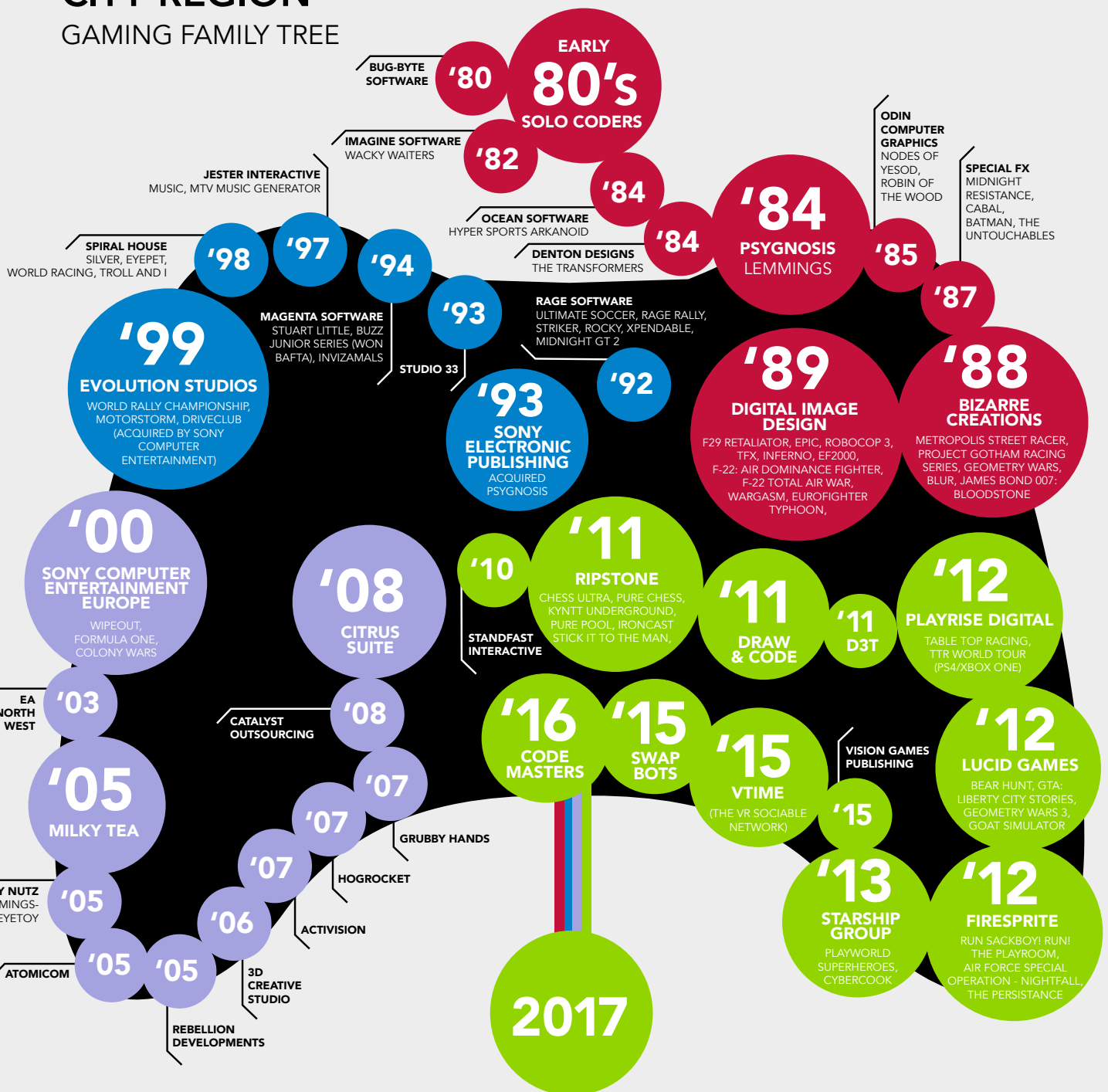


WE ARE **FREE THINKERS.**



LIVERPOOL CITY REGION

GAMING FAMILY TREE





WELCOME TO LIVERPOOL CITY REGION.

Liverpool City Region has been ground-breaking and innovating in the games industry for almost 40 years. In that time; we've blown minds with world leading racing games including the likes of Wipeout and Motorstorm, made dreams come true with Goat Simulator and will soon leave you breathless with PS VR's next horror gem The Persistence.

