

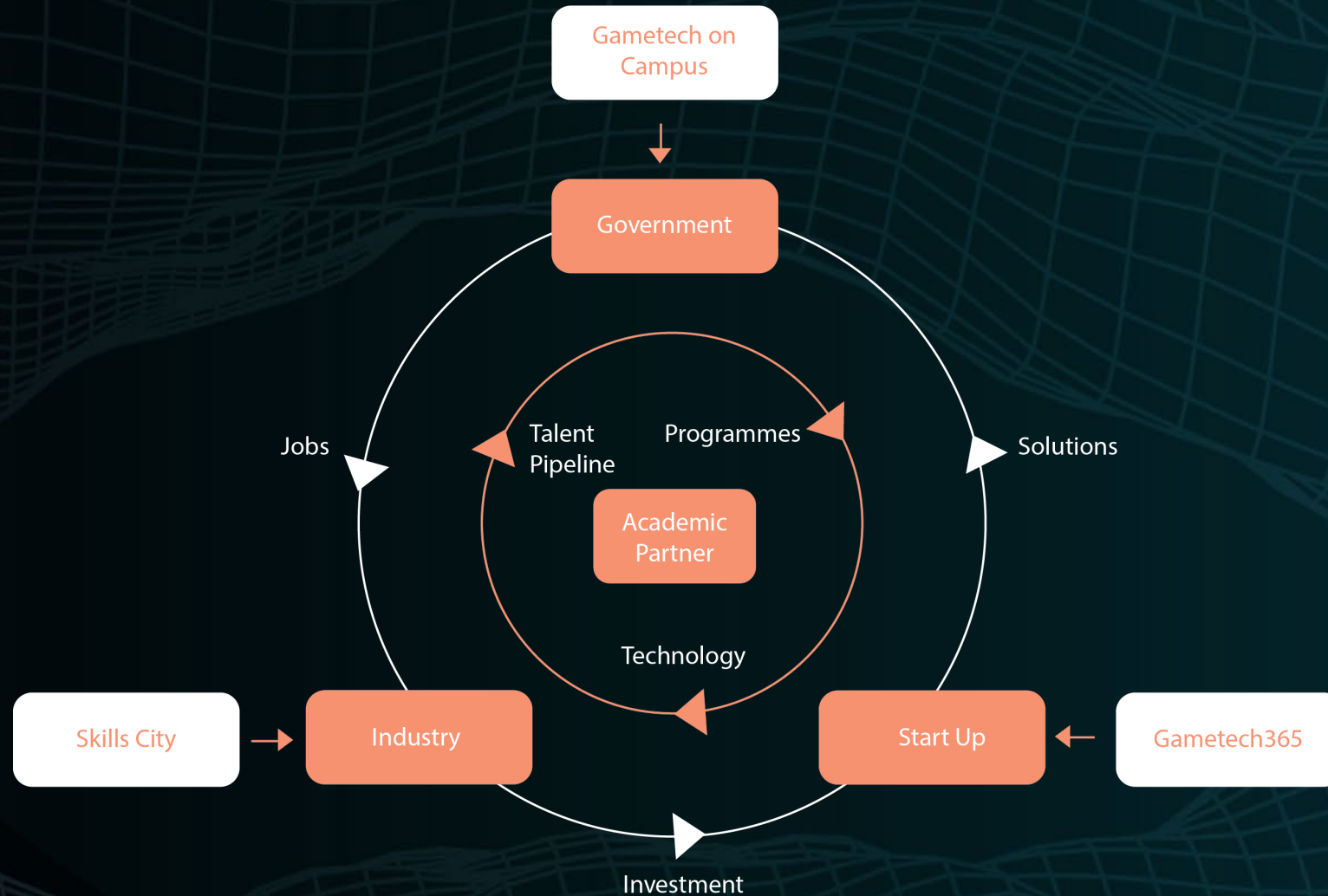


GAMETECH

On Campus

Enabling Academia
Centre of Excellence – May 2023

Gametech on Campus Blueprint





IN4.0™ Group

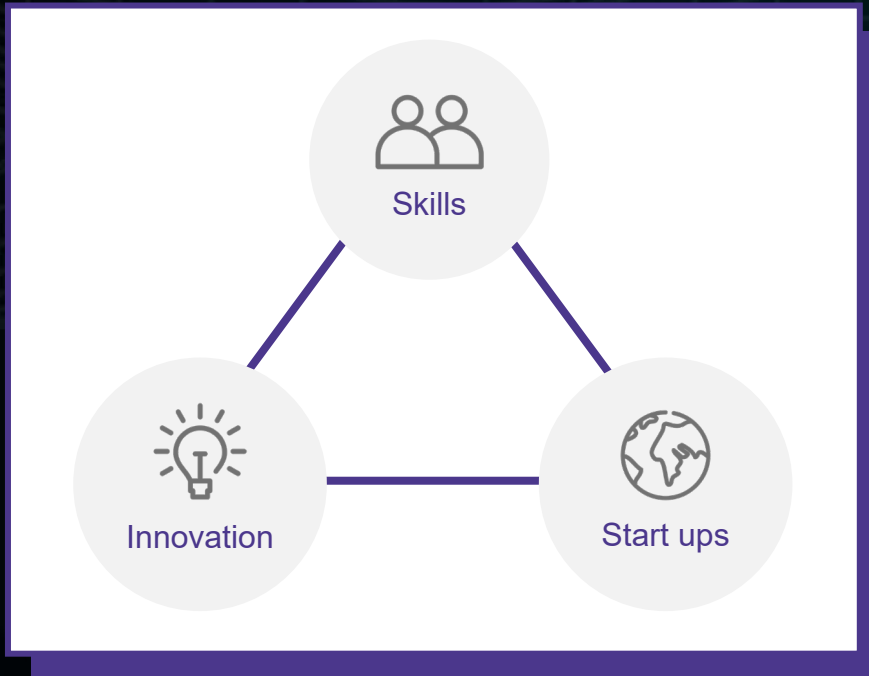
Fair Access to Technology Futures

The premier technology skills, talent and innovation service operator, driving prosperity for businesses and communities



Building regional technology skills eco-systems

Our strategic blueprint unlocks new talent to drive
organic prosperity within regions



UK operations in Greater Manchester, Lancashire and the West Midlands
– with North East England to follow.

HUMANISING

we humanise technology
by thinking about citizens,
not users

BELONGING

we create a sense of
belonging with an inclusive
community of shared values

CULTURE

we redefine start-up culture
by supporting wellbeing,
and putting team before
