

Creative Skills & Futures Network



Terms of Reference. 2022

The Creative Skills & Futures Network is the rebranded and refreshed Creative Education and Careers Working Group, formerly organised and delivered by the Creative Industries Federation.

The working group has always been a forum for members with an interest in and passion for creative education, skills, careers, and the future creative workforce. This will very much remain at the core of the Creative Skills & Future Network. We will further build on this by facilitating discussions and encouraging insights and connections that drive collaborations between industry and education, in the multiple ways this can and does happen across Research, Innovation and Knowledge Exchange.

The new Network will remain open to all Federation-tier members of Creative UK, drawing in our diverse network of HE and FE institutions, creative and cultural organisations, and trade representative bodies, among others. It is also vital to us to have a UK-wide remit and representation; recognising that certain discussion areas may be more central or devolved in nature, but that everyone's opinions and insight is welcomed.

The Network will convene three to four times a year with frequent communication between these meetings. Meetings have recently been successfully held remotely via Zoom, and this will likely remain the case looking ahead, although we may discuss with representatives the possibility of an in-person network meeting at some point in the future. Network meetings will normally last between 90 minutes and 2 hours, with added time for networking if meeting in person. Each meeting attracts a regular attendance of 70+ members.

Becoming a representative and joining this network means you will be able to work with us to:

- **Take Action:** Network members are passionate about taking practical action. In 2017–2018, members were central to the development of the Creative Careers Programme – a practical industry-led initiative, recognised in the Creative Industries Sector deal, which has inspired young people to consider a career in the creative industries. This work continues.
- **Influence Government:** Network members can help us hold government to account, shape C.UK advocacy campaigns, and influence public policy. Whether this is hearing directly from government officials at network meetings or helping us shape our policy priorities and consultation responses in the creative skills and education areas. Recent examples include the Post-16 Level 3 qualification review, Flexi-Job Apprenticeships, Higher Education recurrent and capital funding priority allocations and Higher Education reform.
- **Receive and Share Insights:** Network members are invited to share their learnings, experiences, and new initiatives at the quarterly meetings and across our other channels. Members also benefit from regular briefing notes and presentations on key areas of research, statistics, policy, and practice.
- **Inform Research:** Network members are central to shaping C.UK's high impact research, which has been cited by ministers and industry leaders. The Network will be consulted on upcoming and live research to ensure member priorities are reflected in all outputs. We recently published our flagship '*The UK Creative Industries Report*', which was heavily influenced and strengthened by collaborating with Network members through consultation and case studies.
- **Build Your Networks:** The Network is the first of its kind in convening the creative industries together with higher and further education institutions and training providers. It has enabled HE/FE to learn from and collaborate with industry, and vice versa, and for both to add power to their advocacy and practical interventions.

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