



Introduction

British-Irish Council

8 Member Administrations



The Creative Industries Work Sector was established in 2013 in order to share expertise and learning across the eight BIC administrations, and to make decisions on common policies and approaches relating to the Creative Industries. The work of the Creative Industries work sector reflects the increasing global recognition of the economic and social potential of the creative industries. This includes for example, the commercial and cultural reach of key sub-sectors, such as film, television and other digital media, and the wider impact of the creative industries in other business sectors through innovative approaches to policy involving industry, government and education.

The creative industries play a key role in developing the blend of creative and innovative skills and approaches required to address societal challenges in areas such as education, health, and social inclusion. The work of the Creative Industries work sector has therefore focused on nurturing and further supporting environments from which more creative people, creative ideas and creative businesses emerge and flourish.

The group has ensured that the focus of its site visits and external presentations links directly with its work plan. The group has continued to discuss forging tangible links with other BIC work sectors, including the Indigenous, Minority and Lesser Used (IML) Languages work sector.

Forward Work Plan



[Artreach studios](#)



[Soundbites from Emma Callin](#)



In addition to considering the impact of Covid-19 on the industry, the Creative Industries work sector has continued to deliver on its current work plan, focusing on:

- the role of education in encouraging the acquisition of skills relevant to the creative industries;
- equality, diversity and inclusion in the industries; and
- programmes to engage new audiences in the creative industries (in practice, largely the cultural industries segment).

In delivering this work plan, the group undertook a programme of in-person engagements across the BIC administrations. This included visits to Screen Alliance Wales and Wolf Studios, Cardiff, the Royal Conservatoire of Scotland, Glasgow, the Jersey Festival of Words in 2018, the National Museum of Ireland Collins Barracks, Dublin, and Wakefield Production Park. Given Covid-19, the work sector then continued its programme of engagement virtually. This included presentations by Disability Arts Cymru, Creative Scotland and Villa Marina & Gaiety Theatre Complex, Isle of Man. This direct engagement with the Creative Industries enabled the work sector to discuss the ongoing challenges for the sector and share good practice.

This e-publication is in two parts, first is a section on measures undertaken across the BIC administrations to address the impacts of the Covid-19 pandemic on the Creative Industries, followed by chapters from a range of BIC administrations on key initiatives and projects in the Creative Industries relevant to the work sector's plan.



[Arts Council Contribution](#)
www.islelisten.im/summersessions

01 Covid-19 Recovery Measures in the Creative Industries



[Life Worth Living: The Report of the Arts and Culture Recovery Taskforce](#)

[Report of the Night-Time Economy Taskforce](#)

Government of Ireland

In response to the economic impact of the pandemic – and more specifically the impact of the public health restrictions – the Government introduced a number of cultural and creative sector recovery actions and plans to assist the sector through the pandemic and into recovery. This included the convening of a number of taskforces to examine specific issues.

Resulting reports include *Life Worth Living: The Report of the Arts and Culture Recovery Taskforce*, which made a number of recommendations for the sector's survival, post-pandemic, such as how to retain artists and the wider cultural workforce, with their skills and talent, so that arts, culture and entertainment events for audiences can thrive post-pandemic. In April 2021, Minister Martin established an Oversight Group to monitor implementation of the recommendations.

In September 2021, Minister Martin also published the Report of the Night-Time Economy Taskforce. The Report contains 36 proposed actions across a range of departments, agencies and the night-time economy sector itself and covers a number of initiatives and pilot projects, many of which are now being implemented.

Significant funding has underpinned efforts to implement recommendations arising from these reports and to support the overall recovery of the cultural and creative sector in Ireland. These include over €80m to support the live performance sector, businesses and venues to remain operational and ultimately re-open and programme events in line with public health guidance and beyond restrictions.

In April 2022, Minister Martin launched a pilot Basic Income scheme for a three-year period in the arts, culture, audio-visual and live performance and events sectors, the first recommendation arising from the Life Worth Living report. The pilot scheme will examine, over a 3 year period, the impact of a basic income on artists and creative arts workers. Payments of €325 per week will be made to 2,000 eligible artists and creative arts workers for 3 years who have been selected at random and invited to take part.

Funding to the Arts Council of Ireland and Screen Ireland have also significantly increased since the beginning of 2020, with 2023 funding respectively 1.6 and 1.8 times above early 2020 funding to support the sustainability and recovery of the sectors.