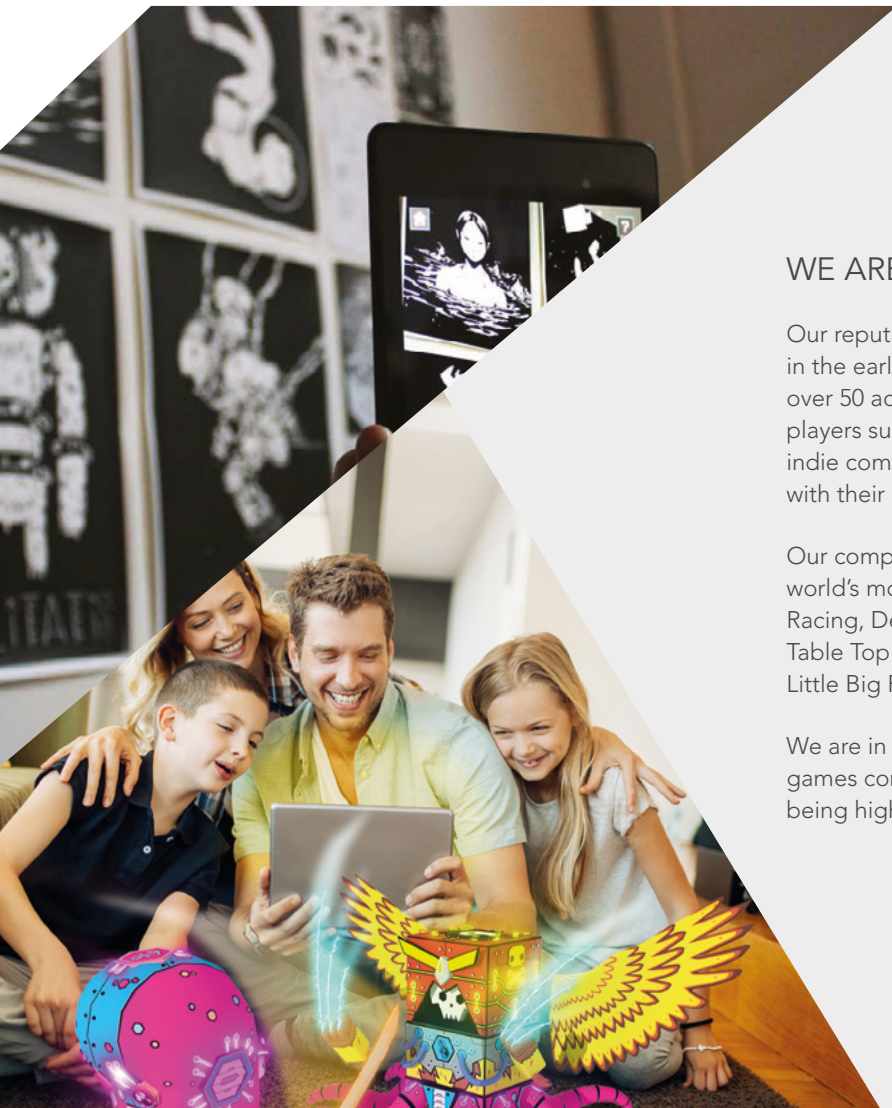
Some of the best-known console games have been conceived and produced here with our companies working with global brands such as; Sony, Tencent, Nintendo, EA Inc, Disney, Capcom and Activision.

Going forward; our gamers are still pushing boundaries, with a growing number blurring the lines between the physical and digital and using immersive technologies across a range of applications from awesome social VR experiences to revolutionising the way children play to pioneering children's heart surgery.

We've got the skills, the talent, the networks, the facilities, the vision, the creativity and the pedigree to keep breaking new ground.

"I was born and bred here. I built several world-leading games companies here. But, I believe, the best is yet to come. The innovation, expertise and talent in the Liverpool City Region, established through over 30 years of leading the world in games, puts us in a unique position to disrupt the world with new technologies. And we already are. So, if you share our global vision, and you share our passion, then come and share our global success - right here in Liverpool."

Martin Kenwright, CEO, vTime



WE ARE CREATORS.

