# **Global Visionaries** Leading the Future of Creative Industries

### 2025 06 05



Jurgita Bražinskienė,

Social Leadership Association director,

member of the board of the

National Association of Creative and Cultural Industries

(KIK Lithuania)



# **K**

### The National Association of Creative and Cultural Industries is Lithuania's leading umbrella organization for the CCI sector.

Founded in 2008.

Unite 70 members: associations, creative enterprises, incubators, institutions, and individuals – working across the cultural and creative industries.



# 

### Knowledge & Research

We collect and share data, insights, and policy updates relevant to the CCI sector. By connecting academia and entrepreneurship, we drive research and innovation, and run training programs to strengthen CCI capacities.

### **Training Programs**

We organize annual workshops and seminars tailored to CCI professionals, helping them grow skills, adapt to change, and stay ahead in a dynamic sector.

### **CCI** Advocacy

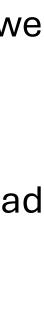
We actively shape cultural and education policy, proposing improvements to national and EU investment programs. We represent the CCI in various government bodies and provide expert input to ensure the sector's value is recognized and supported.

### Networking

As a CCI hub, we build strong ties across the Baltic Sea region and globally, encouraging collaboration, cluster development, and shared growth in the sector.

### Volunteering

We work closely with student volunteers, offering them practical experience while benefiting from their fresh ideas and energy building a stronger, more engaged cultural community.





# KIK Lietuva

### CCI SECTOR IN LITHUANIA

## Economic Impact of the CCI Sector and Economic Contributions

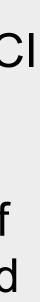
The CCI sector is one of the largest employers and fastest-growing sectors in Lithuania

In 2021, CCI companies accounted for 4.8% of all economic entities in Lithuania.

The sector Total production employed 55,85 value is k people, €1,94 billion representing around 4% of total employment in the country

Total added value is €1 billion

In 2022 the CCI sector contributed nearly 3.3% of the total added value (GDP) in Lithuania



### **Comparative Economic** Contributions (2022)

### The creative and cultural sector's GDP in 2022



# Comparative Economic Contributions (2022)

Comparison with other sectors

Agriculture, Hunting and Related Services: 2.8% Food, Beverages and Tobacco Manufacturing: 3.19%

Real Estate Operations (excluding owner-occupied housing): 3.1% Electricity, Gas, Steam Supply and Air Conditioning: 1.8% Accommodation and Food Services: 1.2%

Telecommunications: 0.9%

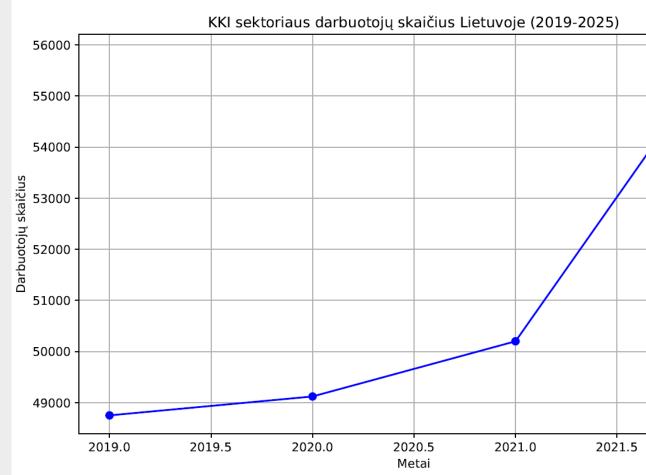
# Employment Growth

### Steady increase in employment within the CCI sector

2019 48,75 k employees

2020 49,12 k employees

High employment rates among youth (15-29 years), aligning with European Commission findings on the sector's dynamism



2021 50,2 k employees 2022 55,85 k employees



### Social Impact of the CCI sector

Enhances cultural identity and social cohesion, provide platforms for social interaction and cultural exchange

Stimulates innovation and creativity, which can spill over into other industries, fostering a dynamic and adaptable economy

Promotes youth employment and attractive work forms

Recognized as a dynamic and fast-growing sector

### Strategic Goals and Actions

Recognize the CCI sector as a priority for national economy

Develop an advanced CCI ecosystem to attract global talent

Improve Establish a conditions for favorable tax environment for employment and creation of high the CCI sector value-added products

