfordshire home to over 3,000 digital and creative businesses alone.

With companies based in Oxfordshire ranging from world-leading publishers, nationally recognised arts and cultural bodies, cutting-edge innovators in VR, architects, designers and ground-breaking gaming and software companies, it perhaps comes as no surprise that the sector employs around 30,000 people across the county, contributing over £1.4 billion to the local economy.

This showcase also helps to demonstrate how Oxfordshire can play a significant role in growing the UK economy through its emerging Local Industrial Strategy which is being developed in partnership with UK government. It will also help to solidify Oxfordshire's position as a high growth cluster, identified in March 2018's Creative Industries Sector Deal.

Oxfordshire's Local Industrial Strategy directly responds to the UK Industrial Strategy, launched by UK government in November 2017. It reflects a national focus which aims to increase growth and productivity nationally and create more prosperous communities.

Creative industries is right at the heart of the Oxfordshire Local Industrial Strategy and – along with a number of other sectors – aims to help shape an ambitious, long-term vision for economic growth between now and 2040.

Through new opportunities, such as those being developed across this sector, it seeks to help improve living standards and further raise the quality of life for people. As a result, Oxfordshire will benefit from better access to education, transport, jobs, opportunities and more liveable places.

I hope all visitors enjoy today's event, highlighting the huge potential that exists within this sector through the many companies that call Oxfordshire home.

Andrew Stephenson MP

OXFORDSHIRE CREATIVE INDUSTRIES SHOWCASE 2019

Where: Oxford Brookes University
 Date: 27 June 2019
 Timing: 13.15-13.30 start, close by 20.00

13.15-13.30 Attendees arrive, networking, exhibition and pods open

13:45 **Ministerial opening** of event

14:00 **The future of storytelling** - a panel discussion curated by Creative England*

14:50 **Cross-sector innovation and the skills required** - a panel discussion curated by Creative Industries Federation*

15:40 **Exhibition and pods**

17:10 **New technology, new audiences:** exploring the power of immersive, 5g and ai to connect with untapped audiences - a panel discussion curated by Digital Catapult*

18:00 **Q&A** with Jason Kingsley OBE from Rebellion, the award-winning video games developer and TV, film, book and comic publisher, headquartered in Oxford

18.25 **Paul Inman, Pro Vice Chancellor and Dean of Technology, Design & Environment**, Oxford Brookes University on driving innovation and advancing teaching and research

18:35 **Drinks reception** kindly hosted by Oxfordshire Technology & Media Network (OTMN) and its sponsors Grant Thornton and Freeths - networking and closing remarks

20:00 Close

*Panel ticket required

Aspire



“I’m really looking forward to the Creative Industries Showcase. It will provide the chance to meet like-minded individuals with the passion and enthusiasm to embrace the future opportunities and potential collaborations available in the local area”.

Brian Mitchell, MD of Audiomotion & Head of Rebellion Film Studios



PARTNERS



The Oxfordshire Local Enterprise Partnership (OxLEP) champions Oxfordshire's economic potential, acting as a catalyst and convener to drive a dynamic, sustainable and growing economy that is just one of three net contributors to the exchequer.

OxLEP has made considerable progress in strengthening the county's economy by establishing robust and effective relationships between businesses, academia and the public sector. Since its launch in March 2011, the organisation has played a key role in driving forward a dynamic, growing and sustainable economy for Oxfordshire.

The ambitious Local Industrial Strategy led by OxLEP builds on Oxfordshire's already strong international profile to boost inward investment and exports and attract the best talent from across the globe. This will ensure long term economic growth and continued development of the county's leading innovation ecosystem by harnessing resources from across the county and beyond.



Oxford Brookes is one of the UK's leading modern universities and enjoys an international reputation for teaching excellence and innovation as well as strong links with business and industry.

The University traces its predecessor institutions back to 1865 when it began as a small School of Art and it now a multi-campus university with approximately 18,000 students, 2,000 staff and over 130,000 graduates in 190 countries.

Oxford Brookes is placed as the top UK university for both teaching and research in the Times Higher Education Young University Rankings 2018 and is the only UK University represented in the QS World University Rankings Top 50 Under 50 2018.

The University is committed to research excellence with 94% of research being "internationally recognised", with 59% "world leading" quality or "internationally excellent." (Research Excellence Framework).

C. Creative. Industries. Federation.

The Creative Industries Federation is the UK wide membership organisation that represents the full power of our £101.5bn creative industries. Our unique membership network of creative organisations comprises more than 10,000 individuals and spans the commercial and publicly funded sectors, across the regions, representing some of the most well known creative brands in the world. Our role is to advocate on behalf of our membership and support its future success. Through our unique network of creative organisations, our influential policy and advocacy work and our extensive, UK-wide events programme we support and celebrate the work of our members. We are influential advocates on the issues that matter most to our creative community; creative careers and skills, the impact of Brexit and the importance of entrepreneurship and growth. By protecting the success of our sector, the fastest growing in the UK, we contribute to the strength of the UK economy as a whole.

The creative industries are the fastest growing sector in the UK, accounting for one in 11 jobs. Creative jobs are future-proof jobs: 87% are at low or no risk of automation. Enterprises and entrepreneurs create innovative products and services which keep the UK at the top of its game. The creative industries are key to unlocking local growth in towns and cities across the UK as well as attracting significant international recognition for being best in class on the global stage.

In 2018 government's historic creative industries sector deal established the industry's position as a key focal point for investment and partnerships. The historic deal now offers a landmark opportunity for leading corporations in the wider business community to collaborate with the creative sector and ensure that UK plc continues to capitalise on this success.

creative england

Creative England uncovers, connects and backs the best original storytellers; driving diversity, collaboration and growth in the creative screen industries.

