Why Talent is not Enough to Kickstart Your Game Dev Career and The Importance of Central European Initiatives

Mariebeth Aquino, Chairwoman







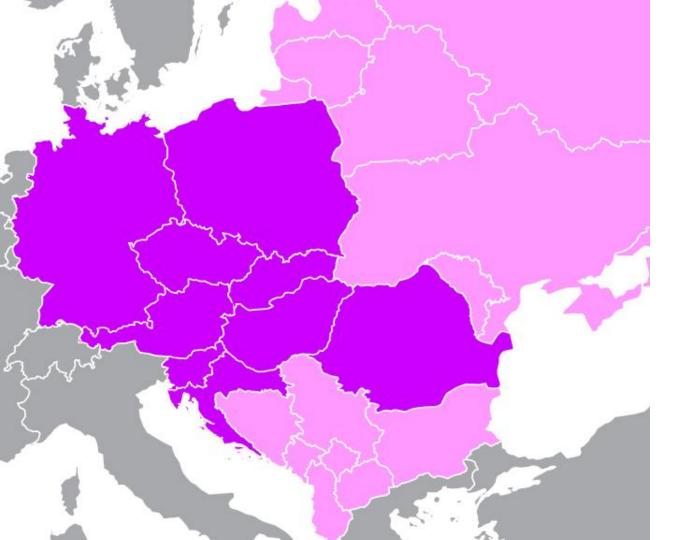




CHASING X AURORA







Germany
Poland
Czech Republic
Slovakia
Austria
Hungary
Romania

Slovenia Croatia

Estonia

Latvia Lithuania

Bulgaria

Albania

Bosnia Herzegovina

Kosovo

Macedonia Mantanagra

Montenegro

Serbia

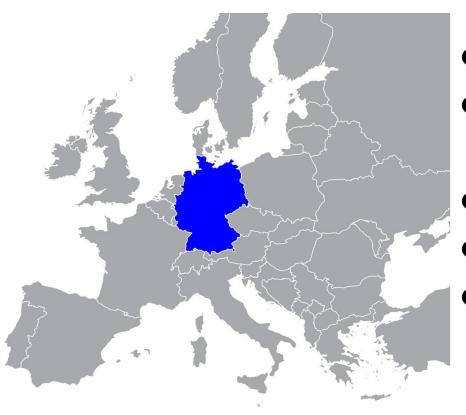
Belarus

Moldova

Ukraine

Russia

German Game Market



- population: 80 mio
- individuals in game industry: 10.350
- 320 companies
- #2 market in Europe
- Turnover of 1.8 billion € in 2013

French Game Market



- population: 66 mio
- 5.000 direct
- 10.000 indirect in game industry
- 300 companies
- Turnover of 2.9 billion € in 2014

Austrian Game Market



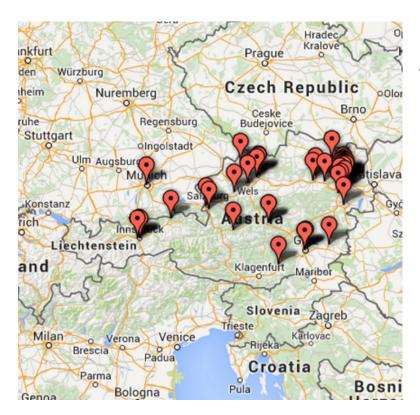
- 700+ individuals in game industry
- 120+ companies
- Games Austria

Population 8,4 mio

Sproing, Bongfish, Cliffhanger, Broken Rules, Mipumi, Socialspiel, Stillalive Studios, DoubleSmith, ...

Games Austria





Association for the advancement of game development

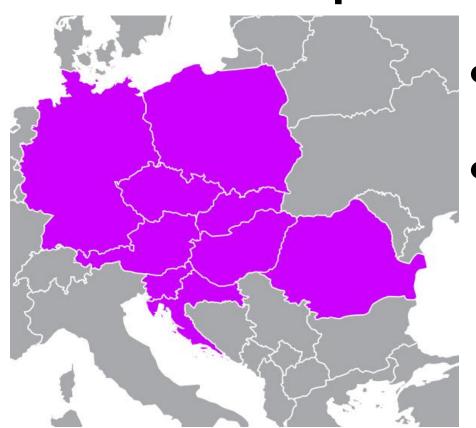
- Non-Profit
- Independent



How To Advance the Games Industry

- Drive Innovation
- Create Strong Ecosystem
- Promote Growth & Sustainability
- Encourage Partnerships
- Increase Access to Investments/Funds

Central Europe

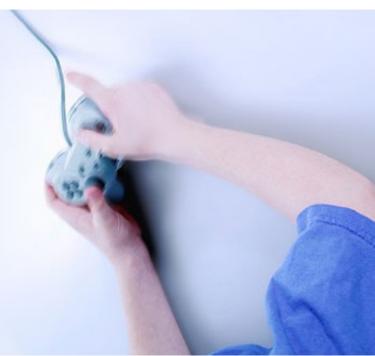


- individuals in game industry: ????
- est. companies ???



"CEE get organized!"

- Guillaume de Fondaumiere, Chairman EGDF



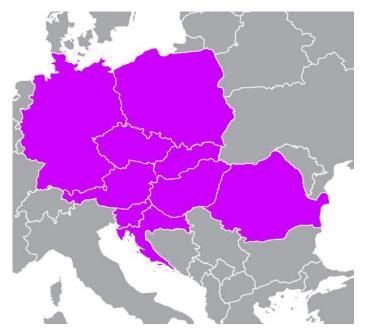
Central European Games Conference







www.cegconf.com









Stand out

- Celebrate diversity
- Create Sharing Culture
- Engage with your community

Talent + Professionalism Passion + Endurance



Mariebeth Aquino, Chairwoman

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