

# [Press release: Top graduates put their games to the test at UK's biggest games gathering](#)

Tranzfuser, a graduate talent competition funded by the government and UK Games Fund (UKGF), sees [23 teams](#) from across the country battling it out for the grants which could take their games into the homes of millions of gamers.

The teams have been working over the summer to produce playable demos of their games and showcase them to the expected 75,000 people who will attend the show in Birmingham.

The teams will not only have to impress the thousands of game fans, but will need to pitch their projects to a panel of industry experts to be in with a chance of winning the funding.

Matt Hancock, Minister of State for Digital, said:

The UK's video games industry is one of our biggest success stories and the Government's UK Games Fund exists to ensure it has access to a steady pipeline of talent.

From concept through to publishing, Tranzfuser helps graduates hone the skills that are essential to the success of start-up companies and to growing the volume of original games made in Britain. I wish all of this year's entrants the best of luck at EGX.

Already awarded a grant of £5,000 from UKGF, the teams have been working on their own projects with invaluable support provided by a nationwide network of Tranzfuser Local Hubs based at some of the best universities for video game design and development, including Brunel, Glasgow Caledonian and Teesside.

Deborah Farley, Head of Talent and Outreach at UK Games Fund, said:

This year's teams have been phenomenally dedicated and passionate competitors. Each of the 23 teams has shown commitment, innovation and tenacity in what has been a challenging 10 week development window. Taking an idea from scribbles on paper to a playable demo at the UK's largest consumer video games event is an outstanding achievement, especially when you consider the teams are new to the industry.

Their success is in large part thanks to the support provided by our pioneering network of Local Hubs; the universities and innovation centres have gone above and beyond in their work with

the teams. We're thrilled to showcase the class of Tranzfuser 2017 to the 75,000+ attendees at this year's EGX.

The diverse bunch of teams have been working on all manner of fun and innovative games, from single-player puzzle-based games to multiplayer room-scale Virtual Reality experiences.

Eleanor Cunningham, Team Leader at Final Forge in Sheffield, said:

Tranzfuser has been an amazing venture for my team – every day we've learnt new things and improved as developers. Being able to combine our skills to create a game prototype for EGX has been one of the most enriching experiences we've ever had.

We now understand some of the ranging aspects of indie development, from general development, working collaboratively, grasping the business aspect to learning how to take an idea and make it a reality. This opportunity has been an invaluable chance to hone our skills, and we are all excited about our future and careers from this moment onward.

Rory Thomson, Programmer at Pocket Sized Hands in Dundee said:

Tranzfuser has been a bit of a wild ride. So many ups and downs over the course of the 10 weeks – from being invited to the Valve offices in Seattle to game breaking bugs that took a few days to fix.

Game development comes with a wide range of emotions and as you can imagine at times it can be pretty stressful. But with the support from the UK Games Talent team, we have got Honeypot Espionage to a stage where we are excited to show it off at EGX and we can't wait for the public to get their hands on it.

Laura Wells, Team Leader at Mochi Software in Cardiff said:

After graduating, it's tough to know what steps will help you 'breakthrough' into the games industry. That was especially true for us with the aspiration to start up our own studio. Tranzfuser has given us guidance at a crucial point of our development. Most importantly, it has allowed us to make a little magic!

**ENDS**

## **Notes to Editors**

The Tranzfuser competition is unique in being a UK-wide talent programme

linked directly to a prototype fund allowing new teams to benefit from grants and peer to peer interaction with a host of other early stage games development companies. 85% of the UK Games Fund and Tranzfuser's spend to date has been outside London.

Teams that secured support from UKGF in the first Tranzfuser in 2016 are now successful studios. Cold Sun Studios and Miracle Tea Studios are both working towards release of their funded projects.

Outside of Tranzfuser, the UK Games Fund supports young start-ups who can apply for funding. Companies such as White Paper Games (based in Manchester) and Coatsink (based in Sunderland) are both excelling as established indie games developers.

Since first being selected for funding, Coatsink has grown significantly with nearly 50 employees in the business and further growth plans to take that number up in the next couple of quarters. Their latest VR title, the critically-acclaimed Augmented Empire, was released in July.

Eddie Beardsmore, Chief Operations Officer at Coatsink said:

"Coatsink expanded rapidly over the last year. Due to our current project roster of over a dozen titles – all in various stages of development – we're looking to employ a further 15 to 20 developers by April next year.