Our vision is for England's creative people and businesses to be the most innovative and successful in the world. Creative England creates opportunities for new voices, products and services to emerge, helping to build inclusive, sustainable creative communities. We showcase new and emerging talent. We connect businesses to investment and new

markets, and help them to create jobs. We mobilise public and private resources to make this possible. We partner with commercial brands, like Sky Arts and Xbox, along with local authorities, universities and European bodies. We invest in talented people and their creative ideas, nurturing our richly diverse games, TV, film and digital media industries. From direct investment and loans to business mentoring; we champion the best ideas of talented people and their businesses.

CATAPULT Digital

Digital Catapult is the UK's leading advanced digital technology innovation Centre, driving early adoption of technologies to make UK businesses more competitive and productive and grow the country's economy.

We connect large established companies, startup and scaleup businesses and researchers to discover new ways to solve big challenges in the manufacturing and creative industries. Through this collaboration businesses are supported to develop the right technologies to solve problems, increase productivity and open up new markets faster.

Digital Catapult provides physical and digital facilities for experimentation and testing that would otherwise not be accessible for smaller companies. As well as breaking down barriers to technology adoption for startups and scaleups, our work de-risks innovation for large enterprises and uncovers new commercial applications in immersive, future networks, and artificial intelligence technologies.

ARTS COUNCIL ENGLAND

Arts Council England is the national development body for arts and culture across England, working to enrich people's lives. We support a range of activities across the arts, museums and libraries – from theatre to visual art, reading to dance, music to literature, and crafts to collections. Great art and culture inspires us, brings us together and teaches us about ourselves and the world around us. In short, it makes

life better. Between 2018 and 2022, we will invest £1.45 billion of public money from government and an estimated £860 million from the National Lottery to help create these experiences for as many people as possible across the country.

"I am excited to be a part of the Creative Industries Showcase 2019 talking about how Rebellion became one of Europe's largest independent studios where we're not just making games, but comics, books, TV shows and even movies, all while staying independent."

Jason Kingsley, OBE from Rebellion, the award-winning video games developer and TV, film, book and comic publisher.



SNIPER ELITE 4

EXHIBITORS

OXFORD BROOKES UNIVERSITY

Exhibitors from Oxford Brookes' leading edge creative technology research and innovation work includes: The Oxford International Centre for Publishing, The Cognitive Robotics Laboratory, The Performance Augmentation Lab, School of Arts researchers in 360 degree video, projection mapping, augmented and virtual reality and 3D sound analysis and immersive audio, and architectural research in digital fabrication.



The University of Oxford is active in the campaign to grow the Creative Industries in the UK. The Mathematical, Physical & Life Sciences Division (MPLS) are showcasing our software engineering and enabling hardware and cyber security design ideas and experiments with applications in: game design; coding; user experience; and security enhancements. We would like to introduce you to the leading laboratories who are nurturing unique talents for the future IT, Software & Games industries. Our demonstrators are from the VR AR Oxford Hub, Impact Engineering Laboratory, Oxford Robotics Institute, Cyber Physical Systems labs, Torr Vision Group, Visual Geometry Group, Martinovic Lab, and Computation Biology Group.

FREETHS SOLICITORS

Freeths Solicitors in Oxford specialises in advising a range of companies in the creative industries and media sector on how to de-risk their growth by tightening up the legal paperwork of their business.

In today's world it is a given that as a law firm we provide advice on legal matters but at Freeths, being a lawyer is much more than that. A great service requires more than just knowing the law and responding to your needs in a transactional way. It is about lateral thinking instead of looking at the problem head on, it is about putting ourselves in your shoes, seeing your vision and listening to your ideas so that we can make those ideas happen. It is about being undeniably good and always delivering more to you than you expect. These are the qualities that separate a Freeths lawyer from other lawyers.

What makes us unique is the firm's culture, which we call 'freethinking'. In essence, being a Freeths' lawyer is about a lot more than just knowing the law, it is about entrepreneurialism, it is about doing the right thing, it is about building trust and most importantly of all, it is about delivering results for the creative industries and media clients we act for in Oxford and throughout our network of 13 offices.



Audiomotion Studios is an award-winning VFX facility, specialising in Full Performance Capture & Production Services for the Film, TV and Video Game industries. Established in 1997, we have worked on a wide range of projects from AAA Video Games, 1st & 2nd Unit Film Productions, VR & AR, Commercials, Music Videos, Broadcast TV and Smartphone Apps.

Our 20,000 square feet facility is equipped with 160 Vicon cameras, creating one of the largest in-house capture areas in Europe. We offer a range of capture volumes across our multiple stages.

We are celebrating our 22nd year in the VFX and Mocap industry and have a wealth of experience in the development and application of Motion Capture and VR. We are a proud team of technicians and animators using the most up to date technology to provide outstanding final content.



Novel Entertainment was founded in 2001 by Mike Watts and Lucinda Whiteley. The company specialises in the creation and development of successful children's character brands across a wide array of media. Novel's core programming includes Horrid Henry, Cinemaniacs, Fimbles, Rockit's Pocket and The Roly Mo Show. Novel have produced more than 700 programmes for television and radio and their expertise extends into brand licensing and merchandising, computer games, interactive online content, music, theatre and film.



Grant Thornton UK LLP is part of the Grant Thornton network of independent assurance, tax and advisory firms in over 135 countries. We help dynamic organisations realise their strategic ambitions. Whether you're looking to finance growth, manage risk and regulation, optimise your operations or realise stakeholder value, we can help you.