Our reputation as a centre for games had its beginnings in the early 80's. Today Liverpool City Region is home to over 50 active companies including everyone from larger players such as Codemasters and Sony to innovative indie companies such as Lucid Games, Firesprite and D3t with their own international portfolios.

Our companies have been involved with some of the world's most popular titles including Project Gotham Racing, Destruction Derby, Lemmings, Troll and I, Table Top Racing World Tour, Until Dawn, Heavy Rain, Little Big Planet and The Witcher 3; Wild Hunt.

We are in the top 10 of UK employment clusters for games companies, with our creativity and expertise being highly respected and sought after.

"Creating experiences that show off what new hardware can do is in our DNA and this carries through to Firesprite. Since the start we worked alongside Sony PlayStation's Japan Studio on The Playroom for the launch of PS4 and more recently The Playroom VR for the launch of PSVR.

We worked with Sony XDev Europe to make the mobile game Run Sackboy! Run! based on the Little Big Planet franchise. We released the game Christmas 2014 and have seen 10 million plus installs across all mobile platforms.

We have just released a second PSVR title, Airforce Special Operations – Nightfall, for Sony PlayStation America. We are one of the only studios in the world to have released two PSVR titles since the launch of the hardware in 2016!

We are currently working on a brand-new IP – The Persistence. The Persistence is a first person, procedurally generated, sci-fi, stealth horror, coming soon to PSVR and PS4. We are the first team in the world to have developed a social feature allowing up to four players to connect to the console game with tablets and phones.

We have just acquired new office space to facilitate our expansion. It's an exciting time for Firesprite, pioneering the technology of the future. The projects we are working on right now will revolutionize the way we view games and entertainment for the next decade!"

Graeme Ankers, MD, Firesprite



Liverpool City Region's exceptional games credentials are also the bedrock of a community of multi-award winning creative and media content agencies and tech companies. Innovators such as vTime (a Gartner Cool Vendor) are making 'time travel' possible through social VR while others are harnessing the power of artificial intelligence to push the boundaries of UX design for their clients.

Our region also lays claim to the second largest number of specialist hospitals and health centres in the UK and the highest proportion of Global Digital Exemplars, selected to showcase best practice in digital health.

This has provided companies such as Citrus Suite, Damibu, vTime and Red Ninja with opportunities to use their gaming experience to support product innovation for the health and care sectors.

"The opportunity for Citrus Suite was to use our game design skills in other business sectors. We can build mobile apps and software systems in a fresh and agile way, with insights gained from working on projects in Liverpool, for games industry giants like Sony, Microsoft, Sega and Electronic Arts. This has opened doors for Citrus with organisations from the worlds of book publishing and healthcare have reached out to us for our bespoke approach and original ideas."

Chris Morland, CEO, Citrus Suite





WE ARE CHALLENGERS.

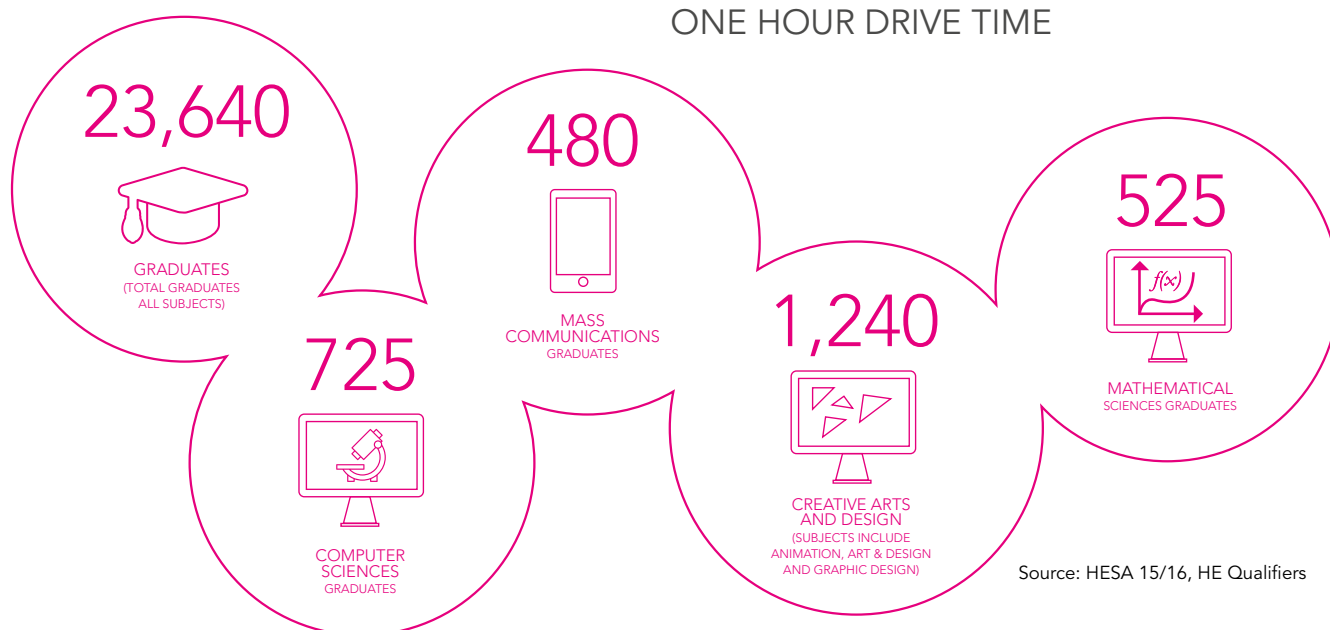
Cited as a 'digital hotspot', disruptive technologies and challenging minds drive a collaborative and diverse creative and digital scene. Liverpool City Region's digital sector is growing and our talent pool is growing with it - our digital economy accounts for more than 23,000 jobs, with almost 4,000 created in the last year alone.

