

FUTURE SCREENS

NI CONNECTING CREATIVITY



Future Screens NI Growth Forecasts

	Now as per DCMS	Assumption	Growth by Yr5	Growth by Yr 10
Employment	24,000	3% growth 5% growth 7% growth	3,417 5,901 8,560	7,784 14,163 21,667
GVA for CI in NI	£1.012bn	3% growth 5% growth 7% growth	£1.203bn £1.312bn £1.429bn	£1.466bn £1.760bn £2.106bn



PRINCIPAL PARTNERS:

**Belfast
Harbour**



**Belfast
City Council**



CATAPULT
Digital



RTÉ

PARTNERS:



tech**start**^{NI}



The background image shows a modern, brightly lit interior space, likely a public area or a museum. Large windows on the right side allow natural light to fill the room. In the foreground, there are several large, white, sculptural planters filled with green plants. In the background, a few people are visible, including a man in a blue shirt and a woman in a red top, standing near a large, curved, light-colored structure. The overall atmosphere is clean, modern, and open.

The Creative Industries Clusters Programme is investing £80m in nine new creative research & development partnerships bringing together the UK's renowned creative industries with arts and humanities led research from our world-leading university sector.

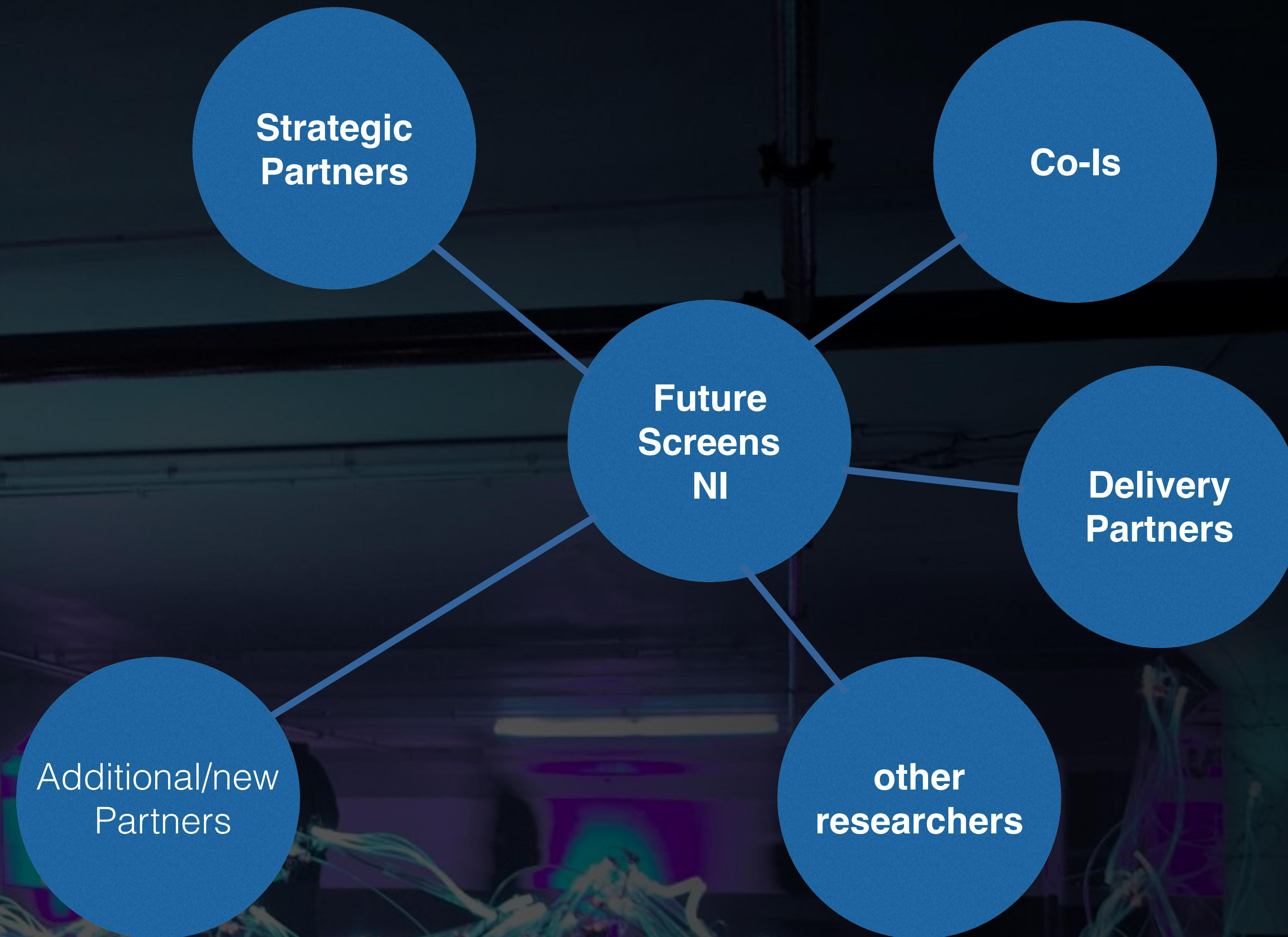
The Programme will act as a catalyst to further grow the creative economy unlocking emerging fields and adapting new technologies with a new wave of R&D that will open up exciting ways to create, distribute, and participate in products and experiences.