product



Gametech Centre of Excellence on Campus Overview

Harnessing the exponential growth in immersive technologies IN4 Group's Gametech division is enabling regions through academic partnerships to realise tangible inward investment and job opportunities. As part of this, IN4 Group established the first of its kind UK Unity Centre of Excellence which has delivered a significant impact both economically and socially (as evidenced in the appendices attached).

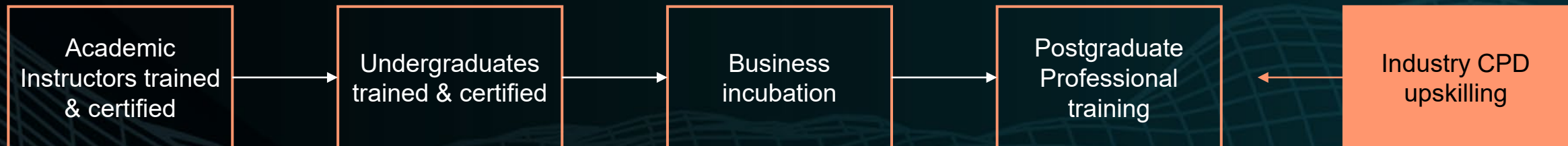
The CoE generates highly skilled engineers and designers that maximise the potential of the Unity or Unreal toolsets, boosting the success of businesses that use immersive technologies in their content creation pipelines, accelerating business growth and innovating to create new opportunities as the technology continues to evolve rapidly.

