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"Talk the walk -

Creative industry development in Sweden"

## Hello.

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#### NasdaqOMX Stockholm today

- 3. Nordea (168.000.000.000 SEK)
- 2. Ericsson (206.000.000.000 SEK)
- 1. H&M (227.000.000.000 SEK)

# Some background. Who are we?

#### <u>Upplevelseindustrin / Swedish Creative Industries</u>

Financed by the The Knowledge Foundation and local/regional councils (2,5 M € / year) since 2003

25 people in 1 national HQ and 8 regional hubs, each with a national industry focus

Hubs work as neutral cross-boundary arenas, linking individuals and companies to research,

education and each other

Piteå - tourism at Acusticum

<u>Grythyttan</u> – gastronomy at Måltidens Hus <u>Stockholm</u> – design/fashion at Transit/MM&D

<u>Trollhättan</u> – film at Film i Väst <u>Gothenburg</u> – design/advertising at ADA <u>Hultsfred</u> – music at Rock City

<u>Karlshamn</u> – computer games at Netport <u>Malmö</u> – moving media at Moving Media City



### Action speaks louder than words.

The Malmö case: policies and goals can be set in an afternoon.

## Focus on collaborative efforts.

Rather influence existing programmes than start up new ones.

# 3

Build on your strengths, whatever they are.

Hultsfred and Grythyttan
Salt in Slovenia
Mastiha in Greece

4

The creative industries are knowledge-intensive, constant-changing and depend on the arts for innovative, non-commercial input.

We need neutral agents that bring together research, education, business and culture: FUNK

# 5

Most creative entrepreneurs come from a cultural background.

We need to help them vision their economic future – and give them the tools to get there.

## Thank you.

Anders Sjöstedt

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