

## **CLOSING REMARKS**

**MRS. GISELLE DINZEY  
REGISTRAR AG.**

**AT THE LAUNCH OF THE SECTORAL INNOVATION MAPPING  
STUDY OF THE ANIMATION INDUSTRY**

**(10.30 a.m. – 10.40 a.m.)  
JULY 29, 2016**

**HILTON TRINIDAD AND CONFERENCE CENTRE  
(BELMONT SALON)**

**Minister of State in the Ministry of Education  
Dr. the Honourable Lovell Francis**

**Minister of Trade and Industry  
Senator the Honourable Paula Gopee-Scoon**

**Permanent Secretary of the Ministry of Education  
Mrs. Angela Sinaswee-Gervais**

**Permanent Secretary of the Ministry of Trade and Industry  
Mr. Norris Herbert**

**Representatives of the Business Community**

**Members of the Media**

**Government Officials**

**Specially Invited Guests**

**NIHERST Management and Staff**

**Ladies and Gentlemen**

**Good morning!**

It is no easy task to summarise in a few words all the information shared with us this morning. The SIM, the primary research tool used to

conduct research on the Animation Industry has unveiled a myriad of actors, and highlighted their roles, the intensity of linkages between actors, and equally important identified some of the tacit conditions and challenges encountered by our local animation practitioners.

For simplicity, I have divided my summary into two parts – Facts about the industry and the much relevant learnings for each stakeholder.

The facts are as follows:

The Animation Industry is indeed a **significant generator of income and employment** globally. The impetus that propels the industry to evolve and transform is the introduction of new technologies. Locally, our industry comprises a handful of studios with the **expertise** to get the job done. To keep their businesses afloat firms have adopted different business models. Owing to the industry's small size, there is a **level of intimacy** enjoyed by the actors. They know each other, and they know each other's expertise. In some cases, this close interaction augurs well in meeting the demands requested by local and foreign clients. There are business institutions within the enabling environment offering support services but none thus far offering support custom designed to suit the needs of the Animation Industry. Skilled human capital is essential. And while our current education system at the tertiary level offers some formal training, more is needed to keep the industry growing.

The relevant learnings are many:-

For **government**, the findings from this research bring to the surface the business needs and challenges encountered by our local animation practitioners. The study identifies specifically the areas where business and administrative support is needed.

For the **firms**, an awareness of your needs is vocalised and this sets the stage for dialogue, interventions and action to be realised.

For the **educators**, confirmation is given validating the worth of your programmes and the need to upgrade and offer more to a student population that is growing with interest.

Lastly, for the **business support institutions**, the gaps are identified and the installation of relevant support services considered and thereafter introduced can help grow the industry.

Before closing this launch let me thank all our speakers, and I sincerely wish to thank **You** the audience. I thank you for your presence here this morning and for your appreciation of the information unveiled by the **Sectoral Innovation Mapping Study of the Animation Industry**.

To echo the words of Dr. the Honourable Lovell Francis, Minister of State in the Ministry of Education “NIHERST is a bridging institution within your reach. We are here to support **you**.”

Thank You.