**Creative Europe in numbers**

- **609** projects involving UK organisations received **€203 million**
- **€68 million** of this was received directly by UK organisations
- **196** UK films also supported with **€32 million** of funding via European distributors
- Combined total of support to the UK of **€100 million** between 2014-19

- UK films receive **18%** of the funds awarded to distributors and sales agents Europe-wide
- Revenue generated by these MEDIA-supported UK films is just under **€575 million**
Creative Europe supports organisations throughout the UK

**UK Organisations** work with:

- **1,086 Culture partners**
- **37 Countries**

43% of cross-border Cooperation Projects have a UK partner

Creative Europe generates additional funding for the UK

- **€32m** to UK films (3.5 x leveraged)
- **€37m** MEDIA Funding (4 x leveraged)
## Impact on networks, partnership and internationalisation

- 76% of respondents established new partnerships beyond their Creative Europe project that would not otherwise have happened.
- 60% reported an increased appetite for working in Europe, and 73% for working in the rest of the world.

## Impact on audiences and cultural development

- 67% of respondents reached larger audiences internationally through their involvement in Creative Europe.
- 75% of respondents said their project made European content more accessible to UK audiences.
- 80 million audience members across Europe watched UK films supported by Creative Europe.

## Impact on creativity, innovation, research and development

- 90% of respondents’ projects involved innovation and experimentation.
- 57% of respondents said their funded project included a digital offer or made use of digital technologies.

## Impact on knowledge, skills and capacity

- 91% of respondents thought that the ability to draw upon international experience was important.
- 74% of respondents said Creative Europe had enabled them to promote new or emerging talent.
- 88% said they would have been unable to access the skills and knowledge they accessed other than through Creative Europe.

## Financial and economic impact

- 86% of respondents reported being more competitive in Europe.
- 77% reported achieving higher turnover.
- 63% reported being more profitable.
- 76% reported being financially resilient.

## Social impacts

- 63% of respondents said their projects included a focus on young people.
- 34% of respondents said their projects included a focus on women.

---

Creative Europe Desk UK offers free advice and support to UK-based applicants of Creative Europe. It is led by the Arts Council England, Creative Scotland and Welsh Government with support from the UK Department for Digital, Culture, Media and Sport and the European Commission.

[www.creativeeuropeuk.eu](http://www.creativeeuropeuk.eu)