

FOOD PROCESSING



Benoît Keppenpe,
General Manager,
Puratos Canada

“With 30 million people, the market is lucrative and well developed. The country produces many of the raw ingredients, such as top-quality grains, that we use in our [products]. Our business also relies on access to a reliable transportation network, and Canada is first-rate.”

- In 2007, the Canadian food and beverage processing industry employed 286,000 Canadians and produced shipments worth \$83.7 billion.
- Canada is a powerhouse of grain and oilseed processing, with more than 3.5 million tonnes of grain products exported to over 30 countries.
- From farm to plate, the country has one of the world's best food inspection systems.
- Canada is at the leading edge of agricultural biotechnology.
- Canada is a world leader in increasingly popular end-product ingredients such as wheat gluten, bioactive compounds and bio-based industrial applications.

PLASTICS AND CHEMICALS



Kevin Jüngel,
North American
Vice-president,
WEICON

“[In locating our regional headquarters,] we chose Canada over the United States because the Canadian government provides a great deal of support to investors and makes the whole process so much easier. Another critical factor in choosing our North American headquarters was the high quality of life that it would offer to future employees.”

- Canada's plastics and chemicals sector employs 198,000 workers, and had \$81 billion in revenue in 2007.
- For plastics, Canada offers the lowest production costs in the G7.
- The top three—and six of the top 10—North American mould makers in 2008 were Canadian companies.
- Nine of the world's 10 largest plastics and chemicals companies have a production or R&D facility in Canada.
- Canada's ready reserves of raw materials ensure that foreign investors in the chemicals and plastics industry in Canada achieve economies of scale and lower cost production.

DIGITAL MEDIA GAMES



Yannis Mallat,
President and CEO,
Ubisoft Montréal

“Ubisoft continues to expand its presence in Canada thanks to a very favourable business climate and the availability of a skilled workforce.”

- In 2008, 250 digital games software companies in Canada employed more than 14,000 staff and produced over \$2.2 billion in revenues.
- 500 companies in Canada work across the entire gaming value chain: hardware, development tools, supporting tools and services, developers and publishers.
- Some 20 percent of the top-selling games in North America are developed in Canadian studios.
- Canada is a world leader in the “serious games” market, building highly accurate simulations for industrial training, defence, and aerospace applications.