01 Covid-19 Recovery Measures in the Creative Industries



Arts Council Contribution

www.islelisten.im/summersessions

[How our art therapy helped 9 year old 'Lucy' with her anxiety](#)

Isle of Man Government

The Isle of Man Government established an Economic Recovery Group in response to Covid-19, which included the Domestic Event Fund. This fund played an important role in providing indirect Covid-19 support to the island's local musicians and performers, encouraging events to take place around the island.

Business Isle of Man, an Executive Agency within the Department for Enterprise, supported over 50 events through the Domestic Event Fund, committing over £300,000 in grant and underwriting support to deliver a projected 210,000 footfall into the island's towns and villages, supporting local businesses and event organisers. The Domestic Event Fund provided a key role in supporting and encouraging post-Covid local events that put on music, dancing, performing arts, sports activities, craft fairs and arts exhibitions.

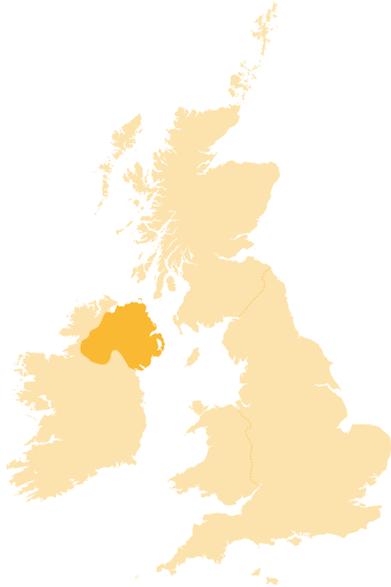
Additionally, Covid Resilience Funding was offered by the Isle of Man Arts Council during the 2020 and 2021 lockdowns. £62,124.97 was awarded to local creatives who needed support, particularly to those who had amended or redeveloped their creative offering given the lockdown situation. Also, local charity Culture Vannin ran project schemes for cultural and creative practitioners during the lockdowns and continue to award additional Covid recovery payments as part of grants to established festivals and events.

 [Isle Be Creative](http://www.islebecreative.co.im)
www.islebecreative.co.im



 [Isle of Man Prison inmates transform roller blinds into paintings - BBC News](#)

01 Covid-19 Recovery Measures in the Creative Industries



Link to video here AR Peace Wall app with Deepa Mann-Kler

www.youtube.com/watch?v=bbEVogExVhY

The Arts in Lockdown - Bright Lights in a Dark Year, a publication by the Arts Council of Northern Ireland (ACNI) celebrated the work produced during the first year of the lockdown.

 [Link to publication](#)

 [Link to video](#)

Northern Ireland Executive

In response to the pandemic, a number of measures were delivered through the Culture, Languages, Arts and Heritage Support Programme 2020-21 designed to stabilise these sectors and secure a future representative of their spread, diversity and reach prior to the pandemic.

The Culture, Arts and Heritage (CAH) Recovery Taskforce, convened by Minister Hargey, recommended measures to support the reopening and recovery of the sectors in the short term, and identified actions to assist the development of a new CAH Strategy - now being advanced through a co-design process.

The Covid Recovery Employment and Skills Initiative (January 2022) provides funding for three years to support individuals and not-for-profit organisations with costs for new roles to help the sector address the impact of the pandemic. Embracing the opportunity to create a long-lasting legacy the Department partnered with Future Screens NI (Arts sector), the Rank Foundation (Sports and Voluntary & Community sectors), the Heritage Fund (Heritage sector) and BBC NI in partnership with NI Screen (Creative Industries sector) to deliver this initiative.

The Creative Industries New Entrants (CINE) initiative, delivered by NI Screen working in partnership with BBC NI, is aimed at broadening access to the screen and creative industries by identifying new talent, with support for underrepresented communities prioritised. From broadcasting, television production and online content, to games and animation, formal training and 12-18 month industry placements are offered. This pipeline of new talent provides an important skills boost for the sector and increased opportunities for sustained employment.

The Creative Industries Seed Fund, funded by the Arts Council and Future Screens NI and supported by Digital Catapult, assisted arts organisations and creative businesses to undertake digital arts projects that contribute to the growth of the creative industries.

One of projects - AR Peace Wall - a twinning project between Belfast and Hiroshima - explores different approaches to peacebuilding. Working at the intersection between the arts and creative industries, artists are introduced to technologies they might not otherwise use. Professor Paul Moore, Future Screens NI, speaks of technologies bringing possibilities while the artist brings meaning.

