



Department  
for Culture,  
Media & Sport

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Dr Richard Wilson OBE  
The Independent Game Developers' Association  
[richard.wilson@tiga.org](mailto:richard.wilson@tiga.org)

Dear Richard,

I wanted to share a summary of the announcements following last week's [Autumn Statement](#), which I'm delighted to say included a number of measures relevant to the creative sectors, recognising their enormous importance in driving both economic growth at home, and British creativity and values abroad. I also want to personally thank you, given TIGA's contribution has played such a key role in getting us here, especially your engagement with the Government on the future design of the new Video Games Expenditure Credit (VGEC).

Competitive tax reliefs play an important role in supporting our creative and cultural ecosystem. Over the summer, stakeholders provided feedback on the new structure of our audiovisual tax reliefs as they transition to expenditure credits, in addition to changes and clarifications for the wider set of audio visual and other creative industries tax reliefs. We listened to this and on Wednesday, amendments were published to the draft legislation to address some of this feedback. I'm pleased that connected party transactions will qualify for relief, provided companies charge at an arm's length rate, and connected party transactions are disclosed. This will maintain the benefits of the existing reliefs while ensuring they are safeguarded from abuse. I am grateful for TIGA's support and advice as these proposals have been developed. These changes will be legislated for in the Autumn Finance Bill 2023.

Importantly, R&D spending has driven significant private investment and plays a critical role in our industry's growth. The Government will review the evidence on public investment in R&D spending for the creative industries to a Spending Review timeframe. While the creative industries represent 6% of total UK GVA, they do not currently get a fair enough share of public investment in R&D. We want to maximise R&D in our industries, so it's crucial we build the case for more funding in this area, to drive growth across the sector. This is an exciting opportunity and I would encourage you to support this work.



Finally, we have secured funding for the BFI's Certification Unit in addition to the £77 million announced in the Creative Industries Sector Vision. I know this support will be instrumental in the BFI's effective administration of the screen tax reliefs, including for video games.

Since I began in this role I have made driving even further growth in our creative industries one of my top priorities, beginning with the announcements on the audiovisual tax reliefs, and the two year extensions to the higher rates of cultural tax reliefs secured in the Spring Statement. In addition, I was delighted to launch the UK Games Fund's new £5 million Content Fund in September, providing grants of up to £150,000 to help early-stage games businesses to develop their high-potential ideas. I wanted to take this opportunity to thank you for your invaluable contribution and constructive engagement to support the Department and I in building a strong case for these measures.

I look forward to continuing to work with you to achieve our ambitious vision for our world-leading creative industries.

Yours sincerely,



Rt Hon Lucy Frazer KC MP  
**Secretary of State for Culture, Media and Sport**