

We  
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That

# Good growth and MK's new ambition as a city



**Good Growth and MK's  
new ambition as a city**

**The Cultural Infrastructure Plan (CIP) for MK is an ambitious plan, rooted in robust evidence and producing clear 'next steps' for delivery.**

**It seeks to embed culture at policy level, in the same way we plan for housing and transport.**

# Planning for Cultural Infrastructure

## What does it look like in MK?

Cultural consumption



Vertigo VR



IF: MK International Festival



The Stables

Cultural production



DR Studio - Video games developer



SuperScan 3D - Set & prop printer



OS Studios -Recording & rehearsing

Supply chain sub-strata



AMD - Graphio card developer and manufacturer



MK Metals - Metal/bronze supplier



Power Care - Electrical installations

Everyday culture assets



MK Buzsy Skatepark



MK Market



Middleton Hall

## MK Now

**+52%**  
creative  
businesses  
2014-2019

A growing creative sector

**83%**  
economically  
active population

An engaged audience with spending power

**85%**  
of creative  
businesses  
are SMEs

A high proportion of small businesses

**22**  
million trees

A uniquely green city with 15 sq km of parkland  
per 10 people

**-45%**  
15-24 year olds  
than other  
similar cities

Losing young talent

**11 years**  
gap in life  
expectancy  
between most and  
least deprived

Huge gaps in disparity and health outcomes

## From New Town to New City

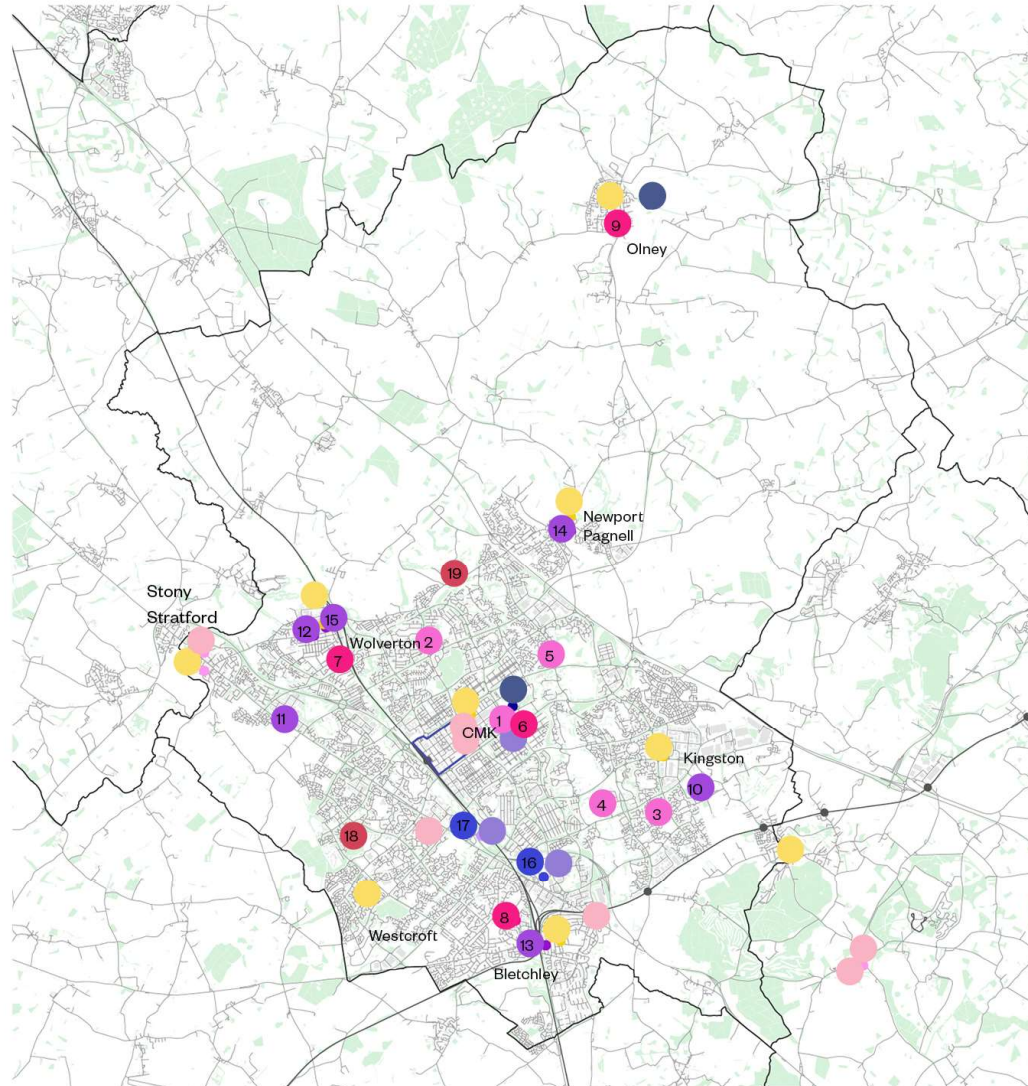
The Cultural Infrastructure Plan for Milton Keynes sets out a roadmap for how stakeholders can use culture as a tool to drive wellbeing and success and ensure a high quality of life as Milton Keynes' resident population grows.