Enhance international cooperation and market entry

Develop infrastructure meeting the highest technical standards



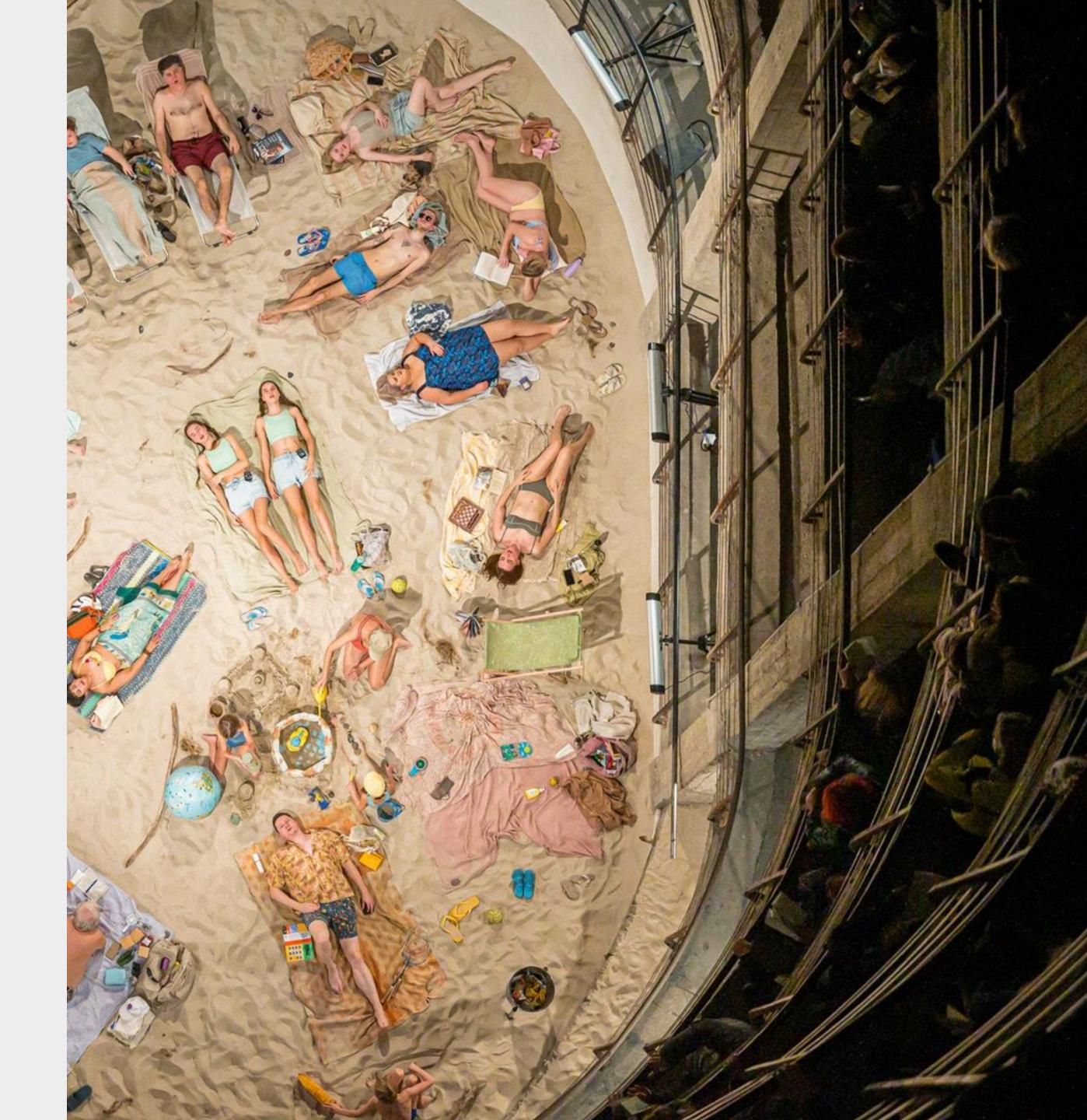
The Lithuanian creative and cultural sector is a vibrant and essential part of the national economy and society

Let's meet our dynamic and fast-growing CCI sector

# Performing Arts / Dance

### <u>Sun & Sea</u> an opera

Golden Lion at the Venice Biennale in 2019 33 cities in 26 countries: Brooklyn Academy of Music in New York MOCA Museum in Los Angeles LIFT International Theatre Festival in London Sydney Arts Festival E-Werk Luckenwalde in Berlin Colón Fábrica Opera House in Buenos Aires Paris Autumn Festival at the Grand Violette Taipei Arts Festival Teatro Argentina in Rome, and many more.



