



Annual General Meeting

Gallery Suites 1-3 The NEC, Birmingham, B40 1NT

20 September 2018

14:00

Members who attended the AGM:

Aaron	Seaman	Renaissance PR
Adam	Holmes	War Child UK
Adam	Whyte	Edge Esports Ltd.
Adam	Raisborough	Warner Bros.
Adam	Campbell	Azoozee
Adam	Whyte	Edge Esports Ltd.
Aiste	Abaraviciute	Lab42 LTD
Alasdair	Hibberd	Wired Productions
Alex	Darby	darbotron ltd
Alex	Tutty	Sheridans
Alex	Brew	War Child UK
Alex	Calvin	Steel Media
Alex	Brew	War Child UK
Alex	Ginn	bidstack
Alex	Verrey	Little Big PR Limited
Alexis	Trust	Attention Seekers
Andrew	Smith	Spilt Milk Studios
Andrew Bulloss	Brandsstatter	Odgers Berndtson
Andy	Dunn	First Touch Games Ltd.
Andy	Davis	Capcom
Andy	Payne	AppyNation

Becky	Hewitt	Flix Interactive
Ben	McMeechan	Harbottle & Lewis
Ben	Forrester	Genba Digital Ltd.
Beth	Chapman	Genba Digital Ltd
Briony	Tanner	National film and tv School
Bruce	Grove	Polystream
Byron	Atkinson-Jones	Xiotex Studios
Cale	Bannister	Myriad Associates / Tax Cloud
Caroline	Lacey	Odgers Berndtson
Chance	Millar	Two Tails
Charles	Cecil	Revolution Software
Charlotte	Cook	Genba Digital Ltd.
Chris	Taylor	Eaton Smith LLP
Chris	Gray	Konami Digital Entertainment
Chris	Wilson	Cardboard Sword
Chris	Taylor	Eaton Smith LLP
Chris	James	Steel media / pocketgamer
Chris	Payne	Quantum Soup Studios
Chris	Hainsworth	Pixel Toys
Christian	Bravery	Leading Light Design
Claire	Sharkey	Sharkbit
Craig	Johnson	Focus Multimedia Limited
Craig	Albeck	Lab42 LTD
Dan	Thomas	Moov2
Dan	Pearson	Purewal Consulting
Daniel	Griffiths	Improbable
Danielle	Amos	Little Big PR
Danny	Coe	25/8
Dave	Edwards	Staffordshire University
David	Mitchell	Two Tails

David	Glonek	Shanghai Venture Technologies
David	Yarnton	Gfinity Limited
David	Osbourn	Slingshot Cartel
David	Yarnton	Gfinity Limited
David	Clark	Green Man Gaming
David	Yarnton	Edge Esports Ltd.
Dean	Barrett	Bastion
Des	Gayle	Altered Gene
Dom	Nash	Staffordshire University
Dominic	Sacco	British Esports Association
Ed	Blincoe	Lab42 LTD
Ehsen	Shah	Edge Esports Ltd.
Elcin Deniz	Oztek	Flying Interactive Ltd
Emma	Chappell	Autistica
Ewan	Lamont	Legendary Games
Freya	Houghton	De Montfort University
Gabrielle	Hibberd	Little Big PR
Gareth	Morrison	Slingshot Cartel
Gareth	Davies	Lab42 LTD
Gareth	Williams	Little Big PR Limited
Gavin	Maude	Russells Solicitors
Gavin	Price	Playtonic Games
Gemma	Abdeen	Media Molecule
George	Kelion	CCP Games
Gintare	Zigilejute	AIM Awards
Greg	Jones	RenaissancePR
Greg	Cherry	QD Events/Resonate Total Gaming
Guy	Gadney	To Play For
Harvey	Eagle	Microsoft
He	Wang	University of Leeds

