



SLOVAK GAME INDUSTRY 2018



THIS IS OUR FIRST

If you had asked me some years ago how many game developers were working on projects in Slovakia, in the best case scenario I most likely would only have been able to hazard a guess. And that guess would probably have been inaccurate.

Nearly a decade ago we laid the humble foundations for what would become a platform that connects third parties outside the industry as well as government agencies with the ever-growing local games industry with +30 years of experience. We continue to seek various questions, yet our vision remains clear: to create a sustainable ecosystem from education to accelerating business, from investors to state support, from innovative ideas to releasing a product worldwide.

Early pioneers energised by the fledgling DIY scene blossoming behind the barren Iron Curtain are now industry leaders - they help to shape new generations of game developers which are hungry for new skills and experience.

If you asked me today how many game developers are working in Slovakia, I would be able to give you a clear answer: and you are holding it in your hand.

For the very first time, we're uniting game development studios and professionals to highlight a market that has a wide range of studios and talents.

This is our inaugural brochure publication - and marks the beginning of many more activities. This is the story of Slovak game developers.

Marian Ferko, president SGDA

State of the Slovak Games Industry Report

Slovakia's game development industry growth is gaining pace - the number of Slovak projects published globally will reach 300 with yearly turnover of more than EUR 42 million in 2018.

YEARLY TURNOVER



The estimated turnover of Slovak computer and digital game creators will reach EUR 42.7 million in 2018, which represents year-on-year growth of 18% - a growth trend that will create approximately 100 new jobs this year alone.

NUMBER OF PROFESSIONALS



NUMBER OF COMPANIES
35

55

GAMES
RELEASED IN

2017

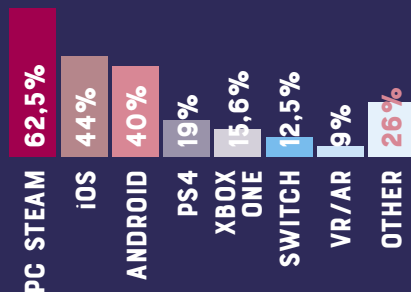
According to the survey conducted with 35 companies by the Slovak Game Developers Association during Q1 2018, 580 professionals across all disciplines (technical and art) will be working in the games industry by the end of 2018 in Slovakia. Nevertheless, due to a lack of skilled labour force - especially computer programmers and designers - over half of respondents already employ and/or are considering employing professionals from abroad. This disparity between local supply and demand for the necessary employees will increase in coming years.

268

GAMES
RELEASED

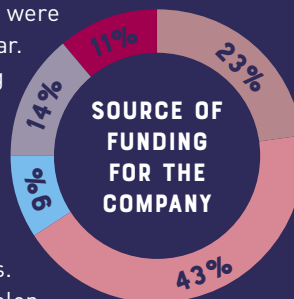
SO FAR

NEXT PROJECT WILL BE RELEASED ON:



The majority of studios in Slovakia rely on self-publishing (60%), while only 12% are using third-party distribution and publishing services. Roughly the same percentage (57%) only invest their own funds in projects, and only 26% of survey respondents have utilised the Slovak Arts Council's support for multimedia work so far.

Fifty-five projects available on all distribution platforms were published globally last year. More than 300 gaming projects for all available platforms, including virtual reality and augmented reality, have been published globally so far by participating companies. Studios in Slovakia develop more than one project on average.



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 ARTS COUNCIL WITH

650.000€

More than 50 projects across all development stages have been supported and co-funded by the Slovak Art Council with over EUR 650,000 in the last two years.

STUDIOS



DayZ is a gritty, authentic, open-world survival horror hybrid-MMO game in which players pursue a single goal: to survive in the harsh post-apocalyptic landscape for as long as possible. Players can experience powerful events and emotions arising from the ever-evolving emergent gameplay. There are no waypoints, built in tutorials, or help given to players. Every decision counts – and without game saves or extra lives, every mistake can be lethal.

Target platform: PC / Xbox One / Playstation 4 | Current state: Beta, Game preview, in development

BOHEMIA INTERACTIVE

www.bohemia.net



Independent game development studio that focuses on creating original and state-of-the-art video games.

Pursuing aspects of simulation and freedom, Bohemia Interactive has built up a diverse product portfolio that includes the popular Arma® and Take On® series, DayZ®, Ylands®, VIGOR®, and various other proprietary software. With its high-profile intellectual properties, multiple development teams across several locations, and own motion-capturing and sound recording studio, Bohemia Interactive has become a key player in the PC game entertainment industry.

Based in Bratislava
Founded in 2014
45 members

Selected published titles:
ARMA, VIGOR, DAYZ

Contact:
info@bistudio.com





Tanks A Lot! by Cellense



Incredibly dynamic and fun multiplayer game. Build your tank from dozens of parts, play with your friends & dominate the arena - 3 vs 3 PVP action. Try different tactics and win. Choose a tank and join the battle!

Target platform: iOS / Android | Current state: Globally Launched



Cellense is a leading meta-publishing company that helps the world's fastest-growing game companies – such as Fingersoft, Frogmind (Supercell), Paradox, and BoomBit – to improve, launch and scale their games with analytics, live-ops and user-acquisition. Cellense has worked on over 50 games with over two billion downloads to date.

Based in Bratislava
Founded in 2016
12 members

Selected published titles:
Tanks A Lot, Drive Ahead!,
Hill Climb Racing 2

Contact:
hello@cellense.com



Blood will be Spilled

by Doublequote Studio



Target platform: PC / Nintendo Switch | Current state: In development

Doublequote Studio

www.doublequotestudio.com



Since early 2015 Doublequote Studio has been working on its first project - Blood will be Spilled. This is a completely hand-drawn spaghetti western 2D platformer with tactical turn-based combat in a world inhabited by insects. Players follow the story of mosquito bounty hunter Jack on his path of revenge.

Based in Bratislava
Founded in 2014
4 members

Contact:
hello@doublequotestudio.com





Spacetrīs by eof studios

SPACETRIS



Spacetrīs is an arcade 2D space shooter where a spaceship is constructed from blocks. Each block has a specific function - so the spaceship assumes those qualities: versatile, all-rounder, or massive firepower. Defeat waves of enemies and a boss to liberate space stations, and upgrade and rebuild your ship to increase your odds in the fast-paced combat.

Target platform: Windows (Itch.io and Steam)



eof studios is a small indie studio of passionate game developers and Android app programmers. We entered the Edutainment market with the gag Android app Push to Swear. Following our passion for gaming, we began working on Spacetriss - a game with a unique combination of combat and building mechanics in a space-setting, recently released in pre-alpha stage on itch.io. To share our experiences as game designers and developers, we organize and mentor Summer Game Dev, a five-week intensive course aimed at promising young students and amateur developers.

Based in Bratislava
Founded in 2014
4 members

Selected published titles:
Spacetriss

Contact:
contact@eof-studios.com





Vaporum by Fatbot Games



Vaporum is an award-winning grid-based, single-player dungeon crawler game, seen from the first-person perspective in an original steampunk setting, inspired by old-school games like Dungeon Master. You will fight many challenging enemies, each with its own attack and movement patterns, solve mind-bending puzzles and hazards, and uncover a story in a mysterious tower in the middle of an ocean.

Target platform: Windows / Mac / Linux / Switch / Xbox One / PS4 | Current state: Released

Fatbot Games

www.vaporum-game.com