The world of creative industries and media never stands still. Business models are changing as players decide whether content or delivery is king. Mergers and acquisitions are increasing, as big companies expand and new outfits spring from established businesses. In the creative industries and media sector, everything's connected. To help you keep pace with the latest market trends and issues, you can receive our insights on the whole media landscape. We've got scale, combined with local market understanding. That means we're everywhere you are, as well as where you want to be.

Solid State Logic

OXFORD • ENGLAND

From the ground breaking System-T broadcast console range to advanced music production tools, Solid State Logic has evolved to become the world's leading manufacturer of analogue and digital audio consoles and provider of creative tools for live sound, music production and broadcast professionals. With more than 3000 SSL-equipped studios and facilities operational today, the excellence of SSL consoles is universally recognised for unrivalled sonic quality, superb ergonomics, outstanding automation and an international support infrastructure second to none.

FINDERR

Finderr uses smart cameras to track objects in houses and offices and helps to reunite them with their owners via their mobile phone. An early stage start up, the team met at Oxford Hackathon, an event in which coders and technicians meet, form teams and spend a weekend finding imaginative solutions to problems. The team won the Microsoft Prize and Qualcomm Prize for their efforts and were then invited to take part in the Microsoft Imagine Cup, a worldwide competition which aims to empower student developers to create exciting new technology solutions.

bgsarchitects

BGS Architects is a design-led practice delivering quality architecture in the culture, leisure, historic, research and education sectors.

With studios in Oxford and London, we work with a number of universities including Oxford Brookes, Oxford, Cambridge, ICL, UCL, Southampton, Wolverhampton, Warwick, Birmingham and Leicester.

In Oxford the practice has delivered projects for numerous College's and Departments of the University, such as the Oxford Martin School and Weatherall Institute of Molecular Medicine. The practice also has experience in workplace and high tech Laboratory and research projects, from a beamline project at the Diamond Light Source, to the refurbishment of Health and Life Sciences at Oxford Brookes University.



Ice Qube is an 'incubator', inspiring the next generation of entrepreneurs – from students and staff to current alumni. It is a dedicated space for start-ups from across the university, based on Campus at Oxford Brookes University.



Ridge is an award winning, multi-discipline property and construction consultancy, with an excellent track record in both public and private sectors of delivering project across the UK and internationally. We have been successfully operating since 1946 and have grown into a partnership with over 600 staff based in 11 UK offices. This has been built on providing exceptional client service, which is evidenced through 80% of our work coming from repeat business. Our vision is to be recognised as a leading provider of property and construction consultancy services.

Sonnox

Sonnox is the leading designer of innovative, high quality, award-winning audio processing plug-ins for professional audio engineers. Oxford Plug-Ins are used in an extraordinary range of audio applications including mixing for music production, live sound, broadcast, TV & Film, and even scientific and forensics projects.

The Sonnox design team traces its heritage back to the 1980s, to the development of the legendary Oxford OXF-R3 digital mixing console. With a base price of \$1 million, the OXF-R3 was installed in major recording studios worldwide, and became widely accepted as the first 'musical' sounding digital console.



Fruto is a UX Design studio based in Oxford. We design intuitive interfaces and meaningful experiences for the web, mobile and emerging technologies. We enjoy working with projects that makes positive contribution to society. We work with a variety of sectors, including healthcare and education.



Established in 2006, Event Production Services provides high quality technical production to events across the UK. Starting life as an audio supplier, EPS has grown to cover all aspects of event production, including sound, lighting, staging, AV and power distribution. EPS can provide rental equipment, sales, installation, servicing, production management and consultancy. Traditionally much of our work has been based around the small/medium festival market, and we are well set-up to service these customers. However, as we have grown we have also expanded into corporate events and theatre.



©Audiomotion



Wizdish makes a VR treadmill (the ROVR) allowing a person to move freely and intuitively in virtual reality presented to them by head mounted displays.

Sold to big brands and organisations in 32 countries ROVRs are the "mouse" for VR navigation enabling prolonged real presence experiences for four to 80-plus years of wide ranging abilities.



Charisma.ai is a narrative games writing platform produces by the Oxford games company, To Play For. It uses a combination of AI, gameplay and storytelling techniques to speed up production processes across multiple platforms such as VR, console, online and mobile games. Charisma is working with the BBC, Sony Playstation and a number of universities around the UK exploring the future of storytelling, games and automation.

WTVOX

In the age of overconsumption, reckless pollution, unethical manufacturing, and unnecessary animal cruelty, WTVOX Media Limited fosters innovation and sustainability in fashion, pushing for a cleaner industry and a better world.

After launching WTVOX, an online magazine that covers the latest developments in the realm of cruelty-free and sustainable fashion, the company is launching the world's first marketplace dedicated exclusively to cruelty-free and sustainable fashion labels, Wardrobe of Tomorrow.

Creation of two PhD researchers in consumer behaviour and sustainable fashion, Wardrobe of Tomorrow's central role is to grant consumers access to cruelty-free, and sustainable fashion alternatives; innovative products that help people, protect animals and nurture the environment.

The Wardrobe of Tomorrow project is supported by the Future of Fashion Alliance, a growing network of media companies with global coverage of over five million fashion-conscious readers.



BrandAsylum are a creatively-driven, full-service brand communications agency, based in South Oxfordshire. For more than a decade, we've worked with companies and organisations to understand and optimally position their brands, promoting them across a full spectrum of Branding, Comms, Design, Digital, Print, Video, and Social media solutions. Here to help clients identify brand strengths and weaknesses, and get closer to their customers with powerful messaging, an authentic personality and branding that works harder to build business success in everything from logo design and tone-of-voice to websites, brochures, videos, and marketing, advertising and comms campaigns of every shape and size, both here and globally. Welcome to BrandAsylum - the ideas to engagement agency.