### Lithuanian Season in France culture & arts

More than 200 events, 500 artists, 120 partnerships, 500 000 visitors – all over France. The cultural program spread through the following topics:

- Global Neighborhoods
- Enabled Identities
- Released Imagination

Partners: Pompidou centre, Palais de Tokyo, KADIST Paris, Théâtre de la Ville, Festival d'Automne, Biennale Chroniques; Festival d'Automne, Europavox, Les Frac, Opera de Nice, and more.

### LA SAISON DE LA

12 SEPT. 12 DÉC.

# en l'autre







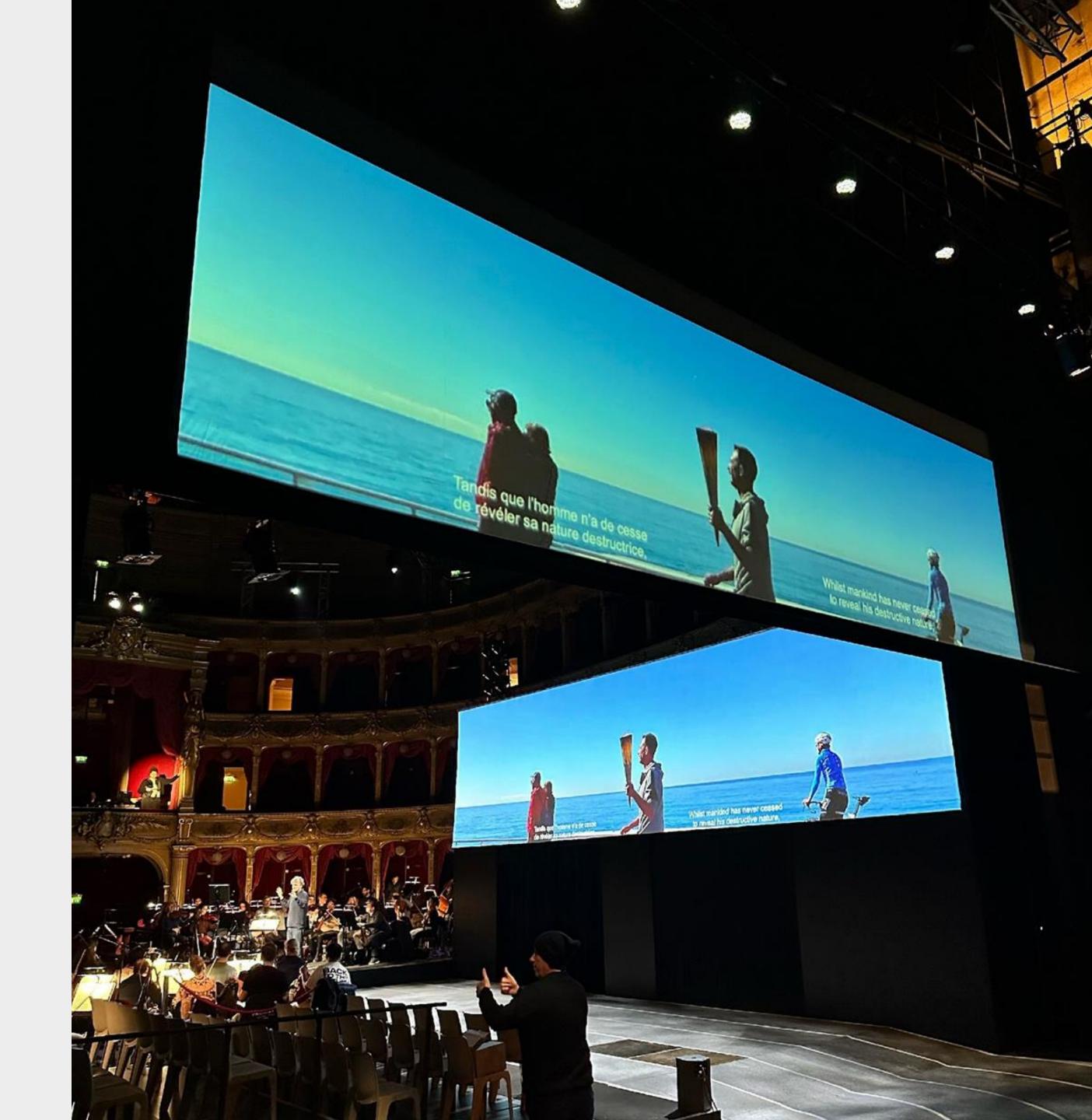
2024



### <u>The Olympiad of</u> <u>Olympiads</u> dance

An opera production at Opéra Nice Côte d'Azur (France)

Music director: Jean-Christophe Spinosi Director and choreographer: Éric Oberdorff Lithuanian breakdancers performing: Rokas Šaltenis and Laurynas Žakevičius



### Breaking at the Olympics dance sport

The first-time innovative dance and sport discipline Breaking will be presented at the Paris Olympics 2024.

17 years old Lithuanian talent, World Champion, European champion, and winner of many highstandard competitions – Dominika Banvevič (B-Girl Nicka) will compete for the Olympic gold.



# Presented worldwide

Lithuanian dance troupes and theaters presented their works:

2023–2024 – more than 400 times in 25 countries around the world;

