NEXT GEN
Skills Academy
upskilling for the digital age
WHAT IS THE ACADEMY?

The Next Gen Skills Academy is a unique collaboration between industry and education which builds on the Livingstone/Hope ‘Next Gen’ Report to deliver vocationally focused education pathways and professional development training in Video Games and Visual Effects.

In a talent-driven world our aim is to nurture digital-makers wanting to join the UK’s fastest growing creative industries of Video Games and Visual Effects.

We are:

- A select network of colleges located close to digital media clusters in the UK providing vocationally focused courses in Video Games and Visual Effects.
- A collaboration between Industry, FE and HE to create innovative programmes of study, training and enterprise opportunities.
- A robust alternative to university as a route into industry.
- A training provider of courses for professionals in Video Games and VFX.
- A centre of excellence in education R+D (small on research and big on development).
- A single point of contact for digital companies looking to inform education pathways and support digital maker talent development in the UK.
- A community of highly skilled tutors delivering world-class content.
- An incubator for Creative Pioneers and Digital Enterprise.
In seeking your support our aims are to:

- Maintain the UK’s reputation as a leader in the fields of Video Games and VFX.
- Bring education and businesses together to create a sustainable innovation model for vocational training.
- Stimulate the Next Gen of talent into the creative digital media sector.
- Support video games and VFX companies with local professional training provision.
- Identify and support Creative Pioneers to stimulate new enterprise.
- Provide a business network for digital media clusters across the UK.
- Jointly lever funding opportunities to further support the sector.
PROPOSITION TO EMPLOYERS

Provide new sources of high quality local talent to support the Video Games and VFX industries in the UK.

Ensure new-entrants are ‘ready for work’ by teaching through real-world projects, challenges and deadlines in a studio-based learning environment.

Build a consortium of industry experts to articulate the industry skills needs and formulate best practice.

Provide affordable professional development training local to digital industry clusters.

Nurture the Next Generation of Creative Pioneers and support new enterprise to stimulate further growth in the sector.

Build industry networks to support businesses at every stage of their life-cycle.

Ensure the output of the UK’s creative digital media industries continues to set a standard across the globe, providing job opportunities and wealth creation for the economy.
PROPOSITION TO EMPLOYERS

- Provide a source of creative and technical talent, innovators and operators performing at the highest levels and able to contribute from day one.

- Through studio-simulation environments we hone the core skills and behaviours required to flourish in the technically challenging and creatively dynamic arenas of Video Games and VFX.

- For new entrants we set high standards of attainment in Arts, Maths and Computing, building on these disciplines through applied project-based learning.

- Our central team collaborates with leading studios to provide apprenticeships, work placements and masterclasses, minimising the administrative and time burdens to business and maximizing the opportunity to develop work ready entrants to the industry.

- Through our Enterprise Support Network we mentor those wishing to establish their own businesses, providing valuable funding and mentoring opportunities.

- Offer a range of affordable development courses for professionals through local training providers.
I have been a champion of digital skills development in the UK for many years and I am delighted to launch The Next Gen Skills Academy.

The Academy’s ambition is to become a centre of excellence in offering education programmes focusing on the specialist creative digital maker skills which the UK so desperately needs to remain globally competitive in the 21st Century.

I am certain that this unique collaboration between industry and education will be a catalyst for talent development, mentoring and new enterprise across the UK, supporting our world-class digital industries.”

Ian Livingstone OBE
Life President, Eidos and Chair, Next Gen Skills
QUOTES FROM EMPLOYERS

“We see too many people leaving university unaware of what is required by industry. You should not enter the world of VFX unless you are really passionate and enjoy working hard, we love what we do!

We support the Next Gen Skills Academy as it collaborates with industry to understand our needs and builds courses which are fit for purpose to ensure students can deliver the quality and standards expected by employers.”