EXHIBITION PODS PROVIDING INFORMAL BUSINESS SURGERIES

A chance to network and engage with Oxfordshire companies, whilst also having the opportunity to ‘drop in’ to a business surgery hosted by national and local organisations in the ‘pods’.



ARTS COUNCIL ENGLAND

Arts Council England is the national development body for arts and culture across England, working to enrich people’s lives. We support a range of activities across the arts, museums and libraries – from theatre to visual art, reading to dance, music to literature, and crafts to collections. Great art and culture inspires us, brings us together and teaches us about ourselves and the world around us. In short, it makes life better. Between 2018 and 2022, we will invest £1.45 billion of public money from government and an estimated £860 million from the National Lottery to help create these experiences for as many people as possible across the country.



OXLEP’s Growth Hub will be on hand to offer advice on the business support landscape, alongside the OXLEP Skills team who support businesses to develop and grow by helping them to identify and fulfil skills requirements. They help enable young people to become work ready by ensuring awareness of the skills needed in local businesses and how to obtain them, by strengthening and optimising links between employers and educators. Visit us for support on business advice, information about apprenticeships, work experience placements, and how to engage with local schools to help you develop your talent pipeline.



An opportunity to find out more about the Creative Industries Federation and how businesses can get involved. Valuable signposting for businesses to other practical initiatives supporting the creative industries, and information about the newly launched Creative Careers Programme which is an industry-designed initiative, delivered by the Creative Industries Federation, ScreenSkills and Creative & Cultural Skills, to raise awareness of opportunities for work across the creative economy.



Creative England’s team will be discussing their Creative Enterprise programme. Creative Enterprise is bringing together companies who work in moving image for storytelling, spanning film and television, games and technology, to build meaningful connections and create opportunities for business growth.

Through exclusive events and bespoke workshops led by industry leaders and mentors, Creative Enterprise will provide expertise and training to futureproof the next generation of moving image companies.



Digital Catapult will be present at their pod to share information with Oxfordshire’s creative industries about their current innovation programme and opportunities focusing on immersive, AI and 5G technologies. There include:

- Creativexr - Giving creative talent the opportunity to experiment with immersive technologies to create new experiences, that inspire arts and cultural audiences
- Augmentor - Our investor readiness accelerator to support b2b immersive (VR, AR and Haptics) startups
- Machine Intelligence Garage - Giving high compute facilities and expertise to enterprising startups and scaleups
- 5G Testbed Accelerator Programme - Empowering startups to discover, develop and test next generation connectivity with 5G facilities and experts

If you are interested in getting involved with any of the above, please come and say “hi”.

Knowledge Transfer Network

If you are a Creative and/or Digital innovator looking for support to help you grow your business, come and see how we support companies across the UK to grow through Innovation and the commercialisation of technology.

FREETHS SOLICITORS

Visit the Freeths pod to talk about any of the challenges your business is grappling with: from data protection compliance to value chain management; from intellectual property to defamation; and everything in between – come and get the benefit of our years of experience in advising this specialised sector.



Grant Thornton An instinct for growth™

From broadcasters to video games creators, high tech camera stands to 3D television, Grant Thornton advise a broad spectrum of creative industries on ways to maximise cash in the business by taking advantage of targeted tax incentives. Their pod will focus on how to identify relevant tax reliefs, including R&D tax relief and patent box relief, how to claim them, and how to maximise your claims based on their extensive experience in this area. Come in to find out how you compare to others in your sector and for top tax tips relevant to all creative businesses.





Detailed Programme

13:45 Ministerial opening of event

Followed by:
Four panel discussions showcasing leaders from the creative industries, chaired by an industry expert. Panellists will be encouraged to share success stories, spark new ideas and shed light on their own experiences, with some key practical takeaways for the audience. The audience will be given the opportunity to ask questions and interact directly with panellists, creating a conversational mood.

14:00 The future of storytelling, chaired by Paul Ashton, Head of Film at Creative England

We're constantly told that the key to engaging audiences is by telling a powerful narrative. In an age where audiences are seeking more meaningful and bespoke experiences, we ask how content creators are using new and emerging technologies to evolve the storytelling process.

Expert panel:

Alison Norrington, Founder of Storycentral
Chris Burns, BBC Head of Audio and Digital
Stephen Johnstone, MD of MediaPro UK
Guy Gadney, Founder of Charisma.ai

14:50 Cross-sector innovation and the skills required, chaired by Annie Lydford, Head of Communications and Marketing at Creative Industries Federation

This session will bring together leading creative and digital businesses from within and outside Oxfordshire to raise awareness of the growth potential of cross-sector innovation. Creative enterprises are often well-positioned to unlock innovation and growth across the wider economy, in part because of the crucial blend of creative and digital skills inherent in their business. Trailblazers working across the UK's creative economy will discuss how identifying opportunities in other industries has accelerated their success. Speakers will share insights on how to replicate this success locally - including the workforce and skills needed - in order to accelerate growth and innovation across the region.

Expert panel:

Anne-Marie Verdin-Mulot, Director of Digital Marketing and Communications at Value Retail
Amelia Kallman, Director of Communications at Inition
Andrew Schlüssel, Global Talent Development Director at Framestore

15:40 Exhibition and pods

A chance to network and engage with Oxfordshire companies, whilst also having the opportunity to 'drop in' to a business surgery hosted by national and local organisations in the 'pods'.

A Cafe will be open throughout the event for refreshments.