01 Covid-19 Recovery Measures in the Creative Industries



Scottish Government

Wellbeing is at the heart of Scotland's national purpose as a country, underpinning our National Performance Framework and reflected in our national outcomes and indicators. Economic activity should serve that purpose as a means to deliver improved health and wellbeing.

The Scottish Government values the importance of cultural organisations and their contribution to the wellbeing of the country to promote the arts, provide employment and engage with communities across Scotland. It is for these reasons, among many others, that the Scottish Government provided £256 million in Covid support funding to help cultural organisations to navigate the challenges brought on by the pandemic.

Since the beginning of the pandemic, Scottish Government has provided a total of approximately £14.1m in financial support to Scotland's festivals. As well as supporting core resilience, this support has helped allow associated artists freelancers to be paid, and for well-being and inclusion focussed community and education Festival programmes to continue.

The Scottish Government is also committed to ensuring that there is a thriving music industry in Scotland and so provided £750,000 across 2021-22 and 2022-23 to enable the Scotland on Tour project to take place. Scotland on Tour has facilitated new concerts, with a variety of genres, in venues across Scotland at a time when the postponement of concerts, due to the pandemic, had left little room for new concerts to take place in 2022.

Scotland's screen sector is thriving, and is one of the key economic drivers within our creative industries, which is one of Scottish Government's growth sectors. Over the past five years, increased Scottish Government funding for screen and the establishment of a specialist agency, Screen Scotland, are delivering results in terms of economic spend, talent and business development.

Throughout December 2022 and January 2023, the Cabinet Secretary for Culture has chaired a series of national roundtable discussions with the culture and events sectors to explore how organisations can best share understanding of the issues, catalyse collaborative problem-solving, and to strengthen the sector's resilience.

As set out in the Scottish Budget, published in December 2022, against a challenging financial backdrop the Scottish Government will invest £278m in 2023-24 in Scotland's culture and historic environment to ensure our diverse and world class cultural scene and rich heritage continues to thrive.

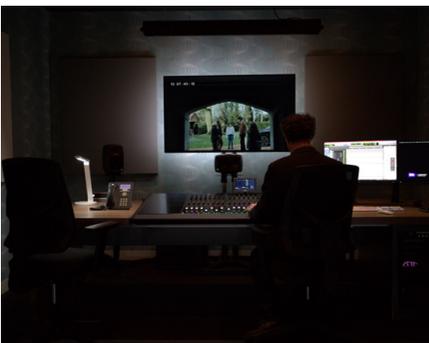
01 Covid-19 Recovery Measures in the Creative Industries



Welsh Government

The Cultural Recovery Fund (CRF) was the primary Welsh Government grant scheme developed in response and was delivered through three main strands. The first two strands, delivered by the Welsh Government and the Arts Council of Wales, provided support to organisations in the creative, cultural, events and heritage sectors as well as those operating in the disciplines of music, dance, theatre, literature, visual and applied arts, combined arts and digital art. In response to the significant issues faced by the freelance community, the third strand targeted creative freelancers. In total more than £100m was awarded to more than 1,000 organisations and 3,500 individuals, helping to safeguard 2,700 FTE jobs and protect 77,000 volunteer roles;

Alongside the CRF, Creative Wales also delivered funding schemes designed to respond to the unique challenges faced by priority sub-sectors, including Emergency TV and Digital Development Funds, a Music Capital Fund, funding to deliver grants to the publishing sector through the Books Council of Wales and targeted skills and well-being projects. From the earliest stages it was agreed that our response should be developed and designed in partnership with those most affected.



