

FOR IMMEDIATE RELEASE

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## THE NEW National Professional Registration Framework Launches for Creative Industries and Technologies Technical Workforce

**The UK now has a Creative Registration Framework recognising technical professionals, with a clear pathway from early career practice to strategic leadership and specialist expertise.**

The IST, the professional body for the technical workforce, today announced the launch of the Creative Registration Framework (CRF), a new professional accreditation framework for technical professionals working across the Creative Industries and Technologies sector.

Endorsed by Creative UK, the framework introduces three levels of professional registration, creating a clear pathway for career progression from entry-level technical roles through to strategic leadership positions:



The framework establishes a recognised professional pathway for creative technologies practitioners, helping employers identify capability, supporting workforce development and providing individuals with independent recognition of their professional achievements.

The launch comes at a time of significant growth in the UK's creative economy, with creative technologies increasingly intersecting with areas such as immersive media, digital production, virtual environments, AI-enabled creative practice, advanced manufacturing, and higher education.

The framework has been developed to recognise the expertise of technical professionals whose contributions are essential to innovation, teaching, research and production across these sectors.

The Creative Registration Framework is believed to be one of the first dedicated accreditation schemes in the UK specifically developed for technical professionals working across the Creative Industries and Technologies sector and designed to support long-term professional development throughout an individual's career.

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**Professor Tracy Harwood, Chair of the IST Creative Steering Group said:**

“ Creative technologies are rapidly becoming one of the UK’s most important future career sectors, bringing together innovation, digital capability and creative practice in ways that are transforming industry, education and society.

Government-backed initiatives such as the Creative Industries Sector Plan, the Create Growth Programme and Innovate UK’s investment in creative industries clusters all recognise the sector’s strategic importance to the UK economy.

The launch of a professional registration framework through the Institute of Science & Technology and Creative UK is therefore a significant milestone, helping to formally recognise the expertise of creative professionals and technical practitioners, while strengthening career pathways, professional standards and the future growth of the UK’s creative economy. ”

**Simon Hooper, Head of Membership, Creative UK said:**

“ The Creative Industries are rich with highly skilled professionals, working across a range of specialities.

We’re pleased to see accreditation being made available for individuals, in acknowledgment of the amount of talent that powers our amazing sector. ”

**Terry Croft MBE, FIScT, Chair & CEO of the IST, said:**

“ *The creative framework represents a significant step forward in recognising the contribution of technical professionals across the creative industries and technologies sector.*

*Working closely with Creative UK and partners from Higher Education and industry, we have developed a framework that not only recognises professional competence but also provides a clear pathway for career progression from technician level through to advanced professional practice and leadership.*

*We believe this framework will help strengthen professional identity, support workforce development and recognise the vital contribution technical professionals make to the UK's creative economy. ”*

The three registration levels reflect increasing responsibility, autonomy and decision-making, as well as an cumulating professional influence (examples of creative roles aligned to these registers can be found at the end of this document in the **Appendix 1**):

**Registered Technician (RTCIT)**

- ⇒ Recognising competent technical practice within defined frameworks, including apprentices, trainees and early-career professionals.

**Registered Practitioner (RPCIT)**

- ⇒ Recognising experienced professionals operating independently and exercising professional judgement in complex technical and creative environments.

**Advanced Practitioner (APCIT)**

- ⇒ Recognising senior professionals and strategic leaders responsible for shaping projects, systems, teams and organisational outcomes.

Across all levels, registrants demonstrate professional competence, ethical practice and a commitment to continuing professional development.

Applications for the Creative Registration Framework are now open.

Further information, eligibility criteria and application details can be found at:

<https://istonline.org.uk/professional-registration/creative-registers/>

### Who Are The Registers For

The UK Government and creative sector bodies commonly recognise the following twelve creative industries sub-sectors. Below are examples of the Creative Industries Sub-sectors, information about the Technical Workforce can be found in **Appendix 2**.

- 1. Advertising and Marketing**
- 2. Architecture**
- 3. Crafts**
- 4. Design (Product, Graphic, Fashion and Industrial Design)**
- 5. Film, TV, Video, Radio and Photography**
- 6. IT, Software and Computer Services**
- 7. Publishing**
- 8. Museums, Galleries and Libraries**
- 9. Music, Performing Arts and Visual Arts**
- 10. Games**
- 11. Cultural Education and Heritage**
- 12. Creative Technology (including Immersive, XR and Emerging Technologies)**

### Cross-Cutting Technical Roles

Many technician roles operate across multiple creative industry sub-sectors, including:

- Lighting and / or Sound Technician
- Broadcast and / or Production Engineer
- Production Technology Manager
- Creative Technologist
- Systems Integrator
- AV Technician
- Digital Imaging Technician (DIT)
- Conservation Technician
- BIM Technician
- Technical Artist
- Virtual Production Technician
- Exhibition Technician
- Studio Engineer

## Notes to Editors:

### About Creative UK

[wearecreative.uk](http://wearecreative.uk)

Creative UK is the national network for the Creative Industries. They are an independent membership organisation that champions the value of the Creative Industries. Creative UK know that talent is everywhere, but opportunity is not. They connect talent, business and organisations across the Creative Industries; from arts and culture, film and TV and video games to design, publishing and architecture and everything in between.



At Creative UK, they support companies and people working in the creative sector by offering development opportunities at a local and national level, through their network of partners across the UK. They invest by identifying untapped potential to accelerate growth, providing tailor made resources and financial expertise.