We are now scaling our Gametech CoE blueprint into nations and regions through regional university partnerships.

The Gametech on Campus CoE programme consists of the below:

- Creation of an **instructor team** at the University, trained and professionally certified by Unity or Unreal
- Embedding Unity/Unreal training in curriculum, producing **highly employable graduates** with an internationally recognised professional certification
- Connecting Unity/Unreal Certified students and graduates to the Gametech CoE **job brokerage**
- Creating an industry innovation Hub for the region, **generating digital start-up businesses**
- Connecting trained instructors to the Gametech CoE **businesses network**
- Providing University **postgraduate masters students with professional accreditations.**
- Income generation and business assistance through providing **Gametech on Campus CPD in the region**

Over 2 years





Case study

Professor Jo Crotty

Director of Knowledge Exchange
Edge Hill University

“The Train the Trainer course has been a valuable growth experience for our academic staff, ensuring that they are fully supported in their professional development and confident to deliver industry recognised training to our own students. We’re excited to build upon our relationship and continue to develop bespoke CPD programmes for our students and business network, cementing the Edge Hill Centre of Excellence as the pioneer of academic immersive knowledge in the Northwest.”



Edge Hill University



The Vision:

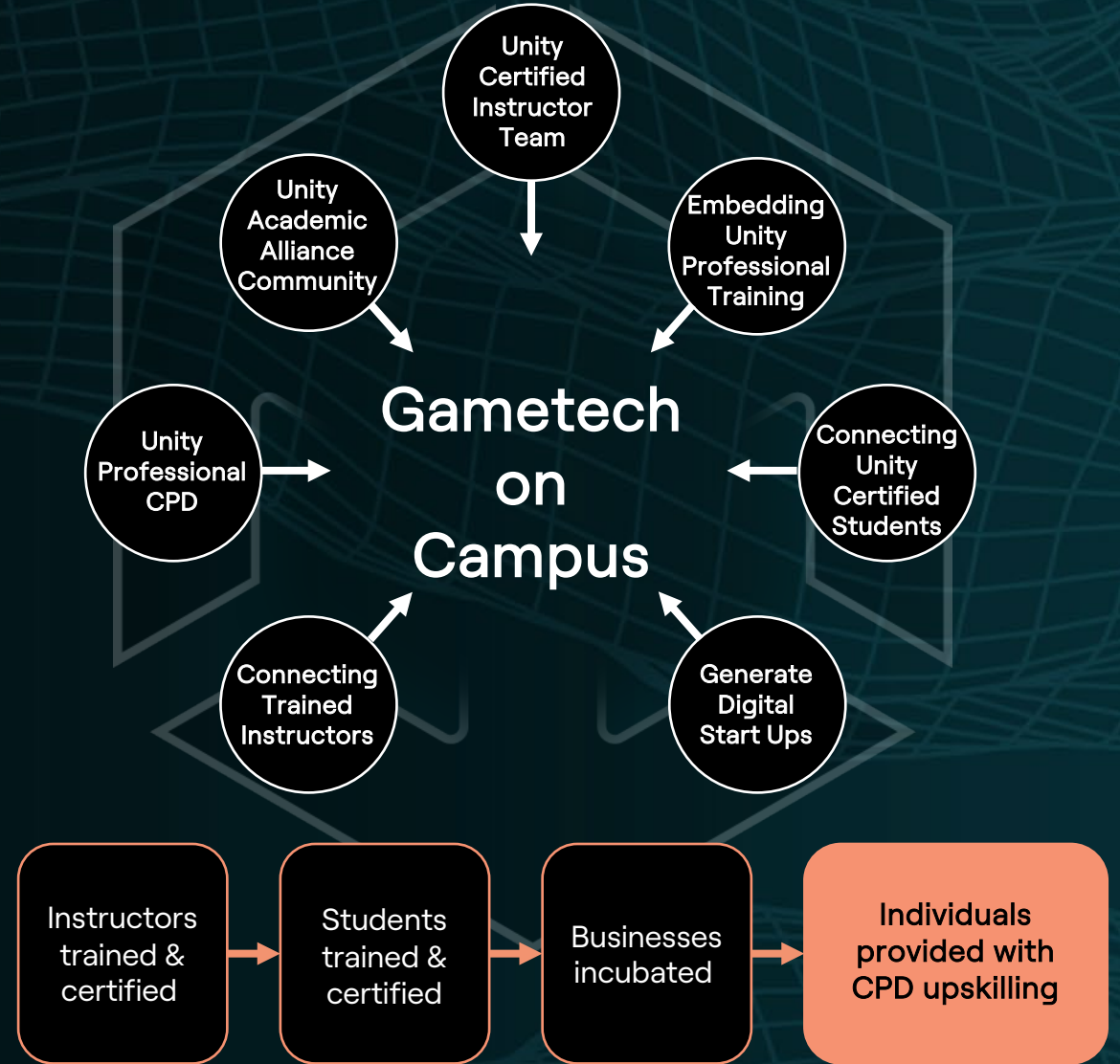
Building a beacon in regions for best-in-class real-time skills and innovation across academia & industry.