Heran	Zhou	Shanghai Venture Technologies
Holly	Davis	Playground Games
Isabel	Davies	Purewal and Partners
James	Woodrow	Utopian World of Sandwiches
James	Keeley	Universally Speaking
James	Parker	Ground Shatter Ltd.
James	Brooksby	Edge Case Games
James	Chapman	Venatus Media
James	Sherston-Baker	Attention Seekers
James	Brooksby	Edge Case Games
James	MacPearson	Capcom
James	Cubitt	Universally Speaking Ltd
Jamie	Stirling	Flix Interactive
Jamie	Jackson	Slingshot Cartel
Jamie	Russell	Touch of Ginger
Jane	Moran	Touch of Ginger
Jas	Purewal	Purewal and Partners
Jason	Wiltshire	Attention Seekers
Jason	Harman	Wired Productions
Jed	Ashforth	Realised Realities Limited
Jermaine	Abel	Venatus Media
Jiacheng	Bao	Echampions
Jodi	Shadforth	De Montfort University
Joe	Braithwaite	De Montfort
John	Davis	NCSoft
John	Keefe	Draw & Code
John	Ribbins	Roll7
John	Tearle	Flix Interactive
Jonathan	Napier	Slingshot Cartel
Jonathan	Holmes	Milky Tea

Jordan	Taylor	twenty 5 eight
Julian	Ward	Lee &Thompson
Karen	Hedger	AIM Awards
Kat	Osman	Lick PR
Keith	Andrew	Renaissance PR
Kim	Parker Adcock	OPM Response
Kirk	Woolford	University of Surrey
Kish	Hirani	Terra Virtua
Laura	Donaghy	Scirra Ltd.
Lauren	Newman	Flix Interactive
Lee	Snookes	Flix Interactive
Lee	Beever	University of Chester
Lee	Burns	Amiquis
Leo	Zullo	Wired Productions
Li	Yu	China Britian Business Council
Liz	Prince	Amiquis
Lucy	Boxall	Creative Assembly
Lyndsey	McElwee	QD Events/Resonate Total Gaming
Marcia	Deakin	NextGen Skills Academy
Marine	Cabour	Russells Solicitors
Mark	Reed	Heaven Media Ltd
Mark	Cox	Riot Games
Mark	Wickham	Norwich University of the Arts
Mark	Ashelford	Russells Solicitors
Mark	Backler	Sketchbook Games
Mark	McKeever	Code Wizards
Mark	Walker	Russells Solicitors
Mark	Phillips	Harbottle & Lewis LLP
Martin	Thomas	Code Wizards Ltd
Mary	Antieul	Belong

Masami	Saso	Konami Digital Entertainment
Matt	Clark	Flix Interactive
Matt	Wright	Lnt
Matt	Murphy	Genba Digital
Matt	Spall	Matt Spall Consulting
Matthew	Charlton	Games London
Megan	Rice	OMUK
Melissa	Knox	Blazing Griffin
Michael	Barnes	Edge Esports Ltd.
Michael	James	Brightrock Games
Michael	French	Games London
Mike	Barnes	Edge Esports Ltd.
Miles	Jacobson	Sports Interactive
Natalie	Griffith	Identity Spark
Neil	Boyd	Nintendo of Europe
Neil	Campbell	Viewpoint Games
Neil	Wigfield	Viewpoint Games
Neil	Parmar	Escape Technology
Neil	Meredith	25/8
Nick	Duncombe	Playground Games
Nick	Streeter	Specialeffect
Noirin	Carmody	Revolution Software Limited
Olivia	Carus	Norwich University of the Arts
Omar	Jobson-Lewis	Ludus Magnus
Paris	La Bouchardiere	De Montfort University
Peter	Lewin	Purewal and Partners
Peter	King	Kiss
Phil	Mansell	Jagex
Phoebe	Guo	EChampions
R	Crewe	Lnt
Ralph	Ferneyhough	University of Chester