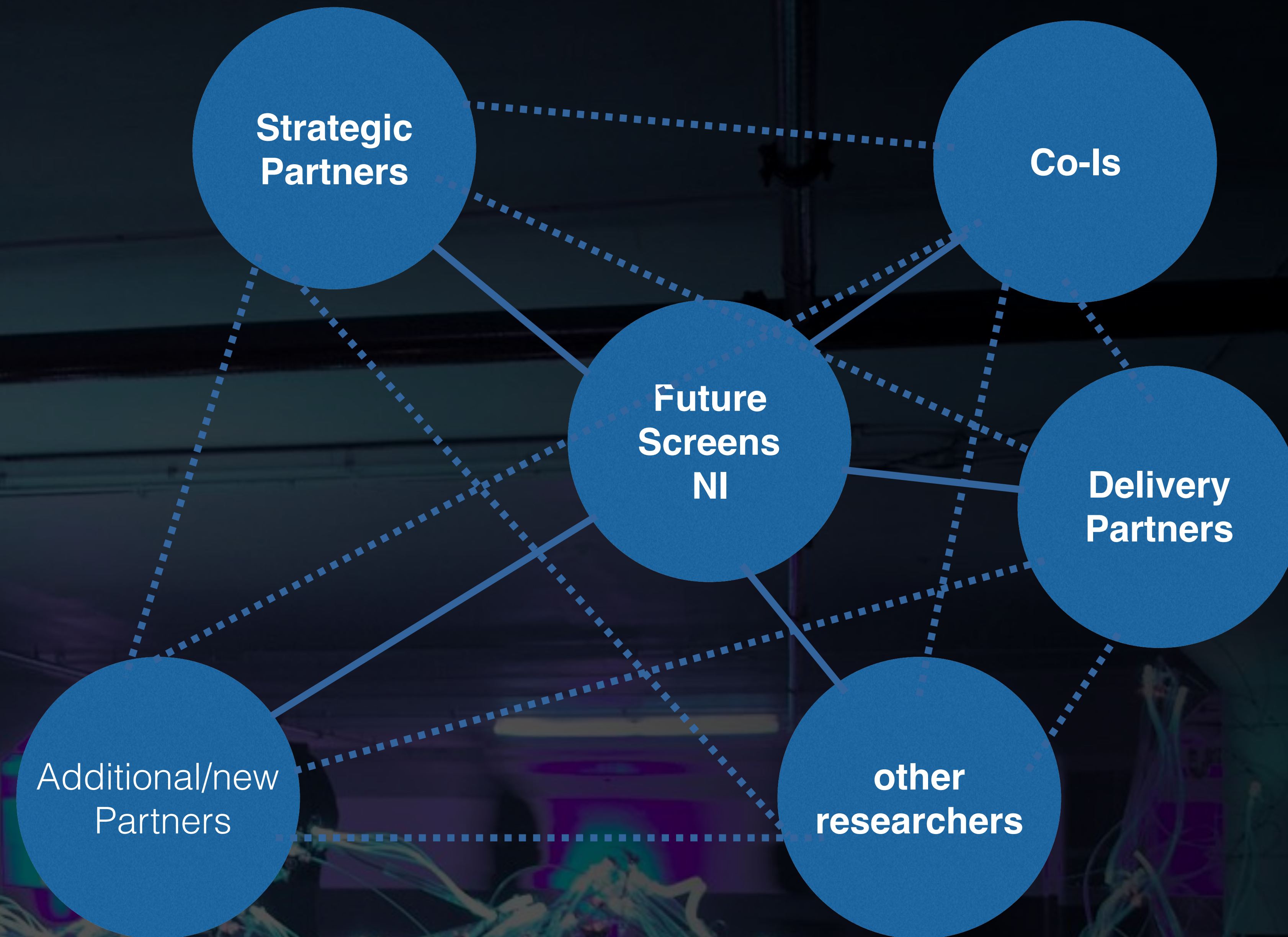


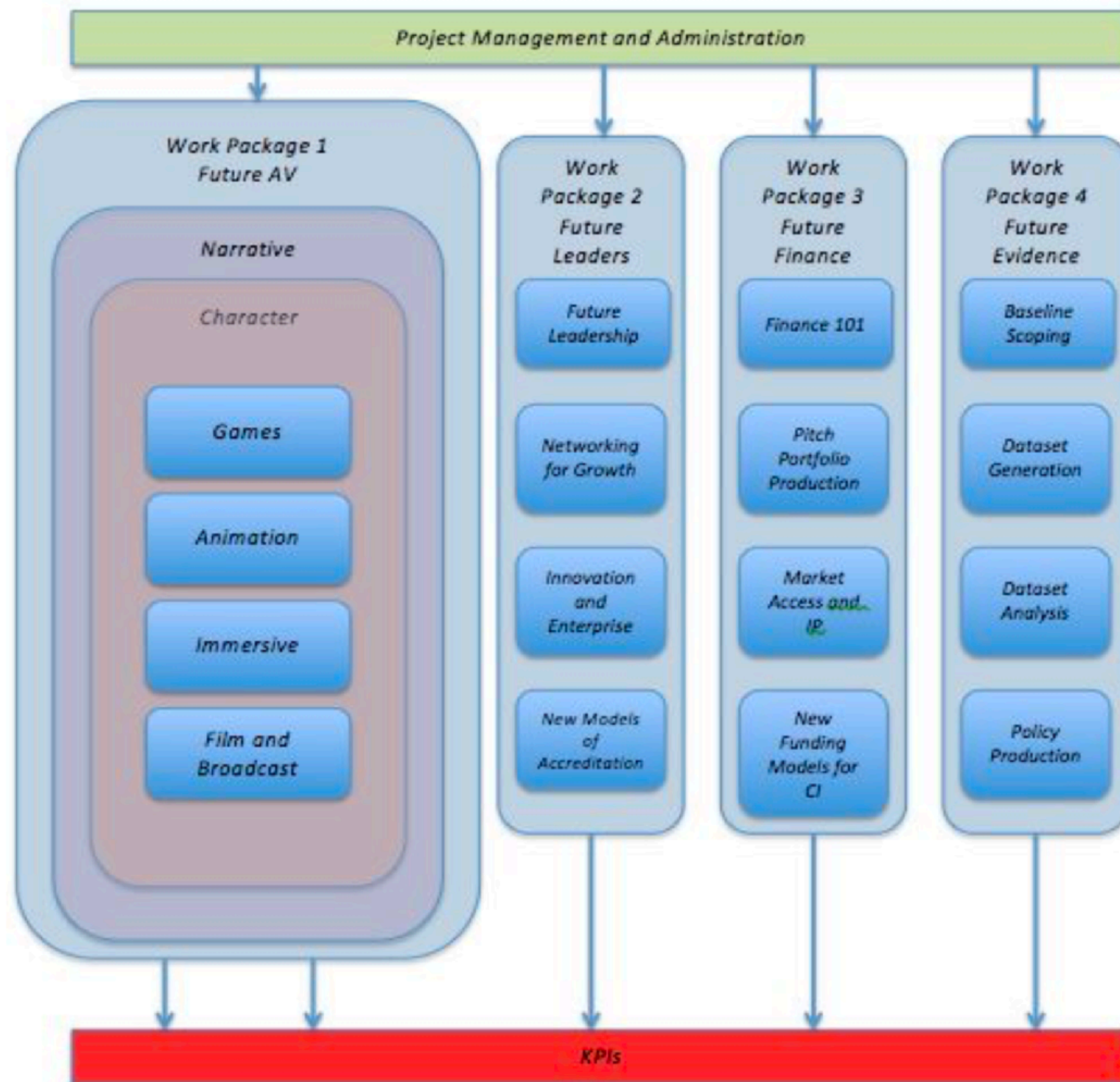
**ORMEAU
BATHS**

FUTURE SCREENS NI