Industry Hub



 Immersive Lab	 Industry Targeted Support	 Industry Specific Training	 Innovation Activities
 5G MEC Lab	 Industry Advisors	 Hackathons	 R&D Collaboration
 Pro Esports Centre	 Foundational Game Engine Skills	 Cutting Edge Facilities	





Gametech on Campus Outcomes

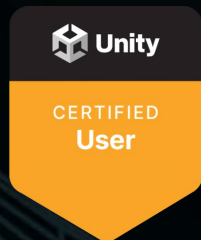
- ✓ Establishing & enabling sustainable immersive technology ecosystems in regions.
- ✓ Empowering academics & institutions with current industry-facing education & skills, content & curriculum.
- ✓ Securing investment & implementing programmes to accelerate immersive technology R&D.
- ✓ Nurturing industry-ready graduates with employability skills & industry qualifications.
- ✓ Incubating & scaling graduate-led start-ups and spinouts in immersive technologies.
- ✓ Delivering immersive technology CPD programmes to local businesses.
- ✓ Forging greater collaboration with global tech vendors to attract inward investment.

Academic License



Delivering:

- Establishment & enablement of sustainable immersive technology ecosystems in regions.
- Empowerment of academics & institutions with current industry-facing education & skills content & curriculum.



The 12-month Gametech on Campus Academic License will consist of:

- Membership of the Unity Academic Alliance
- Unity affiliation with official Unity Academic Alliance branding
- Up to \$33,600 worth of Unity Certification exams, courseware, and practice tests
- Discounts of up to 70% on a range of Unity products
- Access to a range of curricular frameworks and a library of ready-made training material
- Specialist Workshops to maintain relevant domain knowledge and keep pace with industry tools and tech
- Membership of the HOST Gametech Centre of Excellence academic community
- Membership of the Gametech365 community
- Graduate access to Gametech career seekers network



Gametech Campus Facilities at MediaCity

Our Gametech Campus at MediaCity includes:

- Esports Competitive Arena
- Broadcast Room
- Vodafone Edge Innovation Lab
- Immersive Lab
- Esports Training Space
- Education Suite





GAMETECH 365

Innovate To Scale Delivering:

Outcomes

- Investment & implementation of programmes to accelerate immersive technology R&D.
- Incubation & scaling of graduate-led start-ups and spinouts in immersive technologies.
- Delivery of immersive technology CPD programmes into local businesses.