Ravi	Vijh	Bastion
Rich	Stone	TrueGaming Network Ltd
Rich	Eddy	Jagex
Rich	Keith	Yogscast
Ricky	Johnson	Flix Interactive
Rob	Simister	KABAM
Rob	Cooper	Ubisoft Ltd
Rob	Davis	Playniac
Robert	Kinder	Payload Studios
Robin	Wilkes	Twenty 5 Eight
Roy	Campbell	Bethesda
Roz	Tuplin	Games London
Russ	Clarke	Payload Studios
Ryan	Nichols	Abertay
Sam	Webster	NextGen Skills Academy
Samuel	Brayley	Roll7
Sara	Grover	WBIE
Scott	Colverson	Norwich University of the Arts
Scott	Gillingham	Intel UK
Scott	Colverson	Norwich University of the Arts
Seth	Barton	Future
Shane	Roper	ALDI
Shaun	Campbell	Electronic Arts
Simon	Benson	Realised Realities Limited
Simon	Barratt	Cooperative Innovations Ltd
Simon	Sparks	Splendy Games
Simon	Gerges	Playtonic Games
Simon	Pittam	Amiqus
Simon	Miles	Pixel Toys
Simon	Cowley	NCSoft Europe Limited
Sophie	Meredith	Twenty5Eight

Spencer	Crossley	Warner Bros.
Stefan	Metaxa	Steel Media
Stefano	Petrullo	RenaissancePR
Stu	Neal	Stun
Stuart	Muckley	Code Wizards Limited
Stuart	Dinsey	Curve Digital
Tamsyn	Hastings	Atomicom
Thomas	Lambell- Brown	De Montfort University
Thomas	Bidaux	ICO Partners
Tim	Woodley	505 Games S.r.l.
Tim	Horton	Universally Speaking
Tom	Whaley	Flix Interactive
Tom	Harding	Osborne Clarke
Tom	Hegarty	Roll7
Tomi	Tikkala	ESL
Tony	Gowland	Ant Workshop Ltd
Tracey	McGarrigan	Ansible Communications
Tristan	Lochlund	Flix Interactive
Vanessa	Joyce	Liquid Crimson
Will	Hudson	Amiquis
Yalcin	Oztek	Flying Interactive Ltd
Yves	Wheeler	Flix Interactive
Zar	Yakov	Edge Esports Ltd.
Zoë	O'Shea	IGGI

Ukie Staff in attendance:

Jo Twist (CEO and Ukie Board member)

Daniel Wood

Sam Collins

Mo Ali

Laura Martin

Kirstie Russell

Luke Hebblethwaite
Claire MacBeath
Tim Scott
Denzel Dome
Leon Cliff
Shahneila Saeed
John Parry

1. Welcome and address by Ukie Chair, Noirin Carmody

Noirin thanked the Ukie membership for their support and the Ukie team for their continued hard work.

Noirin summarised the accounts.

2. Ukie update by Ukie CEO, Dr Jo Twist, OBE

Jo went through the many changes and key themes within the games industry within the last 12 months. She praised the hard work of the Ukie team, supporting the industry.

Jo said Ukie income had been used to support the positive aspects of games.

Esports is a key growth area and Jo praised the DSH esports tournament that happened. Student membership has continued to grow.

The industry continually grows and flex, so does Ukie. With a keen focus on retention and scaling up. Jo mentioned the new website and new office building at Blackbull Yard.

3. Formal Business

Noirin took to the stage again to run through the formal proceedings of the AGM

a. Approval of minutes from AGM 2017

There were no questions about the minutes from AGM 2017, therefore these are agreed and will be signed off by the Chair

Ordinary resolutions:

- **To approve the Report of the Board of Directors and the Financial Statements of the company for the year ended 31st March 2018 and the Auditors' Report thereon.**

No questions were asked. Noirin asked for a show of hands for approval. The show of hands was conclusive and the accounts year ending 31st March 2018 were approved.

- **To authorise the Ukie Executive to appoint the auditors for FY 2018-19 and to fix their remuneration.**

Noirin asked for a show of hands for agreement. The count was conclusive and the Ukie Executive were granted the authority to appoint auditors and fix their remuneration.

