THINK **M**UDERN

Creative and technological skills for the 21st century

Modern universities have pioneered new degrees to ensure that the businesses of the 21st century can benefit from a high-calibre workforce, skilled in **S**cience, Technology, Engineering, the Arts and Maths.

Innovative courses once seen as huge risks are now well-established in the higher education sector, combining new and traditional skills across diverse, once separate disciplines.

This age of **STEAM** is digital.





THE CREATIVE ECONOMY IN THE UK



The creative industries employ over 2 million people in the UK and are projected to create an additional **1 million** jobs by 2030.¹

The creative industries exported £36 billion in services worldwide and accounted for almost 12% of UK services exports.²

It is estimated that the creative industries will be worth **£128.4 billion** by 2025.³ The UK video games market was valued at £7.16 billion in 2021. one of the fastest growing sectors of the economy.4



RESEARCH AND IMPACT IN STFAM

71% of research carried out at modern universities in Architecture. Built Environment and Planning.

63% of research carried out at modern universities in the category of General Engineering.



...was judged to be world-leading or internationally excellent in terms of its originality, significance and rigour.⁵



REVOLUTIONISING STFAM



In 2021-22...



92% of computer games students...

78% of cinematography and photography students...



73% of creative arts students...

38% of computer science students...



70% of software engineering students...



83% of design studies students...

44% of ecology and environmental biology students...



69% of architecture. building and planning students

43% of civil engineering students...



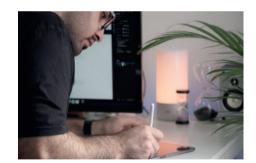
49% of computer generated and visual effects students



72% of maritime technology students...

100% of minerals technology students...

were at modern universities.



- ¹ Creative Industries Federation statistics 2020–21.
- ² Ihid
- ³ Sir Peter Bazalgette, "Independent Review of the Creative Industries" 2017.
- ⁴ The Association for UK Interactive Entertainment, 2021.
- ⁵ Overall averages for modern universities calculated from REF2021 results.

All data taken from HESA records 2021–22 and refers to undergraduates unless otherwise stated.