Phil Dobree - CEO Jellyfish Pictures

“We passionately support developing new talent in the highly specialised world of visual effects and welcome the Next Gen Skills Academy”

Lucy Ainsworth-Taylor - MD BlueBolt
The UK Games industry employs 28,000 people including 9,000 highly-skilled games developers (UKIE 2012)

PROPOSITION TO COLLEGES

A new industry backed course offering:
- First class industry links
- Employment outcomes and internships
- First class content and tools
- Up-skilling for Staff
- Events and community
- Incubator and Enterprise opportunities
- Centralised Marketing Support

NEXT GEN
Skills Academy
PROPOSITION TO COLLEGES

• In a digital content world the Next Gen Skills Academy provides opportunities for colleges to differentiate their offering in the 21st Century.

• We provide partner colleges with unprecedented access to industry experts; technical and creative talent delivering some of the biggest blockbuster Games and Films collaborating with future-focused educationalists to develop our unique courses.

• We invest significantly in our tutors to offer an unparalleled level of discipline in our approach. Through initial training to master classes and tutor industry placements, we ensure high quality tutors maximise their potential and are up to date with work practices and industry standards.

• For students, our central team collaborates with leading studios to provide apprenticeships, work placements and masterclasses.

• We minimise the administrative and time burdens to colleges and maximise the opportunity to develop programmes which are world-class.

• Through our Enterprise Support Network we mentor those students wishing to establish their own businesses; providing valuable funding and mentoring opportunities to support the Next Gen of Creative Pioneers.

• We aim to develop regional education centres of excellence alongside digital media business clusters.
OUR PROGRAMMES FOUNDATIONS

The Next Gen Skills Academy offers a genuine alternative to University as a pathway into the digital media industries.

- We believe in learning from experts, replicating the studio work environment and project-based learning.
- We develop real-world skills through digital-making; encouraging team-work, critical thinking and problem-solving.
- We believe Coding, Maths, Physics and Art are core essentials to be applied in product based solutions.
- We encourage, exploration, inquiry and the cross-pollination of disciplines.
- We know the creative pioneers of tomorrow can be supported today through a Next Gen Skills Academy.
OUR PROGRAMMES AND CAMPAIGNS OFFER THE FOLLOWING VALUE-ADDED ELEMENTS:

• Content
• Online Communities
• Internships
• Hackfests
• Teacher bootcamps – run by industry
• Teacher summer schools – run by industry
• Film festivals
• Showreel platforms
• Thoughtbooks
• National challenges
• Industry briefs
• International opportunities
• Mentors
• Creative Enterprise Incubators
• Crowdfunding Solutions
FOR THE FOLLOWING CAREER PATHWAYS:

- Video Games - Applications Development
- Video Games - Design and Production Management
- Video Games - Technology
- Video Games - Graphics Engine Programmer
- Video Games - Games Programmer
- Video Games - GUI

- Visual Effects - 3D
- Visual Effects - 2D
- Visual Effects - FX
- Visual Effects - Animation and Rigging
- Visual Effects - Pipeline
- Visual Effects - R+D Programmer
CLUSTER MODEL:

We go where the industry goes...

Our training providers are located within key digital media clusters across the UK.

These centres of excellence provide a focal point for talent development in the area - both for new entrants and existing professionals.

• London and Home Counties
• Manchester
• Leamington Spa
• Cambridge
• Bristol
• Bournemouth
How you can help?

There are number of ways you can support us and we would love to hear from you if you are able to give any of the following:

1. Support our bid for Employer Ownership of Skills Fund - Sign statement of support and lend your name to the bid.
2. Attend a focus group/answer our questionnaire to tell us what skillsets you require at entry level and at professional level for your business.
3. Agree to be on our industry advisory panel – commit to two meetings a year to review curriculum and student output.
4. Offer any of the following: Masterclasses either in college or to camera, Apprenticeships, Internships, Studio Tours, Industry Briefs, Mentors.
5. Become a Board member to give effective and robust governance to the Next Gen Skills Academy
6. Provide employer investment – there are a number of ways you can support the Academy financially either through match funding in cash or in kind through provision of resource to develop courses, accommodation for delivery of course provision etc.

Please do contact us to discuss.
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