Co-Investigators

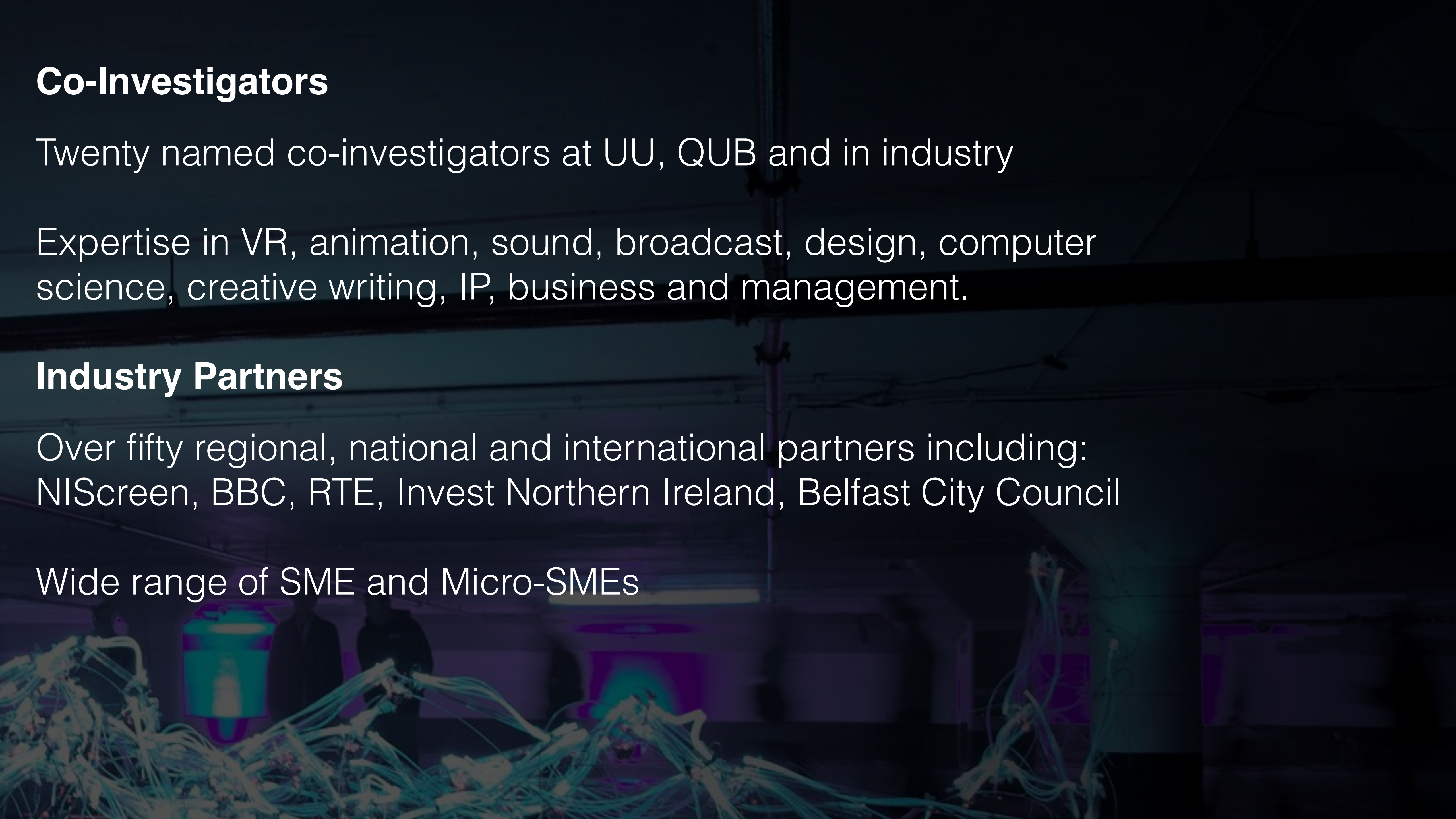
Twenty named co-investigators at UU, QUB and in industry

Expertise in VR, animation, sound, broadcast, design, computer science, creative writing, IP, business and management.

