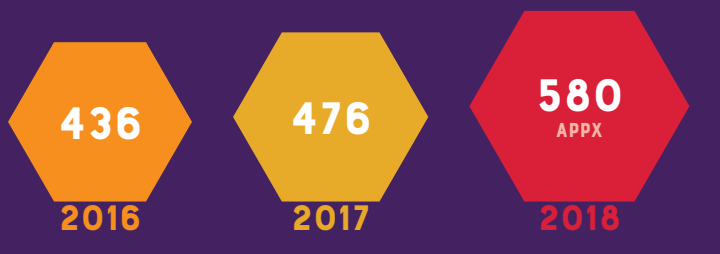


GAMES INDUSTRY IN SLOVAKIA AT A GLANCE

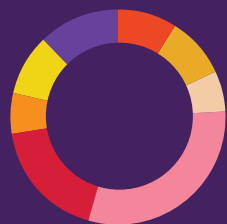
YEARLY TURNOVER



NUMBER OF PROFESSIONALS



WOMEN IN SLOVAK GAMEDEV



POSITIONS OCCUPIED BY WOMEN IN SLOVAK GAMEDEV

30%	GRAPHIC ARTIST	9%	OFFICE MANAGER
18%	GAME DESIGNER	9%	OTHER
12%	PROGRAMMER	6%	PRODUCER
9%	MARKETINGS / SALES	6%	PR



WOMEN
2017

GAMES IN
DEVELOPMENT
IN PARALLEL

>1.5



POSITIONS THAT ARE HARDEST TO FILL

PROGRAMMER	62%
LEVEL DESIGNER	43%
MARKETING AND SALES	38%
GRAPHIC ARTIST	24%
PRODUCER	19%

COMPANIES AGE

25%

FOUNDED
IN 2017

43%

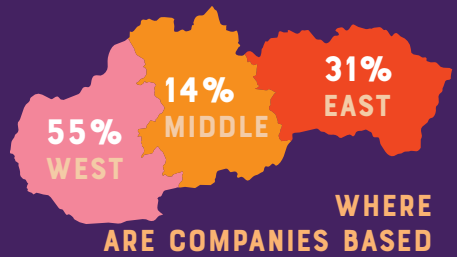
+5
YEARS

25%

+10
YEARS

7%

+15
YEARS



FOREIGNERS IN THE SLOVAK GAMEDEV

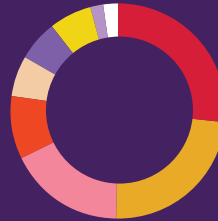
57%

OF STUDIOS ARE EMPLOYING
AND/OR PLANNING TO EMPLOY
MORE GAME DEVELOPERS
FROM ABROAD

43%

OF STUDIOS ARE NOT
EMPLOYING GAME
DEVELOPERS FROM ABROAD

POSITIONS OCCUPIED BY PROFESSIONALS FROM ABROAD

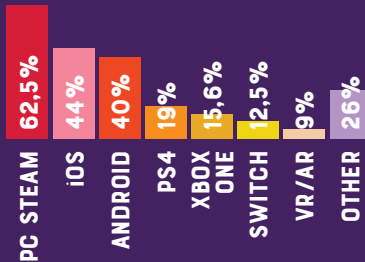


26% GRAPHIC ARTIST
23% GAME DESIGNER
17% PROGRAMMER
9% PRODUCER
6% SOUND DESIGNER
6% SOUND DESIGNER
6% MARKETING/SALES
2% TESTER
2% PR

NUMBER OF
EMPLOYEES
PLANNED FOR
HIRING IN
COMING YEAR
APPX.

100

NEXT PROJECT WILL BE
RELEASED ON:

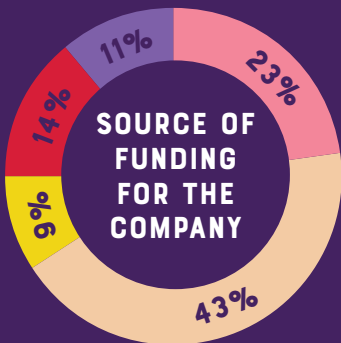


PUBLISHING MODEL USED FOR
GAMES RELEASED IN 2017



12% FOREIGN PUBLISHER
29% PLATFORM HOLDER

SOURCE OF
FUNDING
FOR THE
COMPANY



INVESTMENT
OUTSIDE OF THE
GAMES INDUSTRY

SELF-FUNDING

PUBLISHER

SELF-FUNDING
+ STATE GRANTS

OTHERS

CURRENT STATE SUPPORT

IN THE LAST 2 YEARS MORE THAN
50 PROJECTS ACROSS ALL STAGES OF
DEVELOPMENT WERE SUPPORTED VIA
SLOVAK ART COUNCIL WITH

650.000 €

u. fond
na podporu
umenia

SUPPORTED USING PUBLIC FUNDING
BY SLOVAK ARTS COUNCIL

+ SLOVAK
GAME DEVELOPERS
ASSOCIATION

SGDA UNITES GAME DEVELOPERS AND
CREATORS OF DIGITAL GAMES IN SLOVAKIA

DOWNLOAD THIS BROCHURE AND FIND
OUT MORE HERE: WWW.SGDA.SK