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Futureworks | University Education for the Creative Industries

Take five and be inspired with this snapshot taken from some of the success stories of our emerging student experts, graduates and staff adventures in the creative career newsletter featuring Mickey Taylor, BBC's Waterloo Road, Mandy Indiana, 'Would like to Meet' Game, Nordoff Robbins, Trailer Park Group, Disney+, Waste Creative, BBC Introducing, Gorilla Riot, Reality Plus, Dambuster Studios and much more.

Art & Design School's Degree Show 2023

The School of Art & Design are delighted to invite you to this year's 'Degree Show 2023' hosted at Hemsley House; featuring final project work from our Games Design, Game Art, and Digital Animation with Illustration graduates. Starts at 5:30pm with a Prosecco reception.

Futureworks Music filmed the first ***Riverside LIVE Sessions*** in our Neve VRL Studio with performances from SHEP, David Cummins, Mickey Taylor (⬇️), Sedgi Sun King, 25th Hour (⬆️warming up) & MADDRA which will be edited & then premiered over the summer. A massive thank you to those running the studio session David Cummins, Simon Seale-Hall and James Vernon-Evans, and of course our facilities crew.

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16 MAY TUESDAY

PICK OF THE DAY

Kim's ex Andrew comes back into her life – and school

Waterloo ROAD

The school drama still gets top marks

NEW DRAMA 8PM, BBC1, iPLAYER (BOX SET)

It's back to school for the students of Waterloo Road, and they arrive to find an increased police presence and metal detectors at the gates following the stabbing incident involving Danny (Adam Abbou) at the end of last term. As head teacher Kim (Angela Griffin) throws herself into tackling knife crime at the school, she's stopped in her tracks by a familiar face – her ex Andrew (Jamie Glover)! What brings him back? Meanwhile, deputy head Joe (James Baxter) takes steps to bring his family closer together. Danny faces a bleak future and Kai puts his heart on the line. This strong opening episode proves why *Waterloo Road* is still top of the class! ★★★★ VW

See feature, page 12

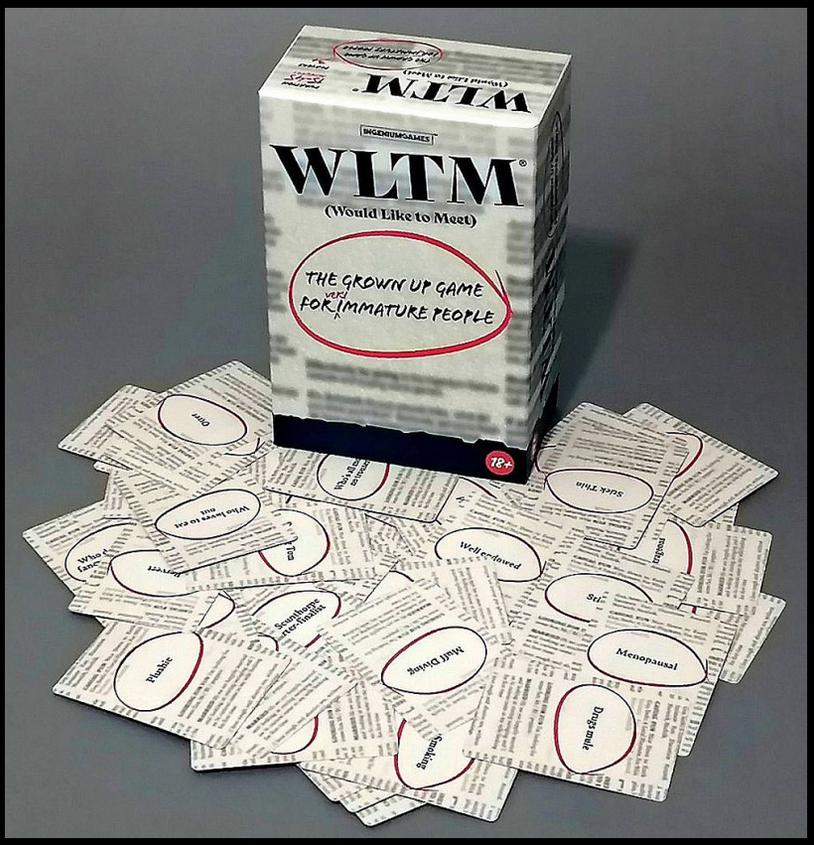
TUESDAY

Former Futureworks lecturer in our Film, TV & Media School, **Andrew McKee** edited on episodes 1, 2, 6 & 7 of BBC 1's Waterloo Road, which is back for Series 12! Watch it on the iPlayer **HERE**.