Industry Partners

Over fifty regional, national and international partners including:
NIScreen, BBC, RTE, Invest Northern Ireland, Belfast City Council

Wide range of SME and Micro-SMEs

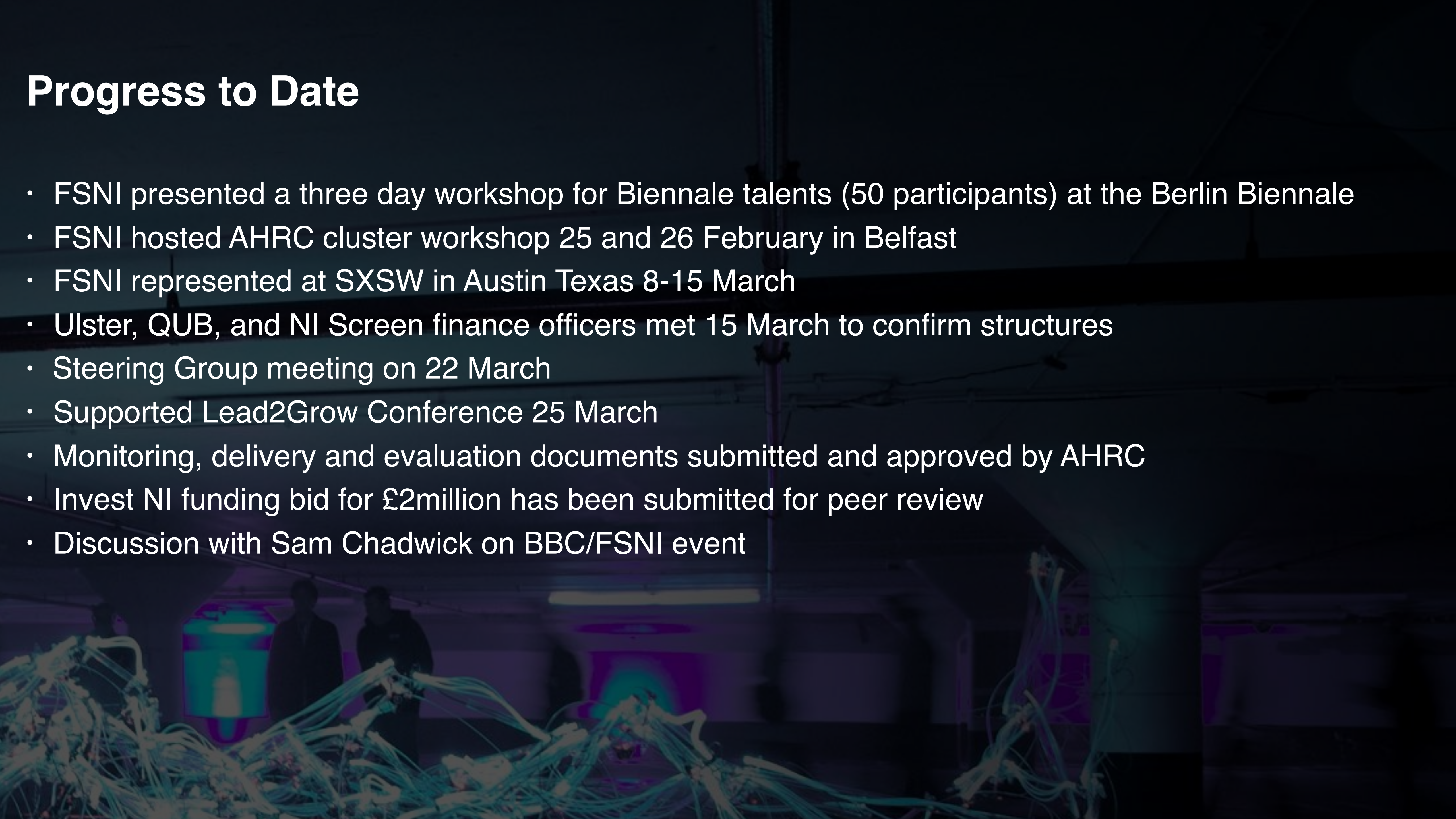


Progress to Date

- Launch event 6 September 2018
- Weekly Project Management Group meetings established
- Project Manager post spec agreed and to go live
- 11 presentations to research groups, organisations, public gatherings, establishing the FSNI brand
- FSNI office space in Ormeau Baths with key industry collaborators
- Closed call is with the Co-Is for five funded projects with up to 10K funding
- Alex Mc Dowell has developed the first draft of Story Machine project for Belfast