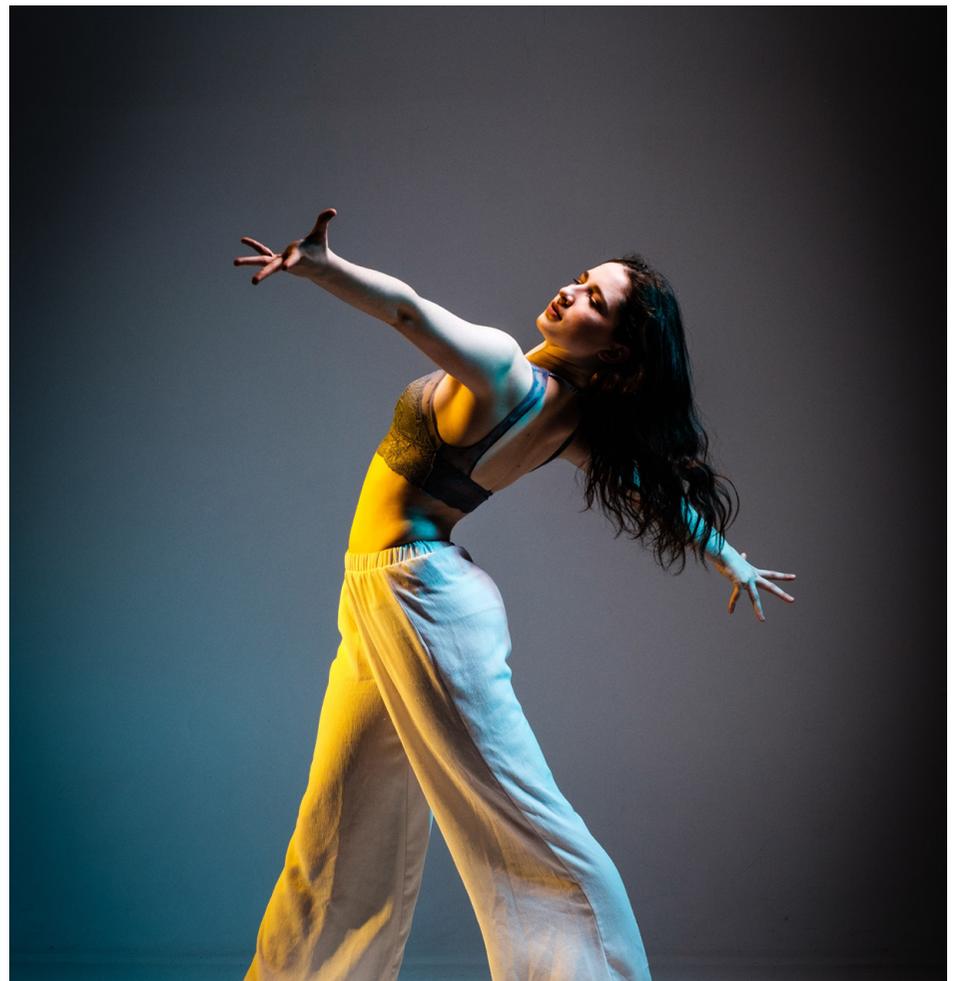
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UK Government

The creative industries continue to recover in most areas following the pandemic. High End TV and film production reported record production expenditure in 2021 of £5.64bn. This was helped by the package of support provided such as sector-specific guidance, the quarantine exemption and the £500m Production Restart Scheme which supported over 100,000 jobs and £3bn of production. Additionally, the £34.4m Culture Recovery Fund for Independent Cinemas supported approximately 200 venues with 89% of cinema sites receiving an award being outside of London.

The Fashion Awards were hosted at the Royal Albert Hall last November with their first in-person event and London Fashion Week is running a hybrid event this September, with Burberry returning with their first live catwalk show since the pandemic started.



02 Government of Guernsey



Accelerating Guernsey's digital capability

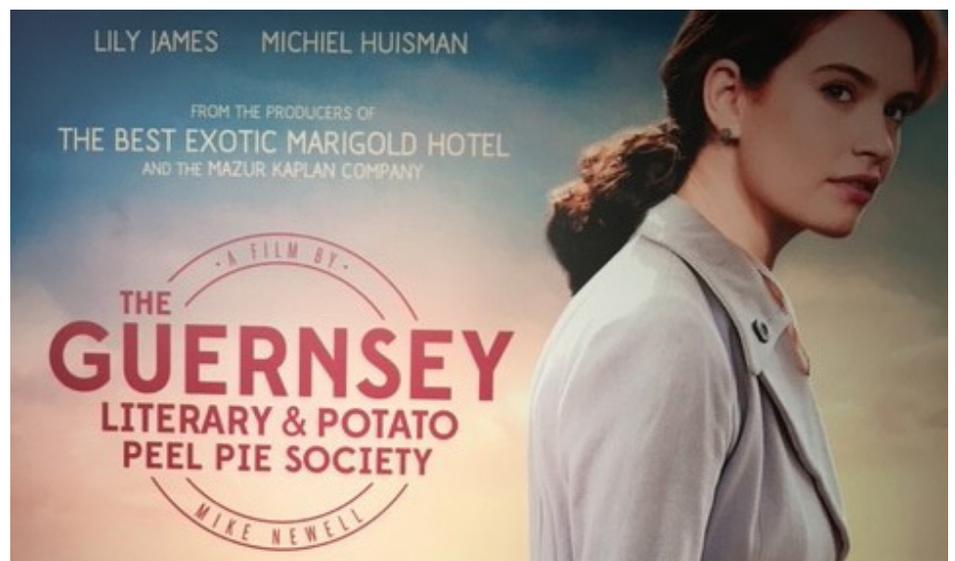
Co-ordinated investment in digital infrastructure, technologies and skills under the States of Guernsey Digital Framework across the public and private sectors will ensure that the Bailiwick of Guernsey is one of the most connected and digitally capable jurisdictions in the world.