Screening this autumn, documentary film Wild Water, dives into the cold water swimming community at West Yorkshire's Gaddings Dam, home to the highest beach in the UK. It tracks the landscape, and the people's experience of the restorative powers of cold water to reconnect with their mental health, identity, nature and each other. Futureworks' Audio Engineering tutor & freelancer Martyn Ellis, is on the sound mix, and Post Production graduate Ross Holmes is grading the film. Exciting stuff.

May's WOWSER AWARD goes to Music production alumni **Scott Fair**, whose band **Mandy Indiana** are back in the UK, fresh from their performance at SXSW Festival in Texas; they have been featured in **NME**, **Crack Magazine** and as **'One to Watch' in The Guardian**. Get tickets for their White Hotel gig in October before they sell out **HERE.** See you there!

⬇️ 'Would Like to Meet' by Ingenium Games⬇️

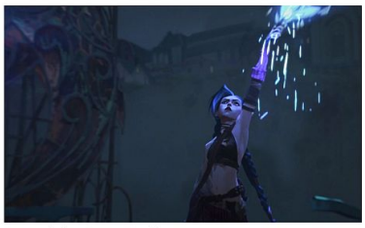


Drum roll please....Anna Whitehead, our Games Design Programme Leader will officially launch **'Would Like to Meet'** at the UK Games Expo next month; although it was unofficially premiered at the Futureworks Christmas party last year! You can support her exciting venture by sharing the link and buying **WLTM** **HERE.**

Nordoff Robbins, the UK's leading music therapy organization, is launching the Northern Music Awards this autumn to fund music therapy in the UK's Northern communities. Music therapy can reduce social isolation and enhance connection for local people. Music Production final year Simon Seale-Hall worked on a Nordoff client project this month and received amazing feedback. Well done, Simon!

TRAILER PARK GROUP

Hulu Has Movies



Arcane | Riot Games, Netflix

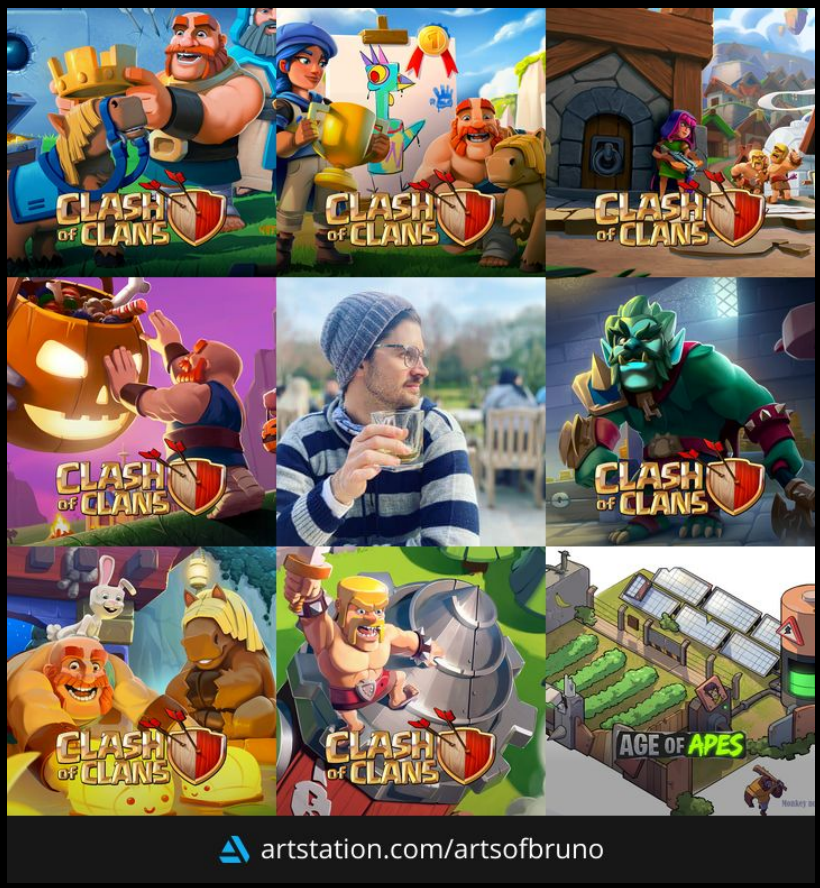
Wednesday | Netflix

We've got some exciting news to share, Dom Shields was promoted to **A/V Production Director** at Trailer Park Group this week. Trailer Park are global industry leaders in entertainment marketing and content production. Best of luck from all of us at Futureworks Dom!

