

## Creative Industries

The notions of 'creative industries' and 'cultural industries' indicate those sectors of the economy residing on the exploitation of culture and creativity. According to the UK Government Department for Culture, Media and Sport (DCMS), the creative industries are 'those industries which have their origin in individual creativity, skill and talent' and 'have a potential for wealth and job creation through the generation and exploitation of intellectual property' (DCMS 2001). Advertising, design, fashion, game development, crafts, video, photography, and performing arts are examples of creative industry sectors. The creative industries are considered important drivers of innovation, with potential spill-over effects on other sectors of the economy. Innovation resides in the development of new products and services, but also of new ideas and approaches that can generate economic value.

Sources:

UK Technology Strategy Board. Creative Industries Strategy 2013-2016.

DCMS (1998/2001) Creative Industries Mapping Document. London: DCMS.