Confirmation of new members approved by the Board:

A total of 410 Ukie members and 84 new members 2017-2018. The new members are listed below:

1939 game
3D Native
Access Sports
Access to Music
AdRealm
Antimatter Games
APPbox media
Attention Seekers
Auroch Digital
Avid.ly
Azoomee
Big Ben Interactive
Big Games Machine
Billy Goat Entertainment
Blicx
Cambridge Regional College
Canterbury Christ Church University
ChilliConnect
Chimera
China Language Service Centre
Climax Studios
Cloud9
Coop Innovations
Coutts
Criterion Games
Dexerto
Digibydesign
DLA Piper
Edge esports
ELC Gaming

epic.lan
esports insider
Fire Hazard Games
Firebrand Games
First Light
Flying Interactive
Future Publishing
Gameway
Gaming Merchandise
GG Insurance Services
Humain
Hutch
Identity Spark
Immerse Nation
Intel
Kabam
Lee and Thompson
Make Real
Matt Spall Consulting Ltd
Mishcon
Mojiworks
National Student Esports
Natural Motion
Ninja Kiwi
Odgers Berndtson
Oury Clark
Playdemic
Player Lands (Transaction Technologies)
PlayIgnite
Playtonic Games
QD Events Ltd
Realised Realities
Realtime Games Ltd
Realtime UK
Rocket Flair
Scirra

Sharkbit
Sportradar
S-Tech
Super Spline Studios
Talespinners
Touch of Ginger
Trailmix
Tripp Associates
Twenty5Eight
U&I Entertainment
University of Essex
UPLTV
Vertigo VR
Viewpoint Games
VooFoo Games
Web Sherriff
Webfibre Limited
Wicked Sick
Yogscast
ZA / UM Studio

Announcement of new Ukie Board:

10 Appointed members and 12 Elected members, plus Ukie CEO, plus 6 newly elected members, voted on this year. These new members are: Noirin Carmody - Revolution Software, Des Gayle - Altered Gene, Veronique Lallier - Hirez Studios, Andy Payne - AppyNation, Stuart Dinsey - Curve Digital, Miles Jacobson – Sports Interactive and Ian Livingstone – Fusebox Games.

Appointment of Executive for vacant positions (nominated and concluded at AGM):

The position of Honorary Treasury had been held by Dave Gould for two years. As per the Articles he steps down as Honorary Treasurer at the AGM by rotation. Dave Gould indicated he was happy to continue in the position for a further two-year period. Dave Gould was proposed by Miles Jacobson and seconded by Andy Payne.

No other candidates came forward so Dave Gould was re-elected as Honorary Treasurer.

No AOB.

4. Presentations

Michael French, of Games London presented and gave a recap to the room:

Games London is funded by the Mayor of London

- Public funding covers 85% of total costs over first 3 years
- Rest of margin from ticket sales and sponsors

'Make London the games capital of the world'

- Create £35m in business and 260 FTE (jobs)
- Deliver a B2B strand including a market, training and trade missions
- Support the public expansion of games in London
- Establish a new moment like London Fashion Week or London Film Festival

Operationally shared between Film London and Ukie.

He went on to say that the 2018 Festival generated £40m+ in pipeline business.

- Games Finance Market – 60 games studios, half are from outside London
- Inbound mission for investors – including Brighton visit seeing 10 companies
- Outbound mission to SLUSH for founders and new games start-ups
- Bootcamp training on pitch skills – 40 companies

Shahneila Saeed, Head of Education at Ukie and Head of Digital School House presented to the room explaining their focus on using esports to transform careers education. Over the past year our Schoolhouses have delivered over 430 workshops. Involving 15,057 students, 2591 teachers and 186 schools. She thanked all DSH partners for enabling this to happen: Playstation, SEGA, Scirra, Teacher Gaming and Warwickshire County Council. She was pleased to announce a new partner, Ubisoft.

The aims of the programme is to increase schoolhouses to 35, teach 18,000 students, involving 3000 teachers and 200 schools.

Shahneila went on to summarise the finding of a report that had been commissioned:

1. Esports creates positive behavioural change in young players
2. Esports helps to develop key skills
3. Putting classroom theory into practice.
4. Strengthen the talent pipeline
5. Showcase career opportunities

6. Panel: Diversity in the games industry

Kish Hirani from Terra Virtua and BAME in Games, Liz Prince from Amiqus, Emma Chapell from Austistica, Dr Mick Donegan from SpecialEffect, Nomi Gallagher from SpecialEffect and Rob Murray from Dovetail Games talked openly about diversity in the games industry.

The AGM was brought to a close.