Gametech Sector Context



557 new studios were formed between April 2020 and December 2021



The UK has the largest video game sector in Europe. It has the second largest video game market in Europe after Germany and the sixth largest globally



78 per cent of all UK games studios have fewer than 4 employees

Stats from UKIE & TIGA reports

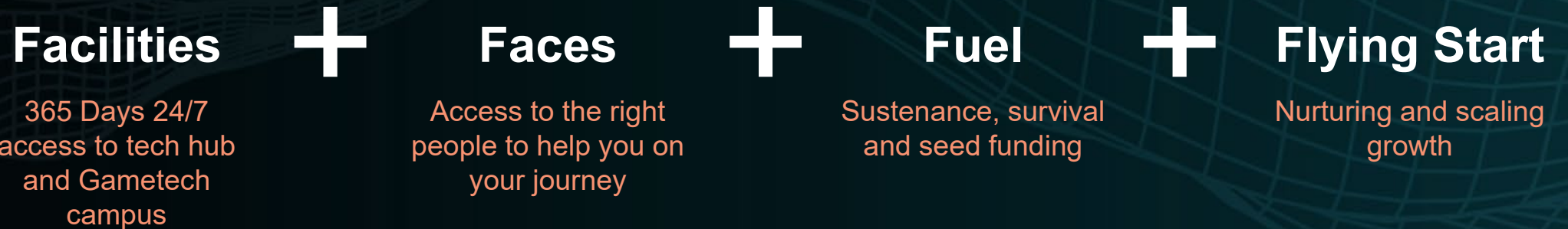


What is Gametech365?

Gametech365 is a rolling 12-month scale-up programme supporting Independent Video Game Development Studios.

Designed for Indie Studios, and Immersive technology startups, that are not only developing their game, but also their business.

Supported by industry veterans and specialists, the program has been crafted to address the difficulty curve of building a successful, sustainable UK Indie Studio.



	Facilities	Faces	Fuel	Flying Start
SCALE	Flexible workspace, meeting rooms, events venue	Veteran business mentors, legal and financial experts	Investor introductions, grant funding, revenue generation, tech vendor credits	Business growth and scale up accelerator programmes
DEVELOP	Immersive lab, 5G MEC lab, Esports arena, equipment library	Technical experts, Game mentors, UX Experts, product feedback On demand talent, junior to senior turnkey solution	Technical training, Industry workshops, sales and marketing masterclasses	Business networking, commercial modelling access to markets
DEPLOY	Media City Creative Digital Cluster	Marketing specialists, Beta testers, Quality Assurance experts	Income, Investment and commercial revenue	Product showcase and launch events



SKILLS CITY

GAMETECH

Delivering:

- Empowerment of academics & institutions with current industry-facing education & skills content & curriculum.
- Nurturing of industry-ready graduates with employability skills & industry qualifications.
- Delivery of immersive technology CPD programmes to local businesses.