Initiatives to stimulate and develop entrepreneurialism in Guernsey

Unlocking enterprise will aim to build on the Island's thriving, prosperous and sustainable business community. An important component of this work will be to identify, understand and develop opportunities within key sectors of the economy. The Creative Industries sector is one such sector and work has progressed with a series of meetings with businesses in the sector, with further work planned to understand the value of creative industries to the Guernsey Economy.

A Human Capital Development Plan

The ambition is for the community of Guernsey to actively participate in their own skills and learning, undertaking upskilling and personal development as well as employment-based programmes. Guernsey will be a competitive and leading jurisdiction internationally for business, through the accelerated upskilling and growth of an enabled and innovative workforce, who have the skills required to live, work and participate fully in the world. This will enable the Creative Industries sector to acquire and develop the talent needed to drive innovation and future success.



03 Government of Jersey



Creative Spaces

Creative Spaces is a programme of free events taking place in beautiful, historic, unusual, overlooked, or quirky spaces in Jersey. It aims to give a boost to the public arts and music scene after the pandemic.

[Creative Spaces event programme \(gov.je\)](https://www.gov.je/creative-spaces)

Creative Island Partnership

 [Creative Island Partnership \(gov.je\)](https://www.gov.je/creative-island-partnership)

The Creative Island Partnership is a network which includes:

- the four regularly funded arts and cultural organisations;
- lead partners in sport, education, business, health, tourism and environment;
- independent expert arts and cultural advisors (who may be working internationally); and
- a wider group of leaders, creative practitioners and entrepreneurs whose work is connected to the creative sector.

The Partnership will provide a space for knowledge exchange, ideas generation and direct engagement with Government, via the Arts and Culture Team within Local Economy, and the responsible Minister.

ArtHouse Jersey

Measuring 600 sq/m, the Home mural serves as one of the largest murals in Europe. It is a celebration of the attitude of a resilient demographic who are hard-working and investing in a brighter future whilst remaining optimistic. The joyful celebration is composed of seven people from Madeiran, Polish and Romanian communities sitting around a table and depicts a less than ideal and slightly claustrophobic atmosphere and surroundings. The image aims to give insight into the sacrifices so many people choose to make in order to make Jersey their home.

 [‘Home’ mural](#)



04 Isle of Man Government



Culture Vannin

The Manx Heritage Foundation trading as Culture Vannin is a registered charity established by the Manx Heritage Foundation Act 1982. The aim of to support and promote the Manx culture by partnering with the community, Government agencies and business.

Communication, education and accessibility are key to our remit, and our development work for Manx language, Manx music and dance, and online and educational resources makes sure that is possible. We support grassroots projects through a grants scheme, and delight in how the time, knowledge, skill and enthusiasm of those involved with our culture applie

Culture Vannin continue to award additional Covid recovery payments as part of grants to established festivals and events where necessary, in recognition that they have not been able to run normal festivals with normal receipts for a few years now. Culture Vannin celebrated its 40th anniversary with an extra £40k divided between nine grants to offer further creative cultural opportunities.



[40th Anniversary grant recipients announced | Culture Vannin | Isle of Man](#)

Best practice in creative industries (interactive material)

Commissioning film-makers, artists, poets and composers is one of the key ways that Culture Vannin links to this. Recent examples include:

[Y Folliaight | Culture Vannin | Isle of Man](#) – original song and film to celebrate the 1,500th anniversary of St Columba as part of the international Colmcille1500 project.

