

# CREATIVE NETWORKS



BIRMINGHAM  
City University

## Producers don't do ANYTHING!

*So why aren't they a waste of space?*

Thursday 25 June 2009

6.00pm until 9.00pm

Birmingham City University  
Millennium Point, Curzon Street,  
Birmingham B4 7XG



# CREATIVE NETWORKS



**THURSDAY 25 JUNE 2009, 6.00PM UNTIL 9.00PM**

**BIRMINGHAM CITY UNIVERSITY, MILLENNIUM POINT, CURZON STREET, BIRMINGHAM B4 7XG**

**PRODUCERS DON'T DO ANYTHING!**

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Creative Networks welcomes Steve Stopps, from Blitz Games Studios, who will talk about project management, explaining how and why the games industry is changing.

The games industry is now big business, with AAA titles requiring huge numbers of staff and budgets rivalling some Hollywood blockbusters. It is therefore not surprising that 'Project Management' has become more prominent. But how does formal project management fit within a creative industry?

Steve has a varied background as a project manager (from local government to marketing, not forgetting the games industry) and will share his front line experience.

**To join us for this FREE event, please email [creative.networks@tic.ac.uk](mailto:creative.networks@tic.ac.uk) or call Dave Taylor on 0121 331 5400. Alternatively, register online at our portal [www.creativenetworksonline.com](http://www.creativenetworksonline.com)**

There will also be the opportunity to see some examples of Birmingham City University students' final year project work.