2019–2022 – more than 200 times in 25 countries around the world;

2016–2018 – more than 450 times in 30 countries around the world.



# What can we give?

### Creative minds – Intelligent bodies

healthy ecosystems mind-body-soul experience critical thinking community resilience emotions occasions to meet culture for health inclusion



# What kind of dance partner are we looking for?

### The partner to:

**Build** international partnerships

Learn from recognized coaches and lecturers

<u>Adapt</u> performing art methodologies to other areas

<u>Share</u> performances, workshops, courses, training

<u>Support</u> student exchange programmes

Provide internship programmes

Invest in talents

Develop dance house as part of the CCI hub



# Design

# What design is?

### Definition:

Design is a problem-solving process that is integrating technology, appearance and user experience by blending creativity and practicality.

### Key Elements:

Functionality: Making things work better. Aesthetics: Making things look better. User Experience: Making things feel better.

# What design is not?

Misconceptions:

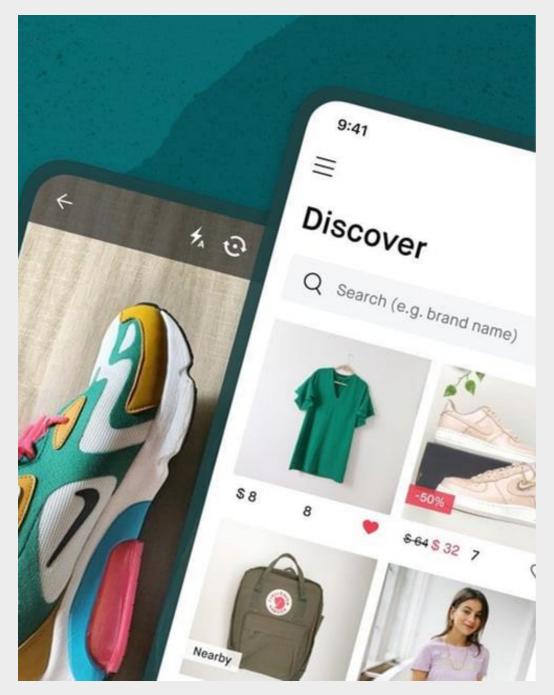
Just Decoration: Design is more than making things look pretty. One-size-fits-all: Each design is tailored to specific needs. Only for Creative Fields: Design benefits every industry.