It links together the city's significant existing assets with new opportunities to support and grow cultural production and consumption, engage new audiences, drive skills development and attraction and contribute to climate solutions.

The Cultural Infrastructure Plan embeds culture in all aspects of life.

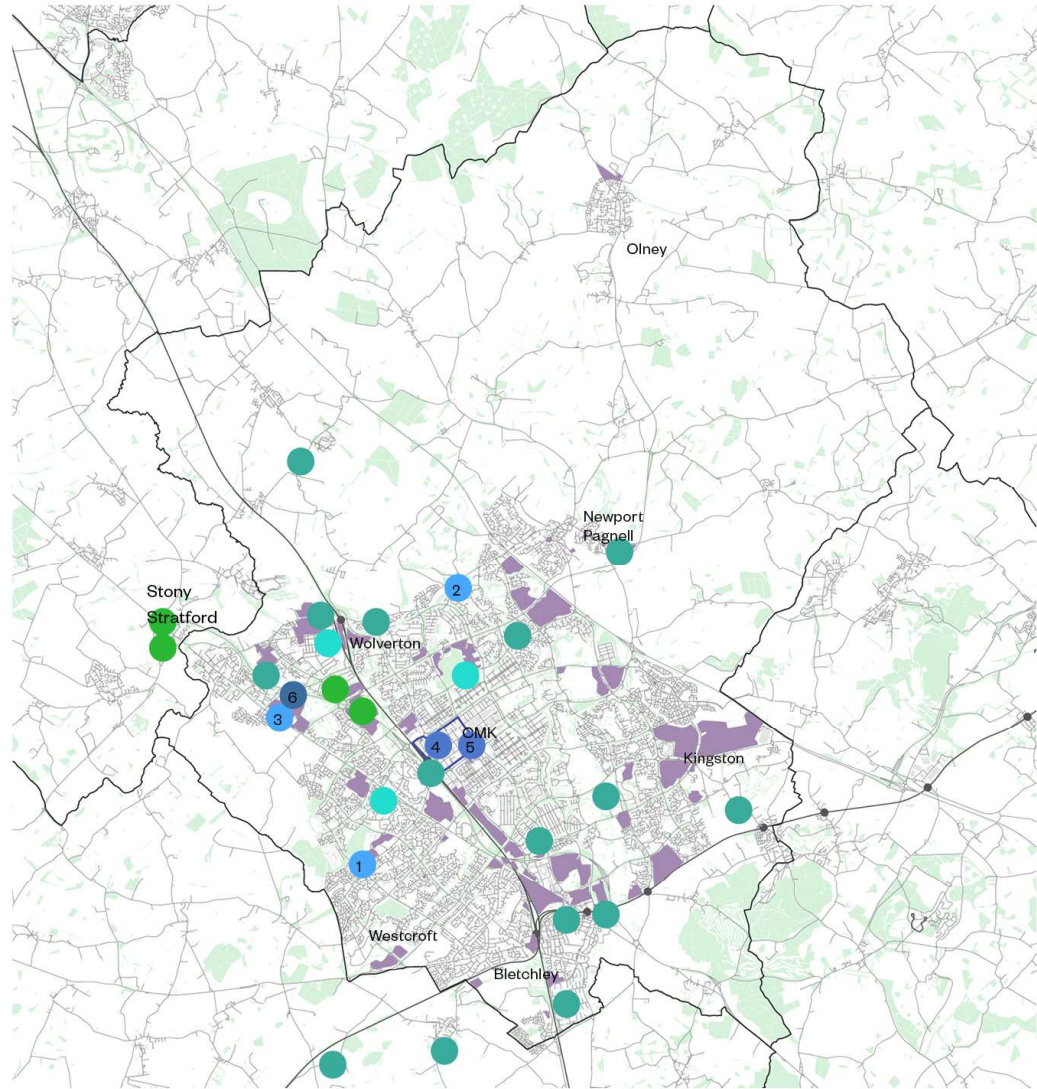
# MK Existing Cultural Consumption Spaces

