

# **Cross Party Group on Video Games Technology**

## **Inaugural Meeting**

**5.30pm on Thursday 8 March 2012 in Committee Room 5, Scottish Parliament**

**Convener: Joe FitzPatrick MSP**

### **1. Attendees**

An amended provisional list of attendees is attached to the end of this note.

If you attended and are not shown on the list, or if you are shown on the list but did not attend, and you would like for these minutes to be amended, please email Tom Thomson ([thomas.thomson@scottish.parliament.uk](mailto:thomas.thomson@scottish.parliament.uk)).

### **2. Introduction**

Joe FitzPatrick MSP welcomed everyone to the meeting, explained his reasons for establishing the group given the importance of the industry in Dundee and introduced the speakers.

### **3. Dr Richard Wilson, Chief Executive, TIGA**

Dr Wilson introduced himself and explained what work his organisation had been undertaking to further the industry's interests, including lobbying for tax breaks from the UK Government, as well as a Creative Content Fund.

### **4. John Swinney MSP, Cabinet Secretary for Finance and Sustainable Growth.**

Mr Swinney outlined the efforts being made by the Scottish Government to support the video games industry, including lobbying the UK Government for tax breaks similar to those found in other countries, as well as establishing a Scottish Investment Bank.

### **5. Graeme Downie, NESTA.**

Mr Downie outlined the work being done by NESTA to support the industry and programmes being undertaken, including mentoring, a Games Consortium, digital education, hyper-local media, and make-it-local web services.

## **6. Linda McPherson, Scottish Enterprise**

Mrs McPherson explained the role that Scottish Enterprise plays in assisting games developers, including account management, mentoring, financial assistance, including a Digital Innovation Fund, export assistance through Scottish Development International, Research and Development Tax Credit workshops, the Digital Media Advisory Group, amongst others.

## **7. Morgan Petrie, Creative Scotland**

Mr Petrie outlined the work being done by Creative Scotland and project that it was involved with, including a digital R&D fund and the Digital Innovation Fund, as well as encouraged developers to apply for assistance.

## **8. Colin Anderson, Denki**

Mr Anderson emphasised the need for the industry to come forward with both problems and solutions and offered a metaphor of the games industry as a steam engine that needed to be made more efficient.

Mr Anderson also emphasised the importance of access to finance, business innovation and infrastructure development, entrepreneurship, education, and confidence.

## **9. Developers and Stakeholders**

Several developers and stakeholders introduced themselves and their organisations. There was a general consensus among developers that the industry was not simply looking for tax breaks and financial assistance, but rather to be provided with a business environment that enabled them to be competitive.

## **10. Questions**

Please note that the intention of this meeting note is not to record a verbatim account of the meeting. A range of questions were directed to the speakers, including:

1. Whether the Scottish Government could legislate to enable crowd funding.
  - Mr Swinney noted that this was largely a reserved matter for the UK Government, but that he would request that officials look into this.

2. Whether funding was being appropriately allocated.

- Mr Swinney assured members that if it was felt there was a need for better alignment of funds then he would be grateful if they could inform him going forward. Mr Swinney noted that while tax breaks and other key business policy areas remain reserved to Westminster, the Scottish Investment Bank was 'open for business' and the Small Business Bonus was helping firms across Scotland.

## **11. AOB**

Joe FitzPatrick advised that members would be informed of the date of the next meeting by the secretary in due course.

*For suggestions for correction of this note, please contact Tom Thomson:  
([thomas.thomson@scottish.parliament.uk](mailto:thomas.thomson@scottish.parliament.uk))*

<b>Name</b>	<b>Organisation</b>
Joe FitzPatrick MSP	MSP for Dundee City West
John Swinney MSP	Cabinet Secretary for Finance and Sustainable Growth
Shona Robison MSP	MSP for Dundee City East and Minister for Commonwealth Games and Sport
Gordon MacDonald MSP	Edinburgh Pentlands
Jenny Marra MSP	North East
Dr Richard Wilson	TIGA
Graeme Downie	NESTA
Morgan Petrie	Creative Scotland
Linda McPherson	Scottish Enterprise
Colin Anderson	Denki
Doug Hare	Outplay Entertainment
Richard Hare	Outplay Entertainment
Dr John N Sutherland	University of West of Scotland and Tudocs
Chris Wilson	University of Abertay Dundee
Julie Craik	Tayscreen
Dr Louis Natanson	University of Abertay Dundee
Paul Durrant	University of Abertay Dundee
Joyce Matthew	Scottish Enterprise
David Thomson	Ludometrics
Dave Sapien	Me and the Giants
Claire Pennock	Office of Clare Adamson MSP
Jeffrey Meek	French Duncan LLP
Jim Pigott	TPLD

Chris van der Kuyl	Brightsolid/4J Studios
Barrie Elder	Cobra Mobile
Elizabeth Brooks	University of Highlands and Islands
Stan Ure	City Development, Dundee City Council
Dr Kevin Chalmers	Napier University
Daniel Livingstone	University of West of Scotland
Douglas Kinloch	Metaforic
Robert Henning	Tag Games
Johanna Commander	University of Strathclyde
Prof. Paul Thompson	University of Strathclyde
Stuart Reid	Dynamo Games
James Flowerdew	Imigea
Gordon McGuinness	Skills Development Scotland
Colin Macdonald	Channel 4 Commissioning Editor
Richard Hasinski	One Thumb Mobile
Chris Chapman	Black Company Studios
Martin Williamson Smith	Tudocs
Dr Malcolm Sutherland	Tudocs
Scott Roberts	Tudocs
Andy Mackenzie	Dundee College
Derek Robertson	Education Scotland
Euan Mackenzie	UKIE
Kirsty Gibson	Abertay Prototype Fund
David Goutcher	Polybius Games
Brian Baglow	scottishgames.net
Garry Creechan	University of West of Scotland