# Let's remove design

# What can we give?

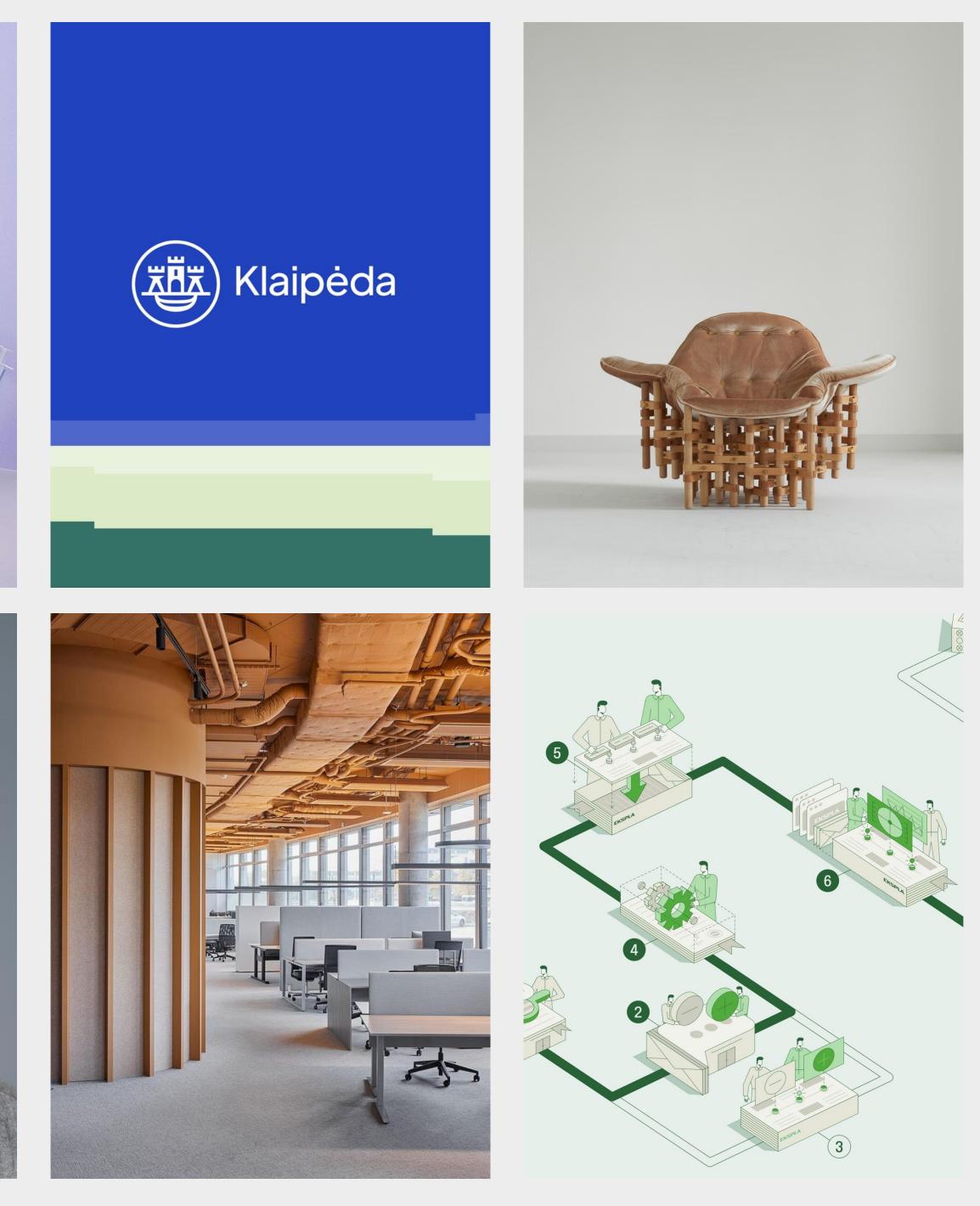
Innovative Solutions: Creative and efficient ways to solve complex problems. Competitive Edge: Stand out in the market with unique designs. Sustainability: Eco-friendly and efficient solutions. Design Education: Comprehensive education to enhance design skills and knowledge.











# What are we looking for?

Collaboration: Partner with us to create solutions and advance design education. Feedback: Help us understand the needs, challenges and potential of foreign markets. Investment: Support to fuel further innovation and growth.