This growth significantly exceeds what's happening in comparator cities, such as Birmingham, Bristol and Leeds. Long term job growth is also strong, having grown 31% between 2012-15.

The turnover of our digital businesses grew by 22% in this same period and the digital business count also increasing by grew 29%. Faster growth than in Manchester, Bristol, Cambridge, Reading and Sheffield.

The sector contributes £359m annually to the local economy and has experienced the second largest GVA growth figure amongst Northern cities at 52%.

TALENT POOL CATCHMENT ONE HOUR DRIVE TIME



It's not just next-gen tech we're pioneering. We have the next-gen of professionals, poised to take the industry forward and provide a steady talent pipeline for our businesses.

Liverpool's Studio School is the UK's first school for 14 to 18 year-olds specialising in creative media, gaming and digital technology and the first in the UK to join PlayStation®First, Sony Interactive Entertainment Europe's (SIEE) global academic programme.

The City of Liverpool College (CoLC) is Microsoft Associate College - a world first for a mainstream education and training provider. In 2017, CoLC will open the country's first dedicated further education digital academy.

Our universities are amongst the best in the world for Computer Science and allied disciplines including; VR, AR, games and serious games, haptic human computer interaction, artificial intelligence, machine learning, robotics and visualisation. They include Educate North's University of the Year, a Times Higher University of the Year and a top three UK centre for Computer Science related research.

We are also home to the first school of art and design in England outside of London producing first class, artists, designers and illustrators. Liverpool School of Art and Design's researchers, practicing staff and student body work alongside some of the world's most iconic cultural leaders actively engaged in activity across a range of disciplines.

Close industry links with partners including; BAE Systems, Unilever, Hewlett Packard, Glaxo Smith Kline, Google and IBM, mean our education and training providers are at the forefront of developing technology, allowing us to continue to grow our talent pipeline.

"Ground-breaking ideas and innovative thoughts are made real by people with incredible talent who turn visions and concepts into products, services and other tangible outputs. Fresh ideas, unconventional thinking and a desire to shape and drive the next wave of technology are key drivers of innovation at vTime.

We have found the local talent pipeline to produce top-level University graduates in Computer Science and associated fields. The region is attractive to young people when deciding on where to study. Affordable rents, relative low cost of living and high quality of life means many Graduates and Post-Graduates want to stay after completing their degrees and are looking for local opportunities.

Furthermore, The Studio School is doing excellent work with their students to elevate their understanding of the industry through mentorship, project-based learning and industry partnerships to a much higher level than a regular school can. As a result, students are better informed about our industry and have acquired experience and practical skills way before they decide which University to go to.

vTime is looking forward to hiring the next generation of pioneers, dreamers and trailblazers from this rich pool of local talent to help us realise our vision of the future."