17:10 new technology, new audiences: exploring the power of immersive, 5g and ai to connect with untapped audiences, chaired by Emily Savage, Immersive and Creative Partnerships Lead at Digital Catapult

The latest advances in digital technology mean that the arts, cultural and tourism audiences are no longer bound by location, format preferences or accessibility.

Experiences can be made more widely available, more engaging, more empowering and more accessible on every level. Join this panel of cultural, digital and storytelling experts to understand how interactive design, extended reality and advanced connectivity can deliver experiences to expand audiences.

Expert panel:

Ben Lane, Senior Manager, Enterprise and Innovation, Arts Council England
Donna Close, Brighton Dome
Steve Jelley, MD, Hammerhead VR and Dimension Studio
Lucinda Whiteley, Creative Director at Novel Entertainment Ltd

18:00 Q&A with Jason Kingsley OBE, Co-Founder & CEO from Rebellion, the award-winning video games developer and TV, film, book and comic publisher, headquartered in Oxford

25-minute Q&A - Interviewer is Gill Oliver: Business and technology journalist and Editor-in-Chief of TechTribe Oxford.

18.25 Driving innovation and advancing teaching and research

Paul Inman, Oxford Brookes University Pro Vice Chancellor and Dean of Technology, Design and Environment will describe the future plans for the campus.

18:35 Evening drinks reception kindly hosted by Oxford Technology & Media Network (OTMN) and its sponsors Grant Thornton and Freeths

Networking and closing remarks from OxLEP/Sector Leader.

20:00 Close of event

Speaker Bios



Guy Gadney

Founder & CEO, Charisma.ai

Guy has been working at the intersection of media and technology for over 20 years, initially as the first Head of Digital for Penguin Books UK, then at the BBC and Guardian, before setting up his first games company developing massively multiplayer games.

More recently, he produced the official mobile games for Sherlock, Home & Away and other TV series around the world. He is CEO of To Play For, the media technology platform behind Charisma.ai which is producing new forms of immersive stories powered by artificial intelligence.

The company is working with broadcasters and studios around the world to extend TV series and films into narrative games, and is currently adapting John Wyndham's sci-fi classic The Kraken Wakes with Charisma.ai. He is Chair of Trustees of The Old Fire Station in Oxford, and a Fellow of the University of Bath, Bristol, Plymouth, Falmouth and Exeter researching the automation of creativity.



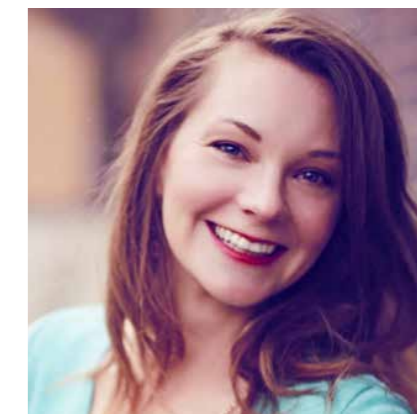
Jason Kingsley OBE

CEO, Creative Director and Co-owner of Rebellion

Rebellion is one of Europe's largest and oldest independent game developers. Jason co-founded Rebellion with his brother Chris in 1992, the studio making an immediate impact with seminal shooter Alien vs Predator.

Today Jason continues to lead Rebellion's AAA video games as Creative Director - including projects based on their own IP such as PlayStation VR launch title Battlezone, 1930s rips-roaring action-adventure Strange Brigade and the bestselling Sniper Elite series. In 2000 Jason led Rebellion's purchase of powerhouse UK sci-fi comic 2000AD, and later co-produced the 2012 film adaptation, Dredd 3D.

A highly influential figure in the UK game industry, Jason helped found industry organisation TIGA and has been awarded an OBE for his services to the UK economy. He also sat on the government's Creative Industries Council and was a trustee of Her Majesty's Royal Armouries. In addition to producing the Rogue Trooper movie and the Judge Dredd: Mega City One TV series, Jason presents the YouTube series Modern History TV, which has rapidly grown a subscriber base of over a quarter of a million.



Amelia Kallman

Director of Communications, Inition

Amelia Kallman is a leading London futurist, speaker and author. As an innovation and technology communicator, Amelia regularly writes, consults, and speaks on the impact of new technologies on the future of business and our lives. She is an expert on the emerging risks of The New Realities (VR-AR-MR) having recently authored a cutting-edge report for Lloyd's of London. She also specialises in the future of retail, AI and IoT, and runs the Inition Insight Studio in the heart of East London. She's lectured at Cambridge University, written a multi-award winning book, and directed the first burlesque show in 360° film. Her writing is often featured in WIRED UK, IBC365, and The Big Reveal, her popular monthly innovation newsletter.

“The Creative Industries Showcase event is a 2019-20 key priority of the OXLEP Culture Visitor Economy Sub group (CVESG). We hope this event will inspire, connect, and spark new collaborations amongst the wide ranging, yet exceptionally talented, creative industry companies based both in Oxfordshire and beyond.”

John Hoy, Independent Heritage Consultant and Chair of OXLEP's CVESG



Anne-Marie Verdin-Mulot

Director of Digital Marketing and Communications at Value Retail

After graduating from Oxford University, Anne-Marie joined Ogilvy & Mather working on The Financial Times & American Express. She then worked on the turnaround of Disneyland Paris before moving to TFI to work on la television par satellite, France's answer to Sky TV.

A love affair with department stores led to ten years at Harrods and Galeries Lafayette and recently focusing on brand growth and new content strategy as Brand Director at Mulberry, before taking up the role at Value Retail in May 2018.

Anne-Marie lives in Oxfordshire with her sons, French husband and very friendly chocolate Labrador, Obi-Wan Kenobi.