# Film Industry



# Lithuanian Film Industry

30 years of constant evolution towards global recognition

### 1993

New film makers generation

### 2010

Lithuanian Film

Studio destruction

Vilnius Film Cluster

2011

2013

Tax incentives take First sound stage (10500 sq.ft) effect (EU investment)



### 2014

2016

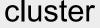
### 2017

### Second sound stage (2x10500 sq.ft) (EU investment)

2021

**Baltic Film & Creative Tech cluster** 

NEBULA cluster



# Lithuanian Box Office In Numbers

### During The Period 2019-2023

	<u>2019</u>
Total tickets sold	4 141 900
Attendance per capita	1,48
Total number of cinemas	26
Lithuanian films market share, %	19,64
Total number of Lithuanian feature films produced	23

What About 800 000 Lithuanians Abroad?

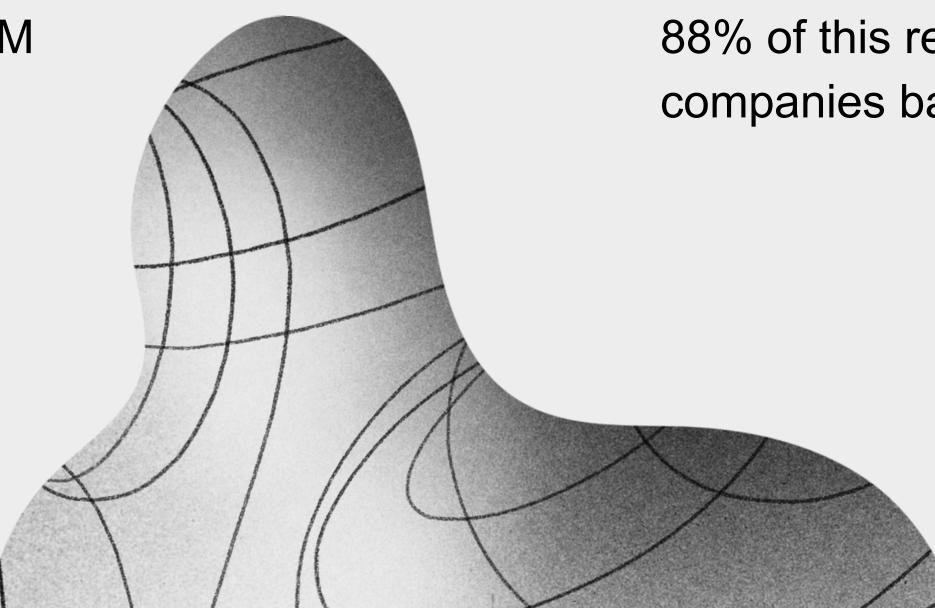
<u>2020</u>	<u>2021</u>	<u>2022</u>	<u>2023</u>
1 533 084	1 337 598	2 994 832	3 441 469
0,55	0,48	1,06	1,20
25	27	22	23
21,87	6,17	19	14,55
17	13	12	16 -



## Lithuanian Film Industry In Numbers

During The Period 2017-2021

19,000 workplaces created; \$58.94M was spent on wages; Added value totaled \$96.44M





Also Worth To Mention:

The turnover of the Lithuanian audiovisual content production is \$94.5M / year; 88% of this revenue in 2021 was generated by companies based in Vilnius

# What is missing?

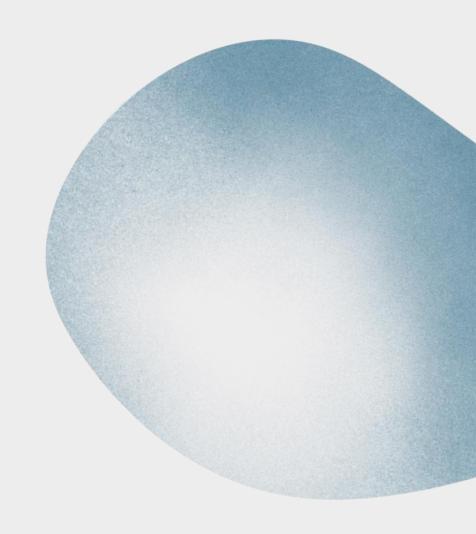
### Sound Stage Hubs In Europe

Europe:	
Prague	1.4 M sq.ft,
Budapest	0.55 M sq.ft,
Bucharest	348 K sq.ft,
Warsaw	143 K sq.ft,
Tallinn	46 K sq.ft (by end of 2024);



### Currently In Lithuania

Vilnius 34.5K sq.ft.