It has been exciting month for former Futureworks Games Design Programme Leader, **Benni Hill** and the team at **Bonsai Collective**. They've just returned from **Reboot Develop** in Dubrovnik, Croatia with the **Excellence in Visual Design Award** for their game Luna Abyss! Benni chats about **Luna Abyss** at Rock Paper Shotgun **HERE,** AND he participated on this awesome panel joined by story driven developers at **LudoNarraCon.** Way to Go Benni!

Gemma Roberts, (who lectured on our Animation degree), has been working on Star Wars Visions Volume 2 out this month on Disney+; she animated on the Cartoon Saloon short **'Screecher's Reach'.** Gemma is now working as a 2D Animator at **Kong Animation Studios,** a London-based animation and illustration studio that focuses on character and craft. Good moves and good luck Gemma.

We love this photo; taken at a recent stage performance by Music Production alumni, Arjun Bhishma and his band Gorilla Riot.



A smorgasbord of fab illustrations painted by Futureworks Game Art tutor, Bruno Moretti Rezende (and Matteo Vattani) for Waste Creative's Supercell.

Music Producer, and alumni **Phia Sky's** performance from the **'Sounds from the Other City' Festival** in Salford has been broadcast on **BBC Introducing**, **LISTEN HERE**.

Congrats to Sasha Blore who has started a new position as Junior UX Designer for Reality Plus this month. Reality Plus, work with brands on their transition to Web3 and Blockchain technologies. Definitely a solid futureproofing career move!

MITCH COLLINGE
ACADEMY

Graduating with our Class of 2017, Music Producer & remixer, Mitch Collinge produced some pretty decent dance music (Organ House & Piano House) while he was with us at Futureworks. He's set up a **Music Academy.** You can get a flavour of his work below but please support his music on his Song Whip **HERE**. Good to see you're still making the beats Mitch!

Fresh from a guest lecture at our Riverside campus, Haris Iqbal, graduate Games Designer has recently had some real success with his current game for **Dambuster Studios**; well done Haris, you've hit seven digits!

Graduate Festival Jobs

indigo
technology services ltd

Work Experience Voice & Data Engineer
Summer 2023

We are looking to recruit a number Work Experience Trainees, to work with experienced Engineers.

No direct experience is necessary. Due to the nature of the work, it would be preferable that applicants be 18 or above.

Maybe you are between years at university, & looking to gain some valuable experience whilst earning money over the Summer months?

This is an exciting opportunity to gain valuable hands on experience, whilst gaining experience of working in a team; predominately on a number of High Profile Music Festival sites. The role is with an ambitious and fast growing organisation to develop within a family cultured business. Relevant experience is not necessary, as training will be given.

Indigo Technology Services are fairly unique in our field the fact that we maintain a full staff of our own engineers, starting from trainees to Senior Engineers/Project Managers. Established 20 years ago and have customers all over the UK & Europe, so the willingness to travel, work away and weekend work (when required) is essential.

The Trainees will spend time onsite working with Experienced Engineers, learning all aspects of the work involved including installation and termination of all types of copper cables mainly with cat 6 and cat 6a cooper cabling although you may be involved with cat5e cabling, learning to interpret technical drawings and carry out work to customers specifications. Involved in the installation and termination of single mode and multi-mode fibre, and Wifi access points.

The essential attributes would be – a person who is physically active, have a positive attitude, a willingness to learn, take instruction & become part of a team. This paid role involves travel & working away, and occasional working at height.

Hourly Rates will vary dependant on age but will range from £7.75 - £10.20.

If you have fit the description, then we would love to hear from you. Send your CV with a covering message and current salary by email to email@indigo-ts.co.uk

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CHANGING THE FORMAT

Simran Whitham talks to **Vince Pavey** about Manchester's big games industry night out

Simran Whitham

Photo credits: Wilderbeast Photography

FORMAT is the UK's biggest games industry nightlife event, and brings together game developers, content creators, industry press and the public together for a night of networking, celebration and video games in Manchester multiple times a year.

It was created by Simran Whitham, a game developer, marketing professional and business builder from the area, and he takes the time to tell us all about the path his passion project has been on, and how it has grown.

How did the idea for FORMAT come about?

Like many great businesses and ideas, FORMAT started off as a one off I hosted in the summer during my first year of study at Futureworks. I originally just wanted to host a gamer meetup in a bar, but it saw over 100 attendees. From there it became a monthly event called Manchester Gamers Unite.

