

Annual General Meeting

Hybrid event: physical AGM at The Truman Brewery, London as part of the games event WASD,
and virtual on Zoom

Thursday 14 September 2023, 10 am start

Attendees

There were 79 individuals in attendance and a further 5 individuals online. A total of 78 member companies were in attendance. There were additionally 18 Ukie staff members in attendance.

Welcome and Chairs report by Ukie Chair, Tim Woodley

- Tim welcomed everyone to the Ukie Annual General Meeting, both online and in person
- He described the past 12 months as a landmark year for Ukie in terms of output from the organisation and the impact of this work
- Tim looked at the political work undertaken which led to the Number 10 showcase in April, the first time the games industry has been invited to the centre of government to demonstrate the power and potential of UK video games. With attendees including the Prime Minister, Treasurer and Secretary of State for DCMS, as well as countless other MPs, this was the culmination of a decade of hard work. This has led to a number of subsequent engagements with ministers from DCMS and DoFE
- Tim also talked about the launch of the industry-led principles and guidance on Paid Loot boxes and explained this has put a positive turn on this challenging issue. Ukie also launched the first leg of its 3-year campaign to promote responsible play.
- He looked into the future and talked about the impending Ukie manifesto which will be evidence-based and will show the upward trajectory of the industry over the next decade.
- He talked about the skills shortage and the important role of Digital Schoolhouse and the Ukie education programme
- Tim returned to the theme of opportunity and stressed the need for Ukie to move forward – ‘The door is open, and we need to run through it.’
- Tim then discussed the departure of Jo Twist OBE, the role filled by Daniel Wood and Sam Collins and then talked about the arrival of a new CEO who will be tasked with ensuring that Ukie will take advantage of this golden moment for the industry as it reaches new financial, political and cultural heights

CO-CEO report

Daniel Wood

- Dan welcomed everybody to the Annual General Meeting and detailed the areas he will cover in his speech and also what will be covered by Sam Collins
- Dan revealed some key Ukie stats for the past twelve months
- He then talked about the impactful work undertaken with Government and how that relationship had, and will, support the games industry
- Dan then talked about the engagement process with members that is leading to the creation of the Ukie manifesto
- He followed up talking about Ukie’s work in addressing the skills challenge. He revealed statistics from research undertaken and talked about the key challenges faced by games

companies across the UK. Dan highlighted key trends around lack of training, the number of entry level jobs, the relationship with academia. He then referenced how other industries were facing the same issues and how they were approaching this.

- He moved onto funding and practical business support and praised the work of the UK Games Fund
- Dan then stressed the need of industry to be prepared for additional scrutiny, especially around engagement with players and minors

CO-CEO report

Sam Collins

- Sam thanked Dan for his speech and talked about the experience of being joint CEO. Sam then thanked the Ukie team for their hard work throughout the year
- He then highlighted a few examples of evolving and expanding initiatives and projects undertaken by Ukie, also emphasising where these would be going in the year ahead
- Sam talked about IP services, member engagement, international trade, education and EDI. In each case looking at the impact of this work and the ambitions of future services.
- He announced that Member Day would return in March 2024 in the Midlands and would include Ukie awards and a brand-new Hall of Fame.

Guest speaker

Tim Woodley welcomed our guest speaker, The Rt Hon Sir John Whittingdale OBE MP, the Minister of State for Media, Tourism and Creative Industries and Minister of State for Data and Digital Infrastructure who talked about GOV support for the sector

Formal Business

Tim returned to the stage to go through formal business

- Approval of minutes from AGM 2022 & call for questions on the accounts
 - There were no questions about the minutes from 2022, these were agreed and were signed off by the Chair
 - There were no questions on the accounts
- Ordinary resolutions:
 - To approve the Report of the Board of Directors and the Financial Statements of the company for the year ended 31st March 2023 and the Auditors' Report thereon.
 - A vote was conducted by a physical show of hands and online using Zoom. The members voted unanimously in favour with the motion to approve the report
 - To authorise the Ukie Executive to appoint the auditors for FY 2023-24 and to fix their remuneration
 - A vote was conducted by a physical show of hands and online. The members voted unanimously in favour with the motion

Confirmation of new members approved by the Board:

The members were shown a list of the 77 companies who have been approved by the Board since the last AGM. These were as follows –

1518 Studios	Hertzian	Quantic Lab
1minus1	ICHI Worldwide	Quiet Forces
4J Studios	Johnston Carmichael	Red Phantom Games
54North	JustDan	Riot Games
AMV BBDO	Kando Factory	Sandford Tech

Aqua Blugames	Kepler Interactive	SIDE
Astrid Entertainment	Kinephantom Games	Simkins LLP
Auk Play Limited	Kythera AI	Solar Flare
Blink Games	Laced Music	Soul Assembly
Canterbury Christ Church Uni	Lighthouse Games	South Devon College
CG Hero	Lightspeed Studios	Spectarium
Chapter One	Liquid Violet	Start Ops
Climax Studios	Maverick Games	Stellar Entertainment
Companion Group	Mediabodies	Studio Gobo
Cosmic Key	Meet Eric	Superscale
d3t	Meteor Pixel	Tate Multimedia
Digimans	Mobile Pie	The Game Assembly
Electric Manta	My Games	The Sandbox
Embracer Freemode	MYU Creations Ltd	Theorycraft Marketing
Fat Kraken	NE Games	UberStrategist
Fire Without Smoke	Other Things	Universal Music
Format	Outstandly Ventures	Urban Ledgers
Game Dev London	Pixel Games UK	Variable State
Generation Media	Player One Consulting	Xsolla
Globant	Private Division	YouGov
Goldsmiths Uni of London	Qualicon	

Announcement of new Ukie Board:

- Tim thanked those Board members who were stepping down - Samantha Ebelthite, Jay Shin, Geoff Dracott, Jo Cooke and James Dobrowski
- The results of the Election were announced with 5 new board members joining the board. These are Nina Adams, Katherine Bidwell, Nick Button-Brown, Robert Kinder and Thomas Hegarty
- They are joined by 2 new Appointed board members Dave Gould and Rafal Kloczko

Voting for the Officers

- Sam Collins returned to the stage to look after the election of Officers
- He explained that all three of Ukie officer positions on the board, Chair, Vice Chair and Treasurer, were retired by rotation this year and new ones need to be elected
- Sam explained the rules and process; all officers are required to be current board members and need to be proposed and seconded by any Full or fee-paying Partner member
- Treasurer - Liz FitzGerald was proposed by Tom Hegarty and seconded by Tim Woodley. No one else was proposed and Liz FitzGerald was elected as Treasurer
- Vice Chair - Li Ma was proposed by Dean Barratt and seconded by Harinder Sangha. No one else was proposed and Li Ma was elected as Vice Chair
- Chair - Tim Woodley was proposed by Andy Tomlinson and seconded by Robert Posgate. No one else was proposed and Tim Woodley was duly elected as Chair

AOB

- No questions were raised by attendees in person or online and the meeting was formally closed by Tim Woodley at 11.15 am

Post AGM talks

- The AGM was followed by a presentation by Dominic Murphy, Head of Policy at Ukie on the forthcoming Ukie manifesto
- Following this presentation, a panel was convened to discuss the skills challenges facing the games industry. The panel featured Shahneila Saeed (Ukie), Emma Smith (The Creative Assembly) and Khally Saarman-Jones (Payload Studios) and was moderated by Daniel Wood.
- On completion of the panel everyone was invited to stay for coffee and enjoy WASD