Annie Lydford

Head of Communications and Marketing at Creative Industries Federation

Annie Lydford is Head of Communications and Marketing at the Creative Industries Federation. She was previously Head of Communications at English National Opera and worked across the marketing team at Warner Bros. Records. She is a trustee of SWAP'ra, the organisation which supports and champions women and parents working in opera, and a Board Director for the Buxton International Festival. In 2018 she completed an MBA with the Open University and as an organist has performed around the UK, internationally and on BBC Radio 3.



Paul Ashton

Head of Film at Creative England

Paul now oversees the wider Film team work, which includes: the iFeatures programme with three new films in the pipeline – Make Up, Perfect Ten and The Retreat – following on from the recent success of Lady Macbeth, The Levelling and Apostasy; and the West Midlands Production Fund, which recently backed the BIFA winning and BAFTA nominated The Girl With All the Gifts, and BIFA and BAFTA nominated Jawbone.

He was Executive Producer on Rachel Tunnard's BIFA and Tribeca winning Adult Life Skills, Matt Palmer's Michael Powell Award winning Netflix Original thriller Calibre, Justin Edgar's brummie noir The Marker, Toby Macdonald's comic-romance Old Boys, and the shortfilm films which transmitted on Sky Arts in 2018. Paul was previously Development Producer at the BBC, where his credits included OSCAR and BAFTA nominated shorts Wish 143 and Turning, and BAFTA-nominated feature Shifty. His work with talent at BBC writersroom has seen BAFTA, RTS, SONY, PRIX ITALIA, IMISON and TINNISWOOD award-winning drama and comedy produced across television and radio – from Mike Bartlett's first drama on BBC radio, to Wolfblood on CBBC, to The Last Hours of Laura K online. Paul began his career in new writing theatre and his book The Calling Card Script: A Writer's Toolbox for Screen, Stage and Radio is published by Bloomsbury.



Stephen Johnstone

Managing Director, Mediapro UK

Stephen is Managing Director at Mediapro UK. With over 20 years' experience working at the highest level across multi-channel and terrestrial TV and digital media, he is responsible for creating, developing and producing exceptional content across all genres for the Spanish media giant's independent production company in the U.K. Stephen was Executive Producer on All Or Nothing: Manchester City, the groundbreaking documentary series produced by Mediapro for Amazon Prime. Stephen is also a fellow at the Royal Society for the Encouragement of Arts (RSA).



Chris Burns

Head of Audio & Digital – BBC

Prior to joining BBC England, Chris was Chief Operating Officer within the BBC's Deputy Director General's Group.

Chris started her career in radio and has worked in local radio for both the BBC and the commercial sector. She also has extensive experience in network radio and was the editor of daytime programmes on BBC Radio 4 including You & Yours, Woman's Hour, Any Questions and Start the Week. She launched Saturday Live and was responsible for bringing new voices to Radio 4 including Jane Garvey and Kirsty Young. She chaired the Radio Academy for three years.

Chris has worked as a presenter, producer, editor, department head and spent four years as Head of Group Operations for BBC Network Radio.

COLLABORATION AND INNOVATION: THE UNIVERSITY OF OXFORD HUMANITIES AND THE CREATIVE INDUSTRIES

The University of Oxford has, over the past year, implemented a strand of work exploring collaborations with the creative sector centered around Digital Storytelling. Emerging co-produced projects include AI re-tellings of classic stories, site-specific AR interventions in heritage spaces and an immersive experience centred around the centenary of the (re) discovery of the Tomb of Tutankhamun in 2022. Oxford University's Humanities Division looks forward to the development of this work over the coming years, and welcomes interest from the wider sector.

Contact: imelda.dooleyhunter@humanities.ox.ac.uk



Gill Oliver

Business and technology journalist and Editor-in-Chief of TechTribe Oxford

Gill Oliver is a professionally trained journalist specialising in business, tech and property. She's written for newspapers, magazines and digital publications including The Daily Mail's This is Money, The Bureau for Investigative Journalism's Bureau Local, The Press Association, The Huffington Post, Woman & She magazines, The Fleet Street News Agency, Show House magazine, Mintel's Market Intelligence journals, The Oxford Times and the Oxford Mail. Work for corporate clients includes Amazon Web Services (AWS), UCAS's Exam Results Helpline, the Conran Design Group, Kingfisher City Guides, Oxford University Hospitals Trust, BUPA, Selfridges and the Woolwich Building Society.

Gill is on the judging panel for The Oxford Trust's Enterprise Awards 2019, and is a member of Brookes University's Oxford International Centre for Publishing advisory board. She is also joint vice-chair of the Oxford branch of the National Union of Journalists.



Alison Norrington

Founder of Storycentral

Alison Norrington is a storyteller, writer & producer, Founder & Chief Creative Director of storycentral, a London-based entertainment studio that incubates and develops ground-breaking IP with global partners in film, television, animation, publishing, advertising, branding, theme parks, Virtual Reality and gaming.

As a Creative Director/Strategist Alison specializes in storytelling that amplifies fan incubation and engagement, experience design, extending IP & franchises, community build through story and storyworld strategy, incubation & development – all centered around a strong robust core of story architecture, theme, awareness of audience and experience design.

Alison is Conference Chair for StoryWorld Conference, Exec Producer of the Virtual Reality Thread for Children's Media Conference, is a two-time TEDx speaker and has presented at a number of entertainment and media conferences worldwide. She is featured on the BAFTA Guru series and is a member of the International Academy of Television Arts & Sciences, The Writers Guild of Great Britain, Women in Film & TV and the Romantic Novelists Association.