One of the key issues I've always had with mainstream industry events from a young age is you tend to discover a lack of unification and community. There's no real event that aims to put gamers, game developers and content creators on the same level. At FORMAT's second event I saw a group of gamers talking to developers from Cloud Imperium as equals and it made me realise that we had created the truly special environment that I'd wanted from more mainstream events.

I also noticed at the time that there wasn't a dedicated industry event involving a nightlife element for developers, which I always felt was a huge missed opportunity given the versatile nature of video games and gaming culture.

So, from our small meetup hosted at Dive NQ in Manchester, we started growing. FORMAT is now much bigger, and is based at the iconic Manchester venue Impossible MCR, where we will now have three whole floors of game studio headliners at each event.

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What challenges did creating FORMAT present, and how did you address them?

Building a games industry event and cultural movement like FORMAT has come with a lot of practical and societal challenges. Starting out, like with many building their business, we faced challenges of building cash flow to help us grow the brand and expand our capabilities. For the first two years, we didn't charge for tickets or charge exhibitors for their places at the event, as we understood we needed to earn the trust of the gaming and development community.

After two years we started to attract leading game studios, brands and community leaders, which proved to me that now was the time to start to grow out our business capabilities and start earning enough financial income to grow our events even further.

"We are feeling a strong appetite for the return of our events, which is truly phenomenal to see as it's enabled us to grow even bigger and give more back to the games industry community."

The other big challenge we faced was overcoming a lot of traditional views our industry peers had about events. We were seen as completely unorthodox, mixing one of the most extroverted activities i.e. nightlife culture events with video game culture and we had a lot of pushback from more traditionalist voices within the industry.

However, FORMAT pushed through and has shown that we are a platform for all within the industry. We are community builders that enable developers to have a voice and are bringing a real sense of grassroots community back to industry events.

The pandemic must have been difficult, but how was it coming out of that?

The pandemic, to put it simply, was devastating for the games industry events sector. A lot of events are still feeling the effects from it, however the isolation created a massive hunger for events again and FORMAT saw its biggest number of ticket sales in 2022, with more attendees than all the pre-pandemic year combined.

We are feeling a strong appetite for the return of our events, which is truly phenomenal to see as it's enabled us to grow even bigger and give more back to the games industry community.

What can we expect at the next FORMAT event that makes it different to previous ones?

I've been eagerly awaiting a chance to spill the tea on this! With our enormous success in 2022, been enabled to expand our events and incorporate two brand new game-changing features to our event as a

I can happily confirm that FORMAT will now take place over two evenings, with the launch and introduction of our brand new event RE: FORMAT – a VIP industry party that will take place the night before our main FORMAT: The Ultimate Gaming Social event. It'll be exclusively for our exhibitors,

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Futureworks are proud to be working with Game Design alumnus, Simran Whitham, on FORMAT, the Game Industry Social that he founded in 2016 whilst still studying with us. It is absolutely amazing to see FORMAT featured in MCV/DEVELOP. Get your TICKETS for the event on Thursday May 25th.

⬆️ Luke Edwards always gets a hat full of views for his video mega-mixes, his newly released mega mix features Paramore which is added to his other projects of Kylie, Pink, Charli XCX and Dojo Cat. Check out his Channel HERE⬆️

This month our Film, TV & Media School hosted a 'Short Film Distribution' workshop, run by Adrian Barber, the Festival Director of Bolton International Film Festival.

Congrats! You're 9th in the global Drum N Bass charts!

Hey SkankOut!

Congrats!! Your upload BARRETT - SkankOut#157 is now 9th in the global Drum N Bass chart!!

A recent visitor to our SSL Studio to mix down his latest single coming out on the Futureworks Music label, Alumni and Music Producer Craig Barrett's DJ mix on Mixcloud is getting some international traction, well done Craig (DJ BARRETT). Listen to his mix HERE.

Altin Gjoni is a frequent visitor to Futureworks (from his home, the capital of Albania, Tirana) playing his guitar in the studios and performing at our regular live events at **The Eagle Inn**. **'Desert'**, his first release on the Futureworks Music label, sees his accomplished, and melodic guitar draw the listener into a meditative state. As he says "If you heard a guitar playing in the Desert, it would probably sound like this." LISTEN HERE.

Join our LinkedIn Jobs and Career Networking Group to hear about new jobs, roles and opportunities. Just create a LinkedIn profile, connect with us HERE and then we'll send you a group invite, easy peasy.

As ever, thanks to everyone for their contributions and help with this month's round-up.

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