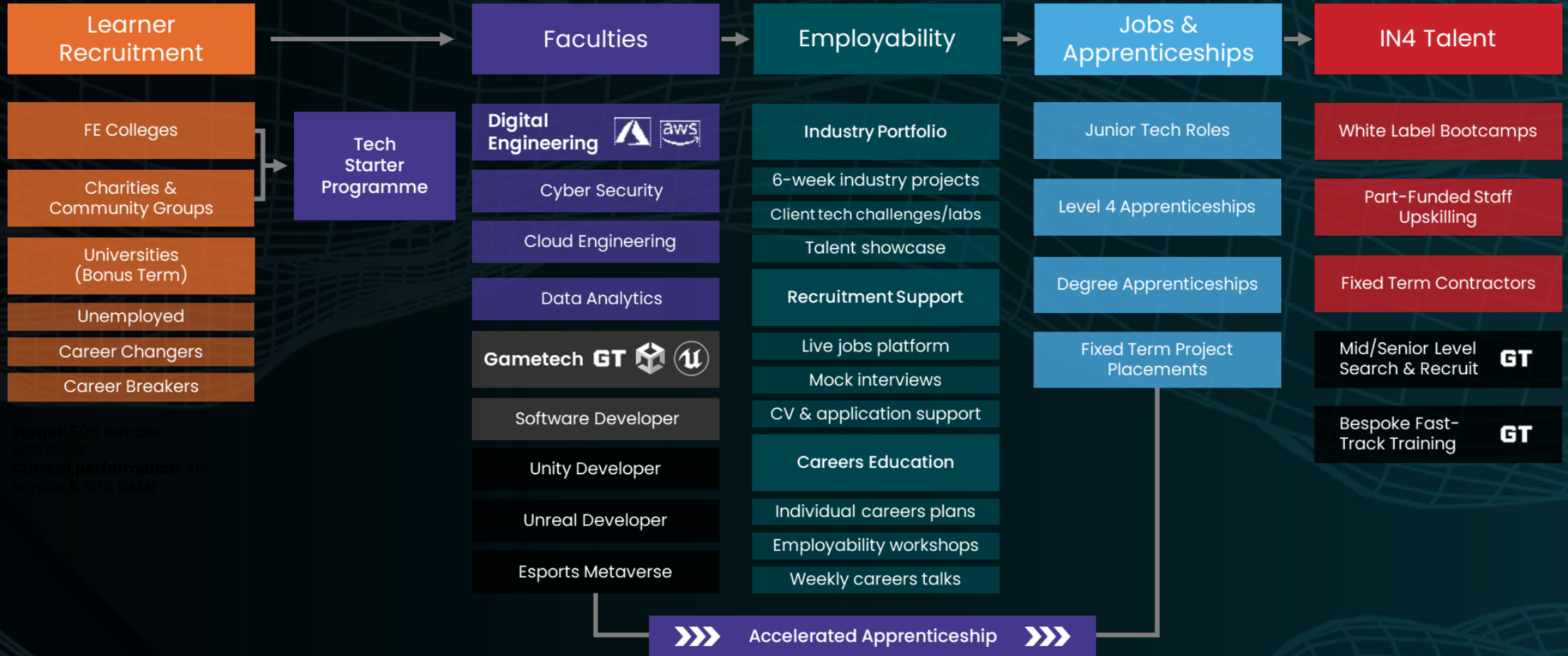
Through:

- Graduate Bonus Term
- Industry CPD Skills Programmes
- Academic Train The Trainer
- Industry Upskilling Bootcamp



SKILLS CITY

Fair Access to Technology Futures



Target: 300 female
 20% BAME
 Current performance: 40%
 female & 20% BAME

Skills City is a regional integrated education and skills system, providing fair access to technology futures

A place-based, turnkey solution that reaches people at all levels of society



Gametech Upskilling

Graduates Skills Bootcamps

IN4 Gametech is designed to give learners the cutting-edge skills they need in the rapidly evolving world of interactive content development. This will enable businesses to engage with a wide range of tools, technologies and techniques, bringing new capabilities and opportunities. We provide Skills Bootcamps in the following disciplines:

Unity
Developer:
Unity Artist

Unity
Developer:
Unity
Programmer

Unreal
Developer

Esports
Broadcasting

Software for
Game
Development





Gametech Upskilling

Industry
Unity Developer

Associate
Developer/Artist/
Programmer

Professional
Artist/
Programmer

Gravity
Sketch VR

Unity in Industry

Our expert team can support an organisation's professional training goals with bespoke game engine training. Whether people have never used a game engine before or are looking to gain an industry-recognised certification, our specialist trainers can upskill teams in Unity, and other supporting tools.





Gametech Upskilling

Industry

Gametech Access programme

Combining an introduction to game engines, with masterclasses on our gametech tools, Gametech Access provides a business with the best possible foundation for future skills within a 1-week programme for its staff.

Unity &
Unreal Engine
foundations

Gravity Sketch
VR & Blender
3D modelling

Content
creation,
broadcast &
metaverse

Whether people have never used a game engine before or are looking to gain an industry-recognised certification, our specialist trainers can upskill teams in Unity, Gravity Sketch VR, Blender and other supporting tools.





Gametech Upskilling

Academic Train the Trainer

Train The Trainer is an instructor-ready course. Choose to specialise in Unity's Artist or Programming pathway with 80 hours of training across both disciplines. Plus, receive a broad understanding of skills complementary to Unity, including:

Unreal
Engine
Awareness

User
Experience

XR

3D
Production
Tools

Source
Control

Train the Trainer is uniquely designed for academic institutions, enabling participants to obtain and deliver industry standard qualifications to successfully embed internationally recognised Unity certification training into higher education curriculums.