- **Theatre**
  1. MK Theatre
  2. Stantonbury Theatre
  3. The Venue MK
  4. The Hub Theatre (Open University)
  5. Chrysalis Theatre
- **Museums and galleries**
  6. MK Gallery
  7. MK Museum
  8. Bletchley Park / Museum of Computing
  9. Cowper & Newton Museum
- **Live-music venue**
  10. The Stables
  11. MK11
  12. Unit Nine
  13. The Onyx
  14. The Sunset Lounge
  15. The Craufurd Arms
- **Large entertainment venue**
  16. Stadium MK
  17. The National Bowl
- **Arts hub**
  18. Westbury Arts Centre
  19. MK Arts Centre
- Libraries
- Commercial galleries
- Cinema
- Outdoor event spaces



# MK Existing Cultural Production Spaces

- **Artists studio**
  1. MK Arts Centre
  2. Westbury Arts Centre
  3. Arts Central @ Kiln Farm
- **Creative co-working**
  4. Witan Studios
  5. Exchange House
- **Makerspace**
  6. MK Makerspace @Sheds MK
- Music rehearsal and recording studios
- Dance/theatre rehearsal facilities
- Film and photo studios
- Employment land



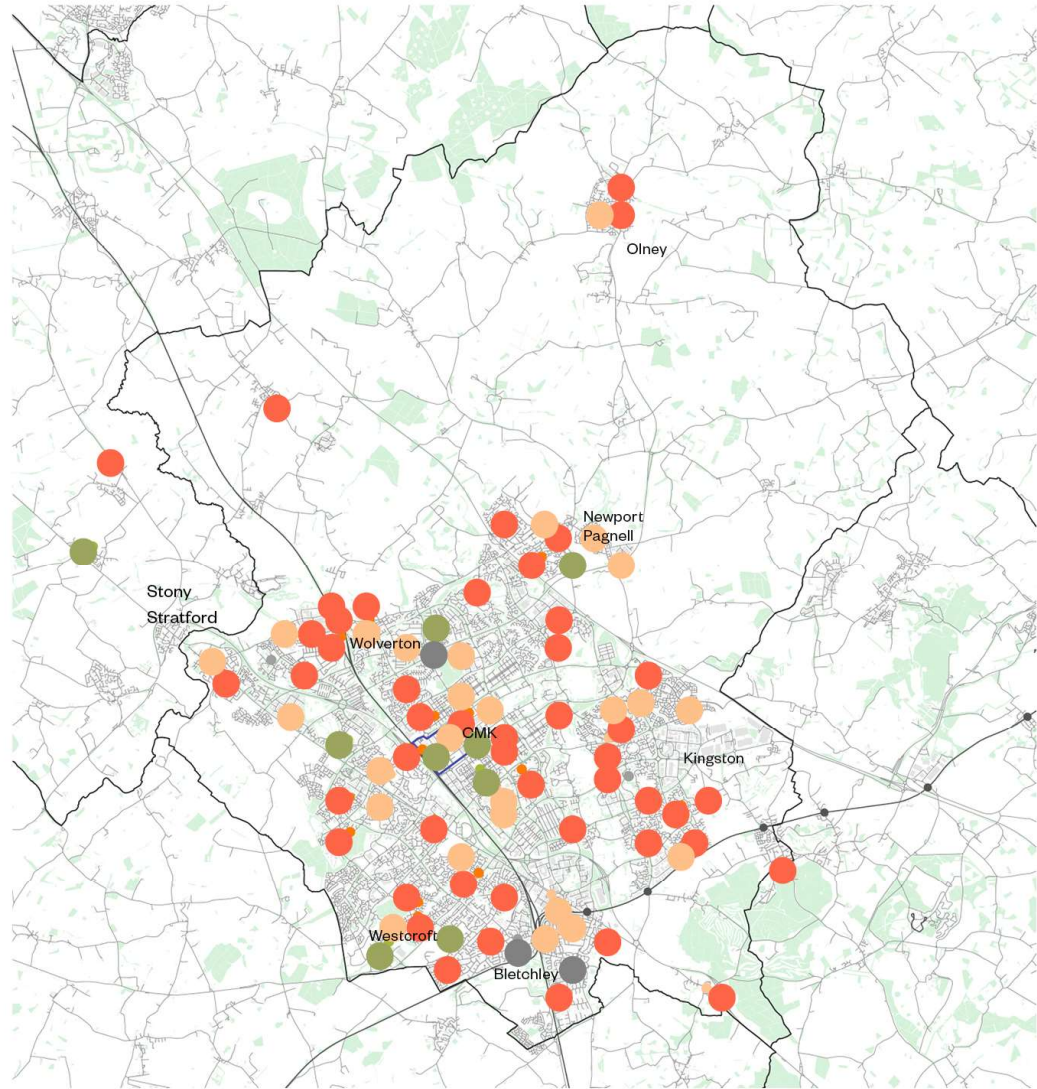
# MK Existing Community and Education Spaces

**Key**

Community & education

- Community centre and hall
- Creative education space
- Skatepark
- Event/conference space

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Scene-setting, Evidence and Work So Far