# What is coming?

Audiovisual Industry Hub By 2027: Environmentally Friendly/Sustainable > 162,000 sq.ft 3 sound stages (32,000/2; 16,000; 11,000 sq.ft) VPS Immersive technology lab ArtTech community centre

### 2024

### 2025

Land-plot, technical project

Business plan, funding model, construction process

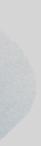
2027

Launch

### 2029

3-5 big projects from major studios per year, industry spending \$200M per year





# VR/ AR/ Multimedia/ Interactive/ Kinetic

# At The Highest International Level

"FANTASTIC EXPERIENCE, AND AN ABSOLUTELY UNIQUE WAY TO EXPLORE THE ART"

ANGELS



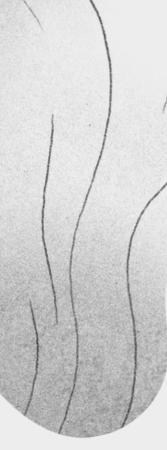


### Applications



VR/AR in Trainings and education Performance arts and VR art production Innovative marketing and heritage experiences Devices like Holograms, tracking systems, HMD







# Games Industry



# Global & Local

<u>Massive:</u> 3,2 billion players globally <u>Profitable:</u> 170 billion EUR global, 300 million EUR Lithuanian revenue <u>Talented:</u> 200+ professions, 2250 employed in Lithuania

## Hit Driven

Flooded: 40 new games daily on Steam, 300 on mobile. Expensive: Only 1% are larger games. <u>"Winners take all":</u> Top 10 games get 60% revenue.

#### Cooking Fever

10 years in the market400 million downloads2nd most popular app from BalticsCollaboration with global brands



### Human Fall Flat

Started as solo project 40+ million copies sold Among Top 20 best-selling games of all time Hundreds of millions gameplay views on YouTube Sequel with famous US publisher



# **Connections-Based**

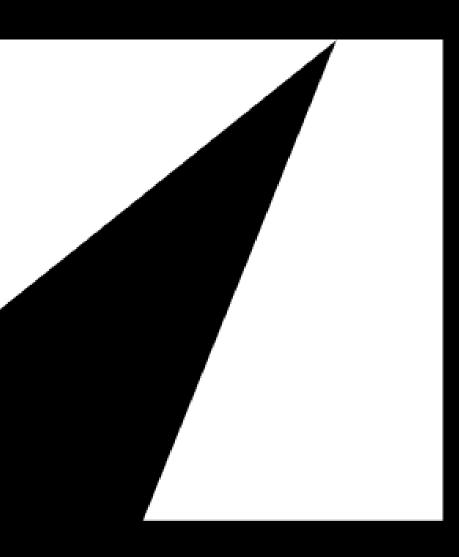
Publishing: new teams, solo creators. Investment: larger studios. Outsourcing: both inside and outside industry. Talent: everyone!

