

# A BRIEF HISTORY OF FACTORY INTERNATIONAL

**2013**

Granada Studios closes. It is sold to property development company Allied London and Manchester City Council for £26 million.

**2014**

Then-Chancellor George Osborne announces plans to build Factory International as part of the Northern Powerhouse programme. He pledges £78 million.

**2015**

The council awards international architectural firm Office for Metropolitan Architecture design contract worth £9.5 million.

**2017**

The council grants planning permission for the building in January. Construction begins in February.

**2017**

The Factory Trust is established to fundraise for the new venue and make it accessible to all. Former chief executive of Manchester City Council Sir Howard Bernstein is brought in as the charity's chair.

**2018**

The Government provides Arts Council England with an additional £9 million per annum to provide Factory with revenue support.

**2018**

Factory International launches Factory Academy in partnership with the Greater Manchester Skills Consortium. This offers free training programmes for people looking to start new careers in the cultural and creative sectors.

**2020**

Manchester International Festival introduces Virtual Factory, a series of online commissions inspired by the venue, its architecture and the history of the site. Its first commission in July – Your Progress Will Be Served – saw the building modelled in the global gaming platform Fortnite Creative.

**2022**

Factory International releases its first programme in September. It features a Matrix-themed experience directed by Danny Boyle, and a show by Japanese contemporary sculpture artist Yayoi Kusama.

**2022**

Manchester International Festival take ownership of the site at the end of the year.

**2023**

First Breath opens in January, a light installation by Luke Jerram – the visual artist behind Gaia, the inflatable Earth sculpture that came to Manchester in 2019.

**2023**

Factory International is set to open in June.