# Emerging Clusters: Creative Sector Business Base

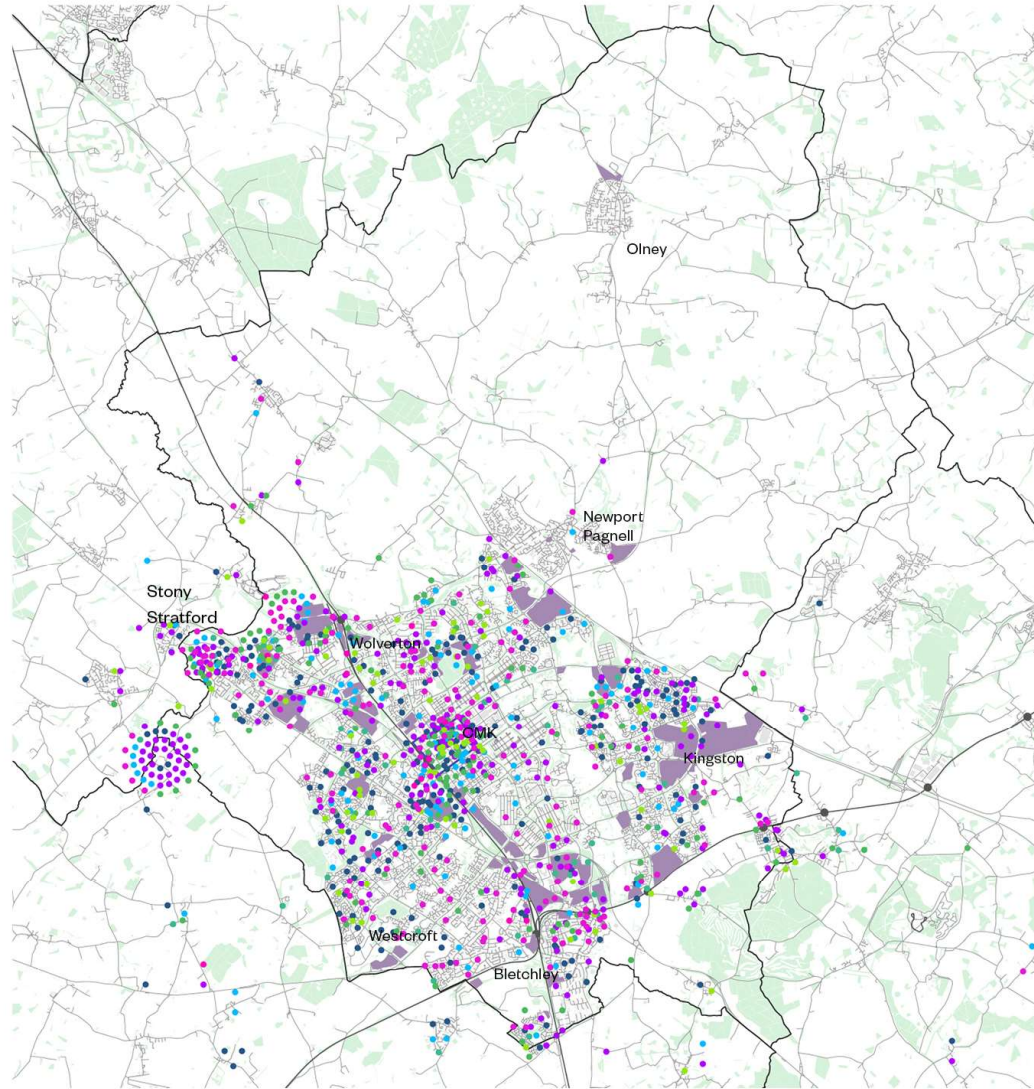
Key

Creative sectors

- Publishing
- Fashion
- Architecture
- Design
- Advertising
- IT, software & tech
- Film/TV, radio, photo
- Music, performing & visual arts
- Museums, galleries & libraries

Employment land

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Planning for Growth and Diversity in MK

01.03.2023

9

## Listening to MK voices

“We need more accessible places. Cultural places can only be reached by car or transport.”

**Youth workshop participant**

“Invest in infrastructure that supports and nurtures youth communities. We have enthusiastic youth communities thirsty for opportunity.”

**Cultural operator participant**

“The cultural and creative sector in MK needs to be joined up and be able to better work together, despite being physically far.”

**Cultural venue participant**

“Bring people together to develop inclusive projects, venues and events.”

**Civil society participant**

Cultural Infrastructure

## Learning from elsewhere as Milton Keynes grows

### Nantes, France

Population: 314,138 (1 million)  
Area: 65.19 sq. km. (3,371 sq. km)



Les Machines de l'Île, Nantes

Established new venues and festivals spanning electronic and digital arts to horticulture.

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### Porto, Portugal

Population: 291,962 (2.4 million)  
Area: 41.42 sq. km. (2,040 sq. km)



Casa de Musica, Porto

Transformed existing spaces for new forms of creative production uses alongside new flagship venues

Planning for Growth and Diversity in MK

### Eindhoven, The Netherlands

Population: 337,487 (760,611)  
Area: 88.92 sq. km. (1,457sq. km)



Brainport, Eindhoven

Pioneered cooperation with high-value knowledge sectors to pursue economic and societal benefit

01.03.2023

## How do we ensure that our city and its citizens continue to prosper into the future?

### **Foster links between different parts of the cultural ecosystem**

Support interaction between world class creative and cultural sectors, supply chain businesses and other stakeholders.

### **Contribute to creative climate solutions**

Use cultural infrastructure to enable and support climate outcomes in a leading green city.

### **Transform quality of life, health and wellbeing for individuals**

Leverage cultural infrastructure to support and operationalise community health, wellbeing and inclusion outcomes.

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