# Let's Chat & Play!

# Music Industry









#### Association of Music Performers, Actors and Phonogram producers.

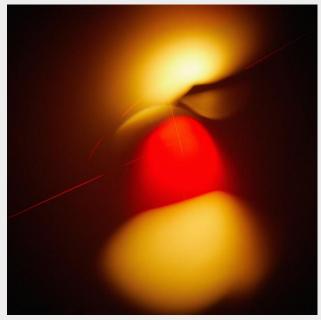


### Lithuanian Music Chart: Top 9 Albums



1. Jessica Shy -**Pasaka** 





#### 2. Free Finga -**Plastika**





#### 3. Jessica Shy -Sutemos



4. Billie Eilish -HIT ME HARD AND SOFT

7. Ty Dolla \$ign, Kanye West -**Vultures 1** 

5. Jessica Shy -**Apkabinti Prisiminimus** 

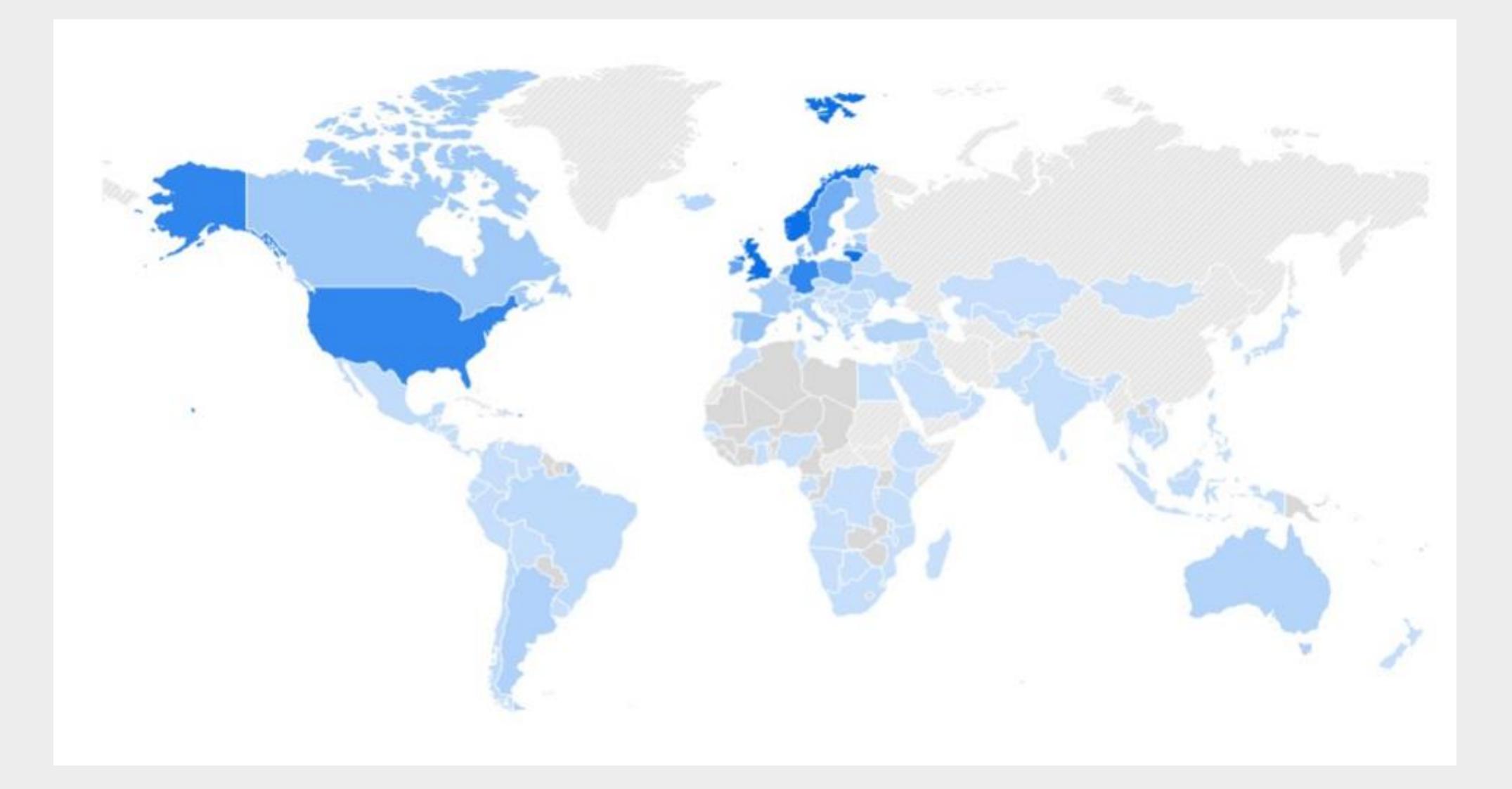
6. Proflame -**Kiek Tik Galiu** 



8. Rokas Yan -Melodramos

9. Arctic Monkeys - **AM** 

### Justinas Jarutis' global heatmap



Lithuanian music export: from Sweden to Brazil.

### Proudly performed *lietuviškai*

### Let's meet our dynamic and fast-growing CCI sector

- Performing arts residencies, implement joint projects.
  Literature/cinema joint projects.
  Music festivals, concert venues, etc. We would like to implement joint projects,
  - in the region.
- projects through educational processes.

exchange performers/expand the geography of performers' performances when they are

• Education, Design, Technology - attract partners to cooperation in implementing joint



# Let's innovate together Let's chat at our table



info@creativeindustries.lt

# **Lietuva**