Clemens Wangerin, MD, vTime



"Liverpool City Region, with its rich video game and interactive expertise, is ideally positioned to cater for 'Generation Z' and their shifting expectations. Children, teens and young adults have been born into a connected world and are accustomed to innovations being unveiled in their news feeds daily.

With SwapBots, we are embracing augmented reality and the possibilities it offers to create a new way to experience a video game - one that reaches beyond the screen and into the real world. 2016 saw more tech investment dollars pumped into augmented reality than any sector bar fin-tech - and for good reason. It offers the chance to turn any surface into a control interface and gives static objects the ability to appear animated. As the next generation embraces this seamless physical and digital connection, Liverpool City Region's established credentials in interactive innovation will allow us to predict and provide for the inevitable demands placed on our burgeoning sector by the young's voracious appetite for accessible and wondrous new ways of engaging with the world."

John Keefe, Co-Founder, SwapBots



WE ARE CONNECTED.

In Liverpool City Region, we have more than just great people; we're a great place for your business and we have some great incentives too.

With rents and property prices among the lowest in the UK, we're the most cost-effective location for commercial property of any of the country's major regional cities.

We have everything from Grade A space to purpose-built digital incubators, accelerators and studios that are low cost and future proof, with some sites providing access to up to 1Gbps. And our Baltic Triangle was voted as the coolest place in the UK to live by The Times in 2017.

With have two international airports within half an hour and a two-hour rail link to London; Liverpool City Region has everything you need for success in the games industry now and in the future.

"Ripstone is an independent game publisher based in Liverpool City Region. We were founded in 2011 by former producers from Sony's XDev in Liverpool and UK film industry execs from London based Optimum Releasing. We have financed and published 15 games across 14 platforms and have worldwide sales more than 10 million units. Our latest game Chess Ultra was developed by the in-house team and we currently have a further five new games in various stages of development.

Being a global organisation means we could be anywhere but quite simply, Liverpool offers us an affordable uncompromised quality of life. Liverpool has been voted as one of the best cities in the UK for work-life balance due to its great networks, cosmopolitan atmosphere, optimistic outlook, and friendly people - that's been our experience all the way."

Leo Cubbin, MD, Ripstone



FUNDING AND SUPPORT



WE ARE COLLABORATORS.

The fourth Industrial Revolution - "4IR" - is transforming the way we make and do things, through VR, AR, MR, AI and other technologies. Our region is leading the UK with the delivery of "LCR 4.0". A dedicated £9 million programme; LCR4.0 is based on a unique public, private and academic alliance and aims to revolutionise productivity in the manufacturing sector through the application of IoT and sensor technologies.

The STFC (Science & Technology Facilities Council) Hartree Centre, based at Sci-Tech Daresbury, is backed by over £170 million of government funding and significant strategic partnerships with organisations such as IBM and Atos. The Hartree Centre is home to some of the most technically advanced high performance computing, data analytics, machine learning technologies and experts in the UK.

From early stage SMEs to international corporations, we work with industry and the research community to address real-life challenges and accelerate the adoption of high performance technologies, delivering transformative gains in performance, productivity and time to market.

Meanwhile, Liverpool's Film Office services big name blockbusters as well as global brands with all aspects of location support. The region is set to maximise its attraction with The Littlewoods Studio initiative, providing a purpose-built film and content production resource complete with state-of-the-art sound stages and creative media campus facility.

One of only two cities in the UK to secure the UNESCO City of Music status, some of the UK's biggest music and music tech brands operate out of the region including Cream, Sound City, Sentric Music, Ditto and Adlib Audio.

With a unique cultural heritage that brings a creative, indie edge to our work; LCR is a region of makers, discoverers and innovators. In warehouses and dockside spaces, university labs and global IT hubs in every corner of this region we are creating something special.





We have a team of business location experts from across Liverpool City Region that can assist you with your next project.

We can provide detailed research on markets, sectors and workforce demographics. We can put you in touch with the right contacts at industry networks and partner organisations. We're happy to introduce you to potential partners at our world-class universities and our existing businesses. We can help you to identify all the available support to help your expansion and show you a wider range of sites, premises and development opportunities.

SPEAK TO AN EXPERT

For further information and support contact:

Helen Cross, Digital & Creative Champion, Liverpool City Region Local Enterprise Partnership.

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investliverpool.com

INVESTLIVERPOOL
ADVANCING THE CITY REGION