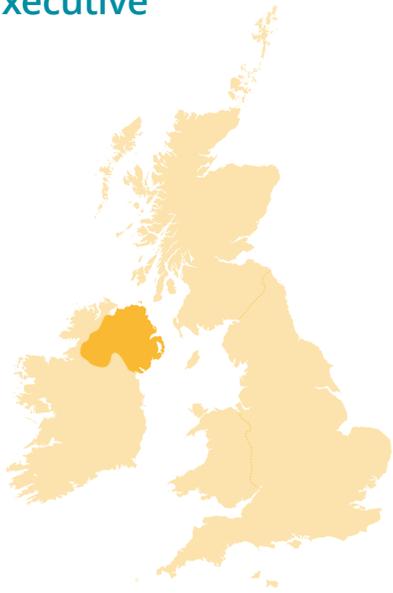
[Cornaa: A Manx film & music journey | Culture Vannin | Isle of Man](#) – original film and score, entered into the Celtic Media Festival.

[Island Utopias | Culture Vannin | Isle of Man](#) - an art/music/film journey imagining what a better future might look like.

[Wonders Never Cease | Culture Vannin | Isle of Man](#) - A short film exploring the life and times of 'mystic' Alexander Cannon some of which can be viewed here: [Treisht 2020 projects | Culture Vannin | Isle of Man.](#)



05 Northern Ireland Executive



NI Screen is currently working in partnership with the BBC, to deliver a £4m Creative Industries (CINE) strand of the £20m Covid Recovery Employment and Skills Initiative launched in January 2022. CINE will target disadvantaged people aged 18 or over, aiming to create approximately 100 new entrant job opportunities, with personalised training, across the screen and creative industries by 2025. Designed to widen access points and make the creative and screen industries more inclusive, the opportunities created are intended to translate to permanent new positions once funding ends.



[200 people in post thanks to Employment and Skills Initiative – Hargey | Department for Communities \(communities-ni.gov.uk\)](#)

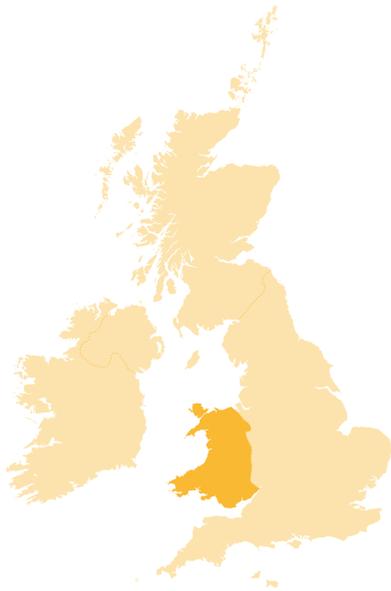


[CINE - Creative Industries New Entrants - Northern Ireland Screen](#)



[Ryan McMullan and the Ulster Orchestra - YouTube](#)

07 Welsh Government



The Welsh Government is working with CULT Cymru, partnered with 6ft From the Spotlight CIC, to introduce well-being facilitators (WBF) into the screen production workforce in Wales.

The aim of the WBF is to support and inform producers and heads of department to help prevent stress, mental health issues, bullying, harassment and discrimination on productions. It is intended this support will enable those responsible for the production workforce to meet their legal duty of care to workers and offer support to all crew and cast to manage challenges related to stress, mental health, bullying, harassment and discrimination.

Funding has been awarded to CULT Cymru by Creative Wales to deliver the scheme. CULT Cymru has established an industry advisory group to guide the WBF scheme and Creative Wales and the Welsh Broadcasting Trust has supported CULT Cymru to fully train 10 Wales based WBFs to work on productions in Wales. The project is nearing the end of its pilot phase. Whilst the full evaluation report on the pilot is not until end of the financial year, early feedback is extremely positive with a number of participating production companies already planning to use a WBF again on their next projects.

CULT Cymru will facilitate and manage the distribution of grant funding to a range of small, medium and large productions. They will work with 6ft From the Spotlight to assess the requirements of a production and advise on funding levels which will be dictated by the number of days a WBF is needed on that particular production.

The safeguarding of the screen workforce and support for workers' mental health is of key benefit to the creative sector. With a mass shortage of crew across the board, introducing measures to ensure that the mental health and wellbeing of crew is at the forefront of their employer's minds has the potential to result in increased crew retention. It is also hoped that improved working conditions in productions will help to encourage new entrants to the industry too, which is essential given the thriving nature of the screen sector in Wales currently. There is risk of individuals leaving the sector if mental health support is not available. Making the industry an attractive place to work and therefore increasing the workforce is critical to its future success.