



## Seaboard – Government backs a new golden age of gaming

*IAN LIVINGSTONE:*

British video games started with a small group of hobbyists – mainly young male gamers playing behind closed doors.

Today, over half of us in the UK play video games. We spend an average of 8 hours a week gaming. And 42% of all players are now female. Never before has video gaming had such broad appeal and huge market value.

And Brits continue to be at the forefront of developing games, with our creativity, ingenuity and computing prowess.

Mobile gaming means we've returned, in some ways, to the era when bedroom coders like Matthew Smith created quirky little games that became great British classics.

Here in one of London's tech hubs, start-ups are looking to create the next big mobile game.

With the opening of mobile app stores, games developers can come up with an idea, craft the design and self-publish in a matter of months.

At the last official count in 2014, there were almost 2,000 video games companies up and down the country, supporting a 2.5 billion pound British market.

Now the government has recognised the value of the video games industry by introducing tax breaks, with Seaboard being one of the first to benefit.

And computing is now firmly on the British school curriculum, which encourages young people to express their creativity and get involved in the video games industry.

With our flair and innovation, I feel we're standing on the brink of a new golden age of British video gaming.

*Seaboard game footage courtesy of HandCircus*