Progress to Date

- FSNI presented a three day workshop for Biennale talents (50 participants) at the Berlin Biennale
- FSNI hosted AHRC cluster workshop 25 and 26 February in Belfast
- FSNI represented at SXSW in Austin Texas 8-15 March
- Ulster, QUB, and NI Screen finance officers met 15 March to confirm structures
- Steering Group meeting on 22 March
- Supported Lead2Grow Conference 25 March
- Monitoring, delivery and evaluation documents submitted and approved by AHRC
- Invest NI funding bid for £2million has been submitted for peer review
- Discussion with Sam Chadwick on BBC/FSNI event



How can I benefit from this initiative?

FutureScreensNI will be providing:

- wider access to research and researchers at UU & QUB
- access to research facilities, laboratories and studios
- access to expertise and professional services to support the sector
- support to showcase and disseminate R&D
- direct and indirect funding to support business development
- direct access to funding for the sector totally £1.5m

Draft Summary of FSNi Funding Calls

Open Calls:

Application can be made at any time to allow companies working with researchers to apply for funding as the opportunity and need arises in their work flow.

Challenge Calls:

Challenge Calls published twice a year. These specific calls will be designed in response to industry trends and relevant research.

Ongoing Capacity Building:

Two parallel talent growth programmes. These will be rolling work programmes (over a twelve month period), limited to a specific number of participants. Initial focus will be on Writing and Design.

Co-Investigator Engagement:

A Co-I or initiated a funding call, or a Co-I invited by an industrial partner to be involved in a project

1. Challenge-Based Industry Funding

Monetary awards are given to industry or industry/HEI partnerships based on a challenge call, rather than commissioned. Not necessarily open to everyone, but competitive.

2. Lead Customer-Centred Challenge-Based Industry Funding

Monetary awards are made to smaller companies and collaborators (possibly with CO-Is) to provide R&D related to an umbrella project sponsored by and defined with a large industry partner who contributes funds and/or resources (IP, staff time, etc.) as leverage to support the project.

3. Voucher-based Industry Support

Awards of non-monetary resources (services, expertise, etc.) from HEI worth a specified value are given to an SME through a competitive process.

4. Labs and Experts

PDRFs, Co-Is, PhDs, and Masters students engage in exploration, prototyping/piloting in response to well-defined industry needs and/or programme themes for the benefit of industry/the cluster. May involve industry fellows.

5. Industry Fellows

Embedded placements and industry support provided to academia, in order to gain knowledge and build my capabilities and bring understanding of industry challenges to the research environment. If we determine that industry fellows only exist where a 'lab' is occurring (see Model 4, above), we may be able to eliminate this model.

6. KTPs and KTP-like Investments

Embedded placements and academic support provided to industry, including internships. The activity is focused on embedding or providing assistance to industry, rather than more open exploratory R&D. The company receiving the placement/support defines the need.

7. Skills, Incubators, and Residency Programmes

Individuals participate in a structured programme of learning focused on skills, product or service development, or research capabilities; distinct from labs, these are not primarily exploratory; may include introductions to investors and investment-related themes. May be challenge-led or open to the community; may include a stipend.

8. Evidence, Analysis, and Dissemination

Staff gather data (surveys, etc.) and perform analysis to better understand the R&D landscape for the cluster/industry, develop best practices, and to inform impact and evaluation of the programme; outputs are published (policy papers, blog posts, articles, presentations, etc.).

www.futurescreens.org



FutureScreensNI

[HOME](#)

[ABOUT](#)

[TEAM](#)

[FUNDING](#)

[NEWS](#)

[CONTACT](#)



R&D for the Creative Industries in Northern Ireland



Future Screens NI Expression of Interest Form

Name of Company:

Lead Applicant:

Applicant email address:

Applicant phone number:

Company Website:

1. Outline the proposed project (200 words)

2. What is the R&D question/challenge being addressed? (100 words)

A large, empty rectangular box with a thin black border, intended for the user to write their answer to the question above it.

3. Who are the industry and research partners involved?

4. Give a brief outline of the funding model required for the project and an approximate timeframe

5. Please indicate any funding which has been applied for/awarded for this project by any other body

FUTURE SCREENS

NI CONNECTING CREATIVITY