Ben Lane

Enterprise and Innovation at Arts Council

Ben Lane is Senior Manager, Enterprise and Innovation, part of a new team at Arts Council England set up to, amongst other things, support the growth of earned income in arts and culture organisations, develop new investment vehicles as alternatives to grant funding and encourage the take up of digital technology by the sector. Ben's background is in music and he has undertaken various roles during his 10 years at Arts Council, including National Music Lead and Senior Relationship Manager in the Brighton office. A classically trained musician, but with an interest in music across many genres, Ben previously worked at PRS for Music Foundation and is passionate about finding ways to fund the parts that don't normally receive funding.



Donna Close

Brighton Dome

Donna Close is a creative director/producer, cultural strategist and practice based senior research fellow working in innovation in the cultural experience economy. Donna works nationally and internationally as a festivals specialist with FEI, following a 24 year career in festivals including as founder of the award winning White Night festival. This all night 'cultural reclaim of the streets' commissioned new art-works and experiences that explored the new opportunities that technology affords in outdoor and unusual spaces. Donna is also an Associate Director at Threshold Studios, the innovative digital culture social enterprise who produce the Frequency Festival of Digital Culture in Lincoln. Donna is also currently working with Brighton Dome & Brighton Festival to explore their new Digital Catapult 5g Test-bed. As senior research fellow at the University of Brighton, Donna was the creative producer of the AHRC/ ESPRC funded XR Circus project which refined a 'creative Collaboratory' methodology for supporting artist engagement with tech and is the P.I. of Arts DRIVA exploring the artists role in making value from data.



Emily Savage

Immersive and Creative Partnerships Lead, Digital Catapult

Emily is responsible for working across the creative sector to help drive and derisk its innovation with advanced digital technologies - with a specific focus on immersive, 5G and intelligent data technologies.

Emily's personal experience is centered around immersive (VR, AR, MR); including the technology, the funding landscape and the rapidly evolving business ecosystem.

Over the past year she has been entrenched in this arena: For the second year running she is helping to run the UK's largest immersive content investment programme – CreativeXR – a £1 million public funded accelerator run by Digital Catapult and Arts Council England. Previous to this, Emily worked at the prominent VR silicon valley start-ups, Jaunt and Upload - gaining insight from a studio and content production perspective and getting to know the noteworthy advances in the industry.

Emily is a firm advocate of encouraging more women and a greater diversity into the immersive, tech and creative sectors generally.



Lucinda Whiteley

Founder of Novel Entertainment

Novel Entertainment was founded in 2001 by Mike Watts and Lucinda Whiteley. The company specialises in the creation and development of successful children's character brands; core programming includes Horrid Henry, Cinemaniacs, Fimbles, Rockit's Pocket and The Roly Mo Show. Novel have produced over 850 programmes for television, radio and the digital space, and their expertise extends across interactive online content, brand licensing and merchandising, computer games, music, theatre and film.



Steve Jelley

Managing Director of Hammerhead and Dimension Studio

Steve Jelley is an award-winning producer and creative entrepreneur with 20 years of experience in content production, distribution and technology innovation. He is co-founder and joint managing director of immersive content studio Hammerhead, and of Dimension, one of the world's most advanced volumetric & 3D capture studios. As a producer, his passion is for immersive storytelling and performance, and he is currently working on a slate of dramas and immersive experiences for broadcasters, brands and entertainment studios worldwide.

Before Hammerhead, Steve was a co-founder and Director of String Augmented Reality, the first mobile AR technology to ship with Unity and iOS; the technology innovation company TMRW; and the video platform Videojuicer, an innovator in online video production, live distribution and technology, working with clients such as Burberry, Pokerstars and Universal Music. Prior to that he worked at Apple, managing reseller channels across EMEA, as a talent agent for Curtis Brown, and was a TV, film and games producer for Electronic Arts, Lifetime, BBC, and Showtime.



Andrew Schlusel

Director, Global Talent at Framestore

Andrew Schlusel applies his experience in filmmaking, animation, and visual effects to his career in education. He is the Director, Global Talent Development at Framestore in London, where he leads and creates strategy for all training at their studios around the world.

He has taught classes and written curriculum for animation and VFX over the past 20 years in colleges, universities, companies and non-profits internationally as well as online.

He has worked as an artist in visual effects for film, video games, iPad apps, music videos and was the cinematographer on an independent feature.

Teaching classes at Pixar helped lead him to his role as Education Manager at DreamWorks Animation and Global Head of Training at MPC prior to his role at Framestore.



“The Creative Industries Showcase is a fantastic opportunity to connect businesses, innovators and entrepreneurs to strengthen collaboration and showcase the pioneering work that takes place here and across Oxfordshire.”

Paul Inman, Pro Vice Chancellor and Dean of Technology, Design and Environment, Oxford Brookes University

A NEW SHARED LEARNING ENVIRONMENT

We're investing in a new £25 million development, being purpose built to bring together art and design thinking, converging technologies and digital innovation all under the same roof.

Oxford Brookes is bringing together technology and engineering with our creative disciplines, to drive innovation and advance teaching and research. We're developing a shared learning environment with all the facilities to make, create and collaborate, engaging our students across disciplinary boundaries to mirror industry practice.

Expected to open in 2021, on the Headington Hill site the new building will contain 'connected' teaching rooms, hack and maker spaces, engineering workshops, fine art, design and digital media studios, performance labs and a wrap around social learning environment.

Staff, students and external partners will be encouraged to speculate and take risks in a supportive environment, as they address head-on the global challenges facing society in the 21st Century.

With over 3,000 creative businesses, from publishers to games developers, Oxfordshire has the potential to be one of the country's most vibrant creative clusters.”