Case study

Dr. Maria Stukoff

Director of the Maker Space
Centre of Excellence on Campus Lead
University of Salford

“Train the Trainer allowed us to create a Unity certified team capable of delivering Unity Associate and Professional training to students, as well as continuing professional development for employees and university clients. This supports the recruitment needs of growing local media and engineering businesses looking for a qualified Unity workforce. Our Centre of Excellence sits at the heart of the university’s industry engagement and employability activities and continues to integrate world-class XR and immersive technologies into our teaching and research portfolio.”



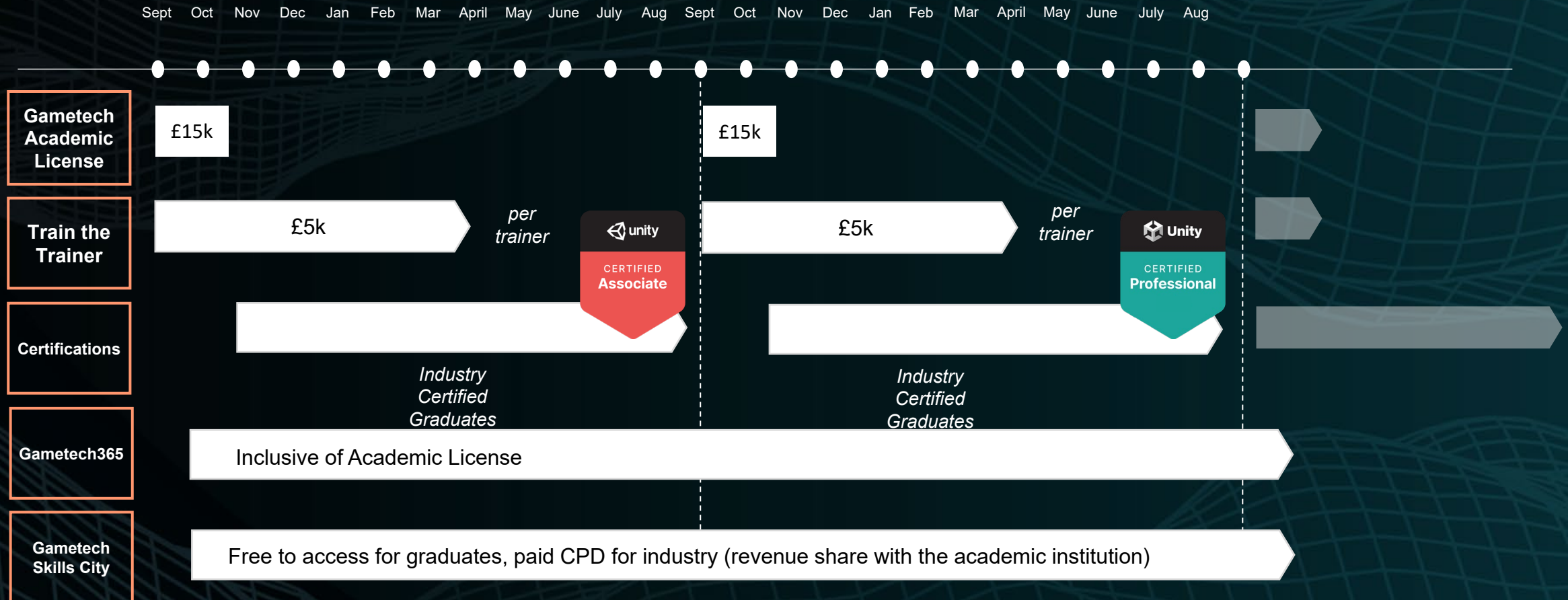
University of
Salford
MANCHESTER





Gametech on Campus 2 year programme Timeline & ROI

An illustrative timeline for Gametech on Campus Programme is presented below:





Our Partners

