

Games

"Our staff have a wide range of backgrounds - from traditional education to tinkering around at home and taking the skills they'd learnt into the industry"

Adam Kaye, game developer, fish in a bottle

The UK games industry is flourishing. It's the fastest growing entertainment industry. Consumers spend more on games than on music and films combined, which means that there's great demand for skilled employees to ensure the sector can continue to grow and succeed.

Did you know?

The games industry has companies across the UK. In 2018, there were 21 towns or cities with more than 20 games companies. More than 600 games businesses are based in London and there are a further 210 in the rest of the South East.*

Study

Most people working in the games industry have a degree. While some job roles require coding, science or maths, expertise in art, writing and project management skills are needed as well. Go to **screenskills. com/courses** to find courses recommended by ScreenSkills.

Portfolio

For some roles employers and admissions tutors will want to see proof of your creativity. They will look for a portfolio that showcases your work. This is often more important than a CV. Go to **screenskills.com/ portfolio** to learn how to start building your portfolio.



First steps

Look up who developed, designed and published your favourite games and try to find out what each job entails. Find out at **screenskills.com/ careers-in-games** what steps you can take to enter the industry.

Next steps

Play games to understand how their systems work and try out free or demo software like Twine and Unity. It can also be helpful to find young developer communities in your area for support when using these programmes.

Getting in

Try to get to know people that work in games by attending industry events and by joining online groups of people that share your interest. You can also apply for entry-level roles or apprenticeships.

For further information go to: screenskills.com/careers



