

need to know

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Skills Investment Fund

The Skills Investment Fund (SIF) gives games businesses access to funding to enable them to invest in training and skills development.

Every £1 employers contribute to the SIF will be matched with £1 from Government.

50%

match funding
for skills and
training

Skills Investment Fund

How can games business benefit?

This fund is accessible to all games companies - not limited by their size or location within the UK.

Games businesses can access the SIF, through Creative Skillset, under the following schemes:

- a new trainee scheme, Trainee Finder. Games businesses can now sign up to Trainee Finder and hire the best trainees part-funded by the SIF.
- a Challenge Fund, which will match-fund skills development needed by individual employers or groups of existing employers. This could include boot camps, work experience, internships, apprenticeships; funding for management and leadership; and shadowing and mentoring programmes to enable stepping up and upskilling.
- subsidised short courses to address industry-wide needs.

What is the Trainee Finder scheme?

It's a new scheme that gives games businesses access to the best trainees, part-funded by the Creative Skillset Skills Investment Fund (SIF).

Individual trainees with less than 12 months paid industry experience can sign up if they have completed a relevant degree course accredited with the Creative Skillset Tick in the last 18 months or hold two testimonials from industry. (See which courses have a Creative Skillset Tick here: creativeskillset.org/games/accreditation)

Games employers can register on to the scheme via Creative Skillset's website (www.creativeskillset.org/sif), review the trainees and invite candidates for interview. Placements can last up to a year with businesses receiving up to 50 % contribution to the trainee allowance for the first six months followed by 25 % over the remaining six months.

Creative Skillset will actively encourage a diverse pool of applicants, working with industry organisations that support diversity in the workforce.

What about the Challenge Fund and Subsidised short courses?

Both these new schemes enable games companies to co-invest into the training that their staff need. More details on these will be announced shortly but you can find out more and register interest here: creativeskillset.org/sif

How are the SIF priorities set for the games industry?

The Games Skills Advisory Council, formed by Creative Skillset in association with Ukie and TIGA, comprises industry experts who have identified the skills priorities and activities to be supported by the SIF.

They have approved the development of the new trainee scheme and the other schemes that support continuous professional development to address the collective skills needs of the games industry. Current priorities identified for the games industry are digital publishing skills, advanced management, upskilling production teams to more specialised roles and new entrants.

Where there are common priorities between sectors, Creative Skillset ensures alignment and co-investment, where appropriate. Investment raised through the Skills Investment Fund will be spent on training at all levels against the priorities identified and agreed by the industry.

How much money is in the SIF?

Government has made £8m each year available for two years, to be shared across the film, animation, high-end TV, games and VFX industries.

How can you find out more and apply for the SIF?

At the moment Creative Skillset is just asking for businesses to register interest in the schemes above and to get in touch to outline particular training needs that can be incorporated into the existing schemes.

You can register your interest and find out more about the scheme here:

creativeskillset.org/sif

Or contact Kim Blake (kim.blake@ukie.org.uk) to find out how your business can make the most of the SIF.