Creating the Creative Economy

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The Situation

- Since the 2013 election, it's been pretty much "pipeline, baby, pipeline" as the Clark government goes all-in on an LNG strategy
- This was the central plank of their election campaign and is now impacting many other policy areas.
- It is now becoming abundantly clear that the outcome is uncertain at best, disastrous at worse.

Non-LNG Alternative

- One contending vision of our shared economic future perhaps best remembered through the Save BC Film movement - is the creative economy.
- When taken together, this sector has 85,000 jobs as many as forestry or mining - and contributes \$4 billion to our provincial GDP.
- What's more, these jobs are cleaner, greener, more sustainable, better paid and require more intellectual capital than their LNG counterparts.

Assumptions

- Creative economy is concentrated in Vancouver.
- The industries of interest are film and television, computer game studios and pure-play startups.
- Montreal and Toronto show that Vancouver's recent slide is correctable.
- A change of government may be a necessary but not sufficient condition: we need the political will.

Home grown problems

- YVR is a place where angel investors fear to tread
- The money we can use to plug the gaps is "dumb"
- There has been a flight of the startups
- There is a dearth of tentpole companies
- An invasive species problem presented as a solution

The Finnish Experience

- Much smaller industry, much bigger bang for the buck
- Focus on wholly owned IP, not works-for-hire
- Active investments, not tax rebates, to spur activity
- Scale of financing dwarfs that available in BC
- The manner of investing is much nimbler

Home grown solutions

- Create a provincial Crown agency
- Smarter investments instead of tax credits
- Actively work within the larger Canadian system
- Retain, retrain and repatriate talent
- We'll get more Hootsuites and fewer Flickrs