The Creative Industries Do Not Exist (but need to be invented)

Robert Hewison
CREATE UK
• 1997: Creative Industries Task Force
• 1998: *Creative Industries Mapping Document*
• 2001: 2\textsuperscript{nd} *Creative Industries Mapping Document*

• 2005: Creative Economy Programme launched
• 2007: *Staying Ahead*
• 2008: *Creative Britain*

• 2010: Conservative-Liberal Democratic Democratic Coalition
• 2011: Creative Industries Council
• 2014: Creative Industries Federation
Staying ahead: the economic performance of the UK’s creative industries
The rest of the economy

Creative industries and activities

Cultural industries

Core creative fields

Commercial outputs possess a high degree of expressive value and invoke copyright protection.

- Activities involve mass reproduction of expressive outputs. Outputs are based on copyright.
- Manufacturing and service sectors benefit from and exploit the expressive outputs generated by the creative industries, e.g., design, software in addition to the performance of the wider economy.

Staying ahead: the economic performance of the UK's creative industries
FIGURE 5-3 A catalytic network of enzymes, including a closed loop (E1 ... E15); from Eigen (1971).
Figure 5.3 An institutional map of the UK’s creative innovation system