Paul Ashton, Head of Film, Creative England



"The Creative Industries Federation is excited to be partnering with OxLEP on their inaugural Creative Industries Showcase. The creative industries are the UK's fastest growing sector, and Oxfordshire creative and digital businesses contribute £1.4bn to UK plc each year. This year's showcase is a fantastic opportunity for creative enterprises and entrepreneurs to build on their existing success and access myriad opportunities for growth, innovation and use of new technologies."

Caroline Julian, Director of Policy and Programmes, Creative Industries Federation

NEW CREATIVE INDUSTRIES HOME PLANNED FOR OXFORDSHIRE

A new home for the Creative industries in Oxfordshire is in planning stage at the moment; Creative City will be located at Heyford Park of junction 10, M40. This will be a new home for the creative industries; film, tv studios, game, animation, online and digital media in the UK.

The 39 acres development is in the former Cold War base near Bicester and will include pre and post-film, TV, online production and purposely built units for innovative technologies to grow.

A mixture of film and sound studios, workshops and ancillary offices will also be built to host companies that will have the opportunity to access directly the facilities planned for the larger Heyford Park site; backlot and set built areas with clear horizons, existing historic buildings and large tarmac areas that could be used for action scenes or simply as test areas for some of the productions.

Creative City will be one of the few new sites in the UK that will respond to the increased demand for studio and filming space.

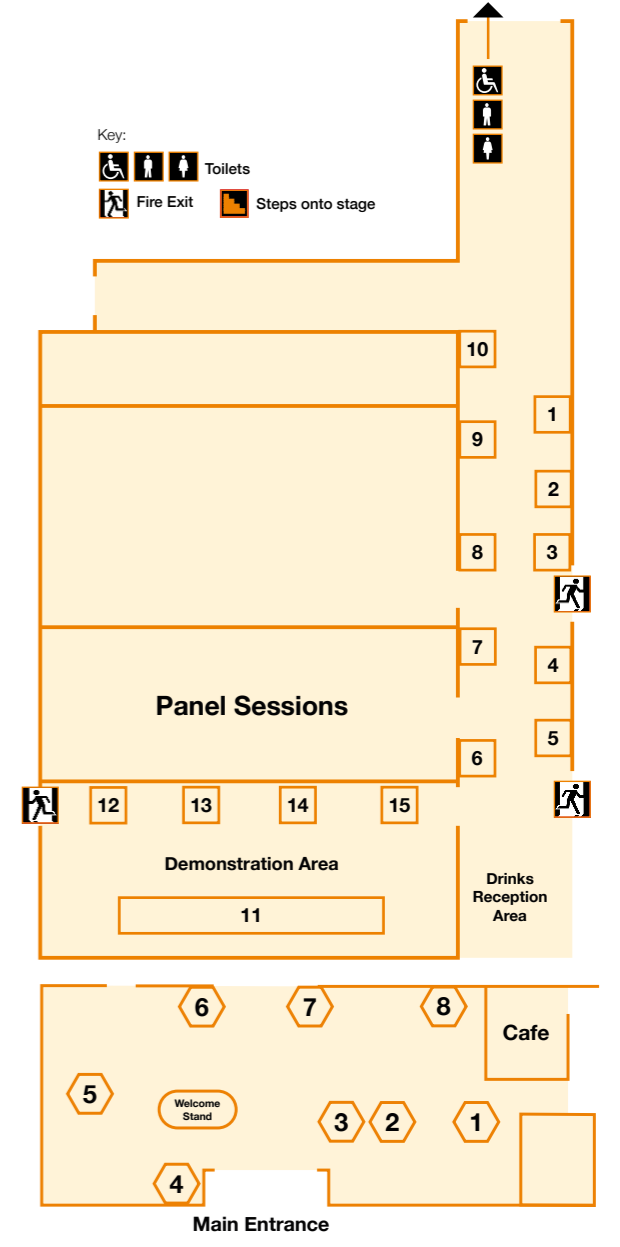
For more information please get in touch with Heyford Park Management on **01869 238 200**



| Exhibitor | Location | Position # |
|----------------------------------|----------|------------|
| Charisma AI | A | 1 |
| Brand Asylum | A | 2 |
| WTVOX | A | 3 |
| Fruto | A | 4 |
| Novel Entertainment | A | 5 |
| Ridge | A | 6 |
| BGS Architects | A | 7 |
| Sonnox | A | 8 |
| EPS | A | 9 |
| Grant Thornton & Freeths | A | 10 |
| Brookes Research Zone | B | 11 |
| Ice QUBE | B | 11 |
| Finderr | B | 11 |
| Sonic Art Research Unit 3D audio | B | 11 |
| CREATE Media Research Group | B | 11 |
| AudioMotion | B | 12 |
| WizDish Ltd | B | 13 |
| Solid State Logic | B | 14 |
| Oxford University MPLS | B | 15 |

A=Exhibition Space B=Demo Room

| Business Surgeries in 'Pods' | |
|--------------------------------|---|
| Digital Catapult | 1 |
| Creative Industries Federation | 2 |
| Creative England | 3 |
| OXLEP Growth Hub & Skills | 4 |
| Knowledge Transfer Network | 5 |
| Freeths | 6 |
| Grant Thornton | 7 |
| Arts Council | 8 |



Drinks reception sponsored by:



OTMN (Oxford Technology & Media Network) is an invitation-only network that connects senior leaders and owners from media and technology businesses to meet, exchange ideas and collectively learn through events with world class speakers. OTMN currently has over 400 members, who live and/or work in Oxfordshire, and is sponsored by Grant Thornton and Freeths.



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Sculptural Installation by Donna Mann, Masters Graduate from The Ruskin School of Fine Art.

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