### About the IST

[istonline.org.uk](http://istonline.org.uk)

The IST is the professional body for specialist, technical and managerial staff.

Whilst we have been serving our members for over 75 years, our aim is to continually move forward and expand our horizons so that we can best position ourselves to support our members, and the wider technical community, in respect of their needs within the ever-changing and challenging 21st century.



We reach out to provide focused support for technical practitioners, specialists and managers in the creative, STEMM and artificial intelligence technologies, working across a broad range of sectors including industry, local authorities, schools, education, research/analytical/health facilities, government departments and organisations in the UK and overseas.

## Quick Links:

Link to further information and to apply:

<https://istonline.org.uk/professional-registration/creative-registers/>

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**Create. Innovate. Collaborate.** Working together for a brighter, more creative world.

## Appendix 1:

Examples of creative roles aligned to this register include:

### Registered Technicians (RTCIT)

- Junior Lighting Technician (theatre or live events)
- Assistant Sound Technician
- Broadcast Engineering Technician
- Junior Post-Production Technician
- Costume Technical Assistant
- Scenic Construction Technician
- Camera Assistant
- Digital Media Support Technician
- Games QA Technician
- Museum Conservation Technician
- Craft Workshop Technician
- Garment Technology Technician
- Print Technician

### Registered Practitioners (RPCIT)

- Lighting Programmer Technician
- Broadcast Systems Engineer
- Senior Sound Designer and Audio Technician
- Production Technology Manager
- Digital Imaging Technician (Film and TV)
- Exhibition Manager
- Virtual Production Technician
- Post-Production Workflow Specialist
- Games Technical Artist
- Senior Conservation Technician
- Senior Craft Technician
- Fashion Garment Technologist

### Advanced Practitioners (APCIT)

- Head of Technical Production
- Chief Broadcast Engineer
- Director of Production Technology
- Technical Director (Theatre)
- Head of Virtual Production
- Senior Systems Architect
- Director of Post-Production Operations
- Principal Conservation Scientist
- Head of Studio Engineering
- Creative Technology Director
- Studio Technical Director (Games)
- Head of Technical Craft Production
- Director of Technical Innovation (Fashion)

The examples listed above are illustrative only and do not represent an exhaustive list of roles associated with each register. They are intended to provide a starting point for individuals seeking professional registration and to help identify the register that most closely aligns with their experience and responsibilities. Many roles may span more than one register, depending on the scope and level of practice.

Further advice and guidance on selecting the most appropriate register is available from the IST team, who are happy to help.

## Appendix 2:

Who Are The Registers For: The UK Government and creative sector bodies commonly recognise the following twelve creative industries sub-sectors. Below are examples of the Creative Industries Sub-sectors Technical Workforce.



**01. Advertising and Marketing** - Digital Campaign Technician, Marketing Technology Technician, Studio Production Technician, Marketing Technology Specialist, Data and Analytics Practitioner, Creative Technology Manager **and** Creative Director.



**02. Architecture** - Architectural Technician, BIM (Building Information Modelling) Technician, Computer-Aided Design (CAD) Technician, Senior Architectural Technologist, BIM Manager **and** Digital Design Systems Lead



**03. Crafts** - Jewellery Workshop Technician, Ceramics Technician, Textile Production Technician, Master Craft Technician, Workshop Manager **and** Technical Production Specialist



**04. Design (Product, Graphic, Fashion and Industrial Design)** - Prototype Technician, Design Studio Technician, Fashion Garment Technician, Technical Design Manager, Product Development Specialist **and** Design Technology Lead



**05. Film, TV, Video, Radio and Photography** - Camera Technician, Broadcast Technician, Editing Assistant, Broadcast Engineer, Digital Imaging Technician (DIT) **and** Post-Production Supervisor



**06. IT, Software and Computer Services** - Software Support Technician, Network Technician, Creative Technology Technician, Software Engineer, Solutions Architect **and** Creative Technologist



**07. Publishing** - Digital Publishing Technician, Content Production Technician, Print Production Technician, Publishing Systems Manager, Workflow Specialist **and** Digital Production Manager



**08. Museums, Galleries and Libraries** - Conservation Technician, Collections Technician, Exhibition Installation Technician, Conservator, Collections Systems Manager **and** Exhibitions Technical Manager



**09. Music, Performing Arts and Visual Arts** - Stage Technician, Lighting Technician, Sound Technician, Technical Stage Manager, Lighting Designer and Programmer, Head of Sound **and** Technical Director



**10. Games** - QA Technician, Games Support Technician, Motion Capture Technician, Technical Artist, Gameplay Systems Specialist **and** Lead Tools Developer



**11. Cultural Education and Heritage** - Learning Resources Technician, Heritage Site Technician, Archive Technician, Heritage Technology Manager, Digital Learning Specialist **and** Archive Systems Manager



**12. Creative Technology (including Immersive, XR and Emerging Technologies)** - Virtual Production Technician, XR Support Technician, Motion Capture Technician, XR Developer, Virtual Production Supervisor **and** Creative Technology Director

The roles listed within each sub-sector are examples of the technical workforce and are provided for guidance only. They do not constitute a definitive or comprehensive list of occupations.

Many technical professionals work across multiple creative industries sub-sectors, and job titles may vary between organisations and areas of practice. The examples are intended to assist individuals in recognising the relevance of their experience to professional registration.

Further guidance is available from the IST team.

**[ END ]**