"We continue to develop for multiple platforms and recently announced a partnership with Nintendo to bring our much-loved platformer Shu to the Nintendo Switch later this year. The UK Games Fund has provided a huge amount of support for the studio and we wouldn't be in this amazing position without them."

White Paper Games, a team of graduate colleagues who were supported by YEAR (the predecessor to the UK Games Fund) is doing incredibly well with the imminent release of a much-anticipated game The Occupation.

Pete Bottomley, Co-Founder of White Paper Games said:

"Working with the UKGF has been a great experience. The fund afforded us the additional time to push the quality and design of the game which ultimately allowed us to announce it in a strong position. This was instrumental to The Occupation's early success and interest and without this, I don't believe we would be in the position we are now. I can't recommend and praise the fund enough."

The participating teams and hubs are:

### **Teesside Launchpad, Teesside University (North East England)**

Fox Byte Games ☐

### **Futureworks Media School (North West England)**

Broken Pixel Studios ☐

Foxtrot 203

**University of Bradford\* (West Yorkshire)**

Gebba Games

**University of Huddersfield, Enterprise Team (West Yorkshire)**

Giant Games

Nocturnals

Shuttershade Studios

**Sheffield Hallam University (South Yorkshire)**

Final Forge

Inside Out Games

Grim Inc

**Brunel University (London)**

A Loaded Teaspoon

Drift

**Slime Time Studios Eastern Enterprise Hub (South East England)**

IndieByte

**Wrexham Glyndwr University (North Wales)**

Ethereal

Round Square Studios

Static Shell Studios

**University of South Wales (South Wales)**

Mochi Software Dark Planet Studios

Filthy Fresh Northern Ireland Screen (Northern Ireland)

No Piknik

**Abertay University (East Scotland)**

Pocket Sized Hands

## **[News story: MHRA statement on Essure devices](#)**

Advice for women following the decision by Bayer to withdraw the Essure device from the European Market.

Bayer has advised the Medicines and Healthcare products Regulatory Agency that they are withdrawing the Essure Device from the European Market.

The manufacturer has advised this is a commercial decision and is not related to any safety concerns and the device will continue to be available in the USA. They have also advised there is no need for women to have their device removed.

Patient safety is our highest priority and there is currently no evidence to suggest any increased risk to patient safety. Any women with questions should speak to their GP or healthcare professional.

We encourage any woman who has experienced a complication from her Essure device to report this to us through [the Yellow Card scheme](#), regardless of how long ago the implant was inserted.

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## **[News story: Innovate 2017: see the best in UK innovation](#)**

Some of the country's most forward-thinking businesses will showcase their products and ideas at Innovate UK's flagship event.

Almost 100 companies from across the UK will be exhibiting at [Innovate 2017](#).

If you're attending the conference as a delegate – whether that's as a start-up, investor, researcher or government official – you will get the chance to see new and novel products that are changing the world.

## Wearable tech to lightweight trumpets

In total 96 organisations will take part in the innovation showcase. Innovations that will be on display include:

- [Landreez](#), a portable, eco-friendly way for people to wash their clothes when they are travelling or away from home, from Chappell Solutions
- wearable, connected technology for children that helps to keep them safe, by [Child Angel](#)
- a pet monitoring system that tracks the health, activity and behaviour of cats and dogs, by [Felcana](#)
- a lightweight hybrid trumpet that is easier for young people to use, by [Warwick Music Group](#)

Two women wear AR headsets at Innovate 2016.

## Ones to watch

Other companies to look out for are:

- [Dynium Robot](#), which is developing an autonomous tractor that's of lower weight than traditional vehicles – modernising farming while reducing soil compaction. Also under development are fully electric vehicles that can perform emissions-free farming
- [HPI Technologies](#), which is developing a sensor system for use in helmets that can measure time, location and magnitude of forces to the head during impact to assist with medical interventions
- [Imagination Factory](#), which has developed its SwimAR head gear to be mounted to goggles and give swimmers access to real-time data on their performance. It includes a chronometer and lap counter
- [Lightfoot](#), which uses connected car technology to reward better driving. This should help to lower emissions and improve air quality, while making conditions safer
- [Sceenic](#), which integrates with existing over-the-top video and TV and set top technology to allow friends and families in different locations to watch TV together in a virtual living room
- [The Bluespot Knee Clinic](#), which is launching its Knee Tracker. This uses gamification to encourage patients to complete their knee rehab exercises

## Disruptive industries of tomorrow at Innovate 2016

[Innovate 2016 Day 2 – technologies of the future](#)

## About Innovate 2017

This year's event takes place from 8 to 9 November 2017 at the [National Exhibition Centre](#) (NEC) in Birmingham.

The programme includes:

- a main stage featuring key note speakers and panel discussions on the biggest challenges and opportunities for UK innovators
- practical seminars on the Industrial Strategy Challenge Fund and other business-critical topics
- a support zone with a range of UK businesses on hand to give advice
- one-to-one brokerage sessions
- tomorrow's innovators, a new strand that's designed to inspire the next generation
- plenty of networking opportunities

More than 2,500 people are expected to attend across the 2 days. Prices are £150 for a one-day ticket and £199 for both days.

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## [Press release: August 2017 Transaction Data](#)

The Transaction Data shows HM Land Registry completed 1,671,917 applications from its customers in August. This included 1,645,152 applications by account holders, of which:

1. Transaction Data is published on the 15th working day of each month. The September Transaction Data will be published at 11am on Friday 20 October 2017 at [HM Land Registry Monthly Property Transaction Data](#).
2. The monthly Transaction Data shows how many applications for first registrations, leases, transfers of part, dealings, official copies and searches lodged by HM Land Registry account customers were completed. For an explanation of the terms used, see [abbreviations used in the transaction data](#).
3. Transactions for value include freehold and leasehold sales.
4. Most searches carried out by a solicitor or conveyancer are to protect the purchase and/or mortgage. For example, a search will give the buyer priority for an application to HM Land Registry to register the purchase of the property.
5. As a government department established in 1862, executive agency and trading fund responsible to the Secretary of State for Business, Energy and Industrial Strategy, HM Land Registry keeps and maintains the Land Register for England and Wales. The Land Register has been open to public inspection since 1990.

6. With the largest transactional database of its kind detailing more than 24 million titles, HM Land Registry underpins the economy by safeguarding ownership of many billions of pounds worth of property.
  7. For further information about HM Land Registry visit [www.gov.uk/land-registry](http://www.gov.uk/land-registry)
  8. Follow us on:
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## [Speech: World Alzheimer's Day: could we create a world without dementia?](#)

Could we create a world without dementia in the near future?

This is the question that for years no one has dared to ask. We assumed – wrongly – that dementia was just part of the ageing process instead of the disease of the brain it actually is. But 4 years ago that changed. The UK hosted the first ever G8 dementia summit, which set the explicit ambition to find a cure or disease-modifying therapy for dementia by 2025.

Since then, governments have formally united in the fight against dementia, and adopted the first Global Action Plan on Dementia, during the World Health Assembly in May 2017.

In the UK we have done much to improve diagnosis rates, from one of the lowest to one of the highest in Europe. This matters because an early diagnosis can support patients to make lifestyle changes that slow the progress of the disease – and also help families make adjustments to make their dementia journey easier.

Public attitudes – and specifically the stigma around dementia – are also changing. We now have over 2 million Dementia Friends, and the first dementia-friendly communities – both of them signalling a sea-change in the compassion with which we approach the disease.

And the establishment of the UK Dementia Research Institute earlier this year will provide a new focal point for research across care, prevention and technology as well as biomedical science.

We can't do this alone. Our partnership with Japan, who pioneered Dementia Friends and like us faces many challenges with an ageing population, shows how valuable cross-border collaboration is when it comes to answering one of the biggest global health challenges of our times. We have been able to ensure a continued focus on dementia throughout Japan's presidency of the G7, with learning exchanges between both nations, a successful global symposium on Building A Dementia Friendly World, and the establishment of Global



Dementia Friends Ambassadors Carey Mulligan and Yuichiro Miura.

**Message from Japan's Dementia Supporters Ambassador, Mr Yuichiro Miura:**

[Yuichiro Miura](#).

But partnership needs to be not just between governments but with civil society and voluntary organisations as well. So we strongly support the brilliant work done by the Alzheimer's Society, Alzheimer's Research UK and other dementia-focused charities in the UK. And during the 2014 World Health Assembly, I was pleased to launch the Global Alzheimer's and Dementia Action Alliance, encouraging international NGOs to join global action against this condition.

In the end, though, our approach to dementia is quite simply a litmus test of how compassionate a society we want to be. Living with dementia can be horrific for the individual and their family – but it doesn't have to be. Social interaction – the love and support of family and friends – is one of the best possible ways to slow progression. We may not yet be able to cure the disease but we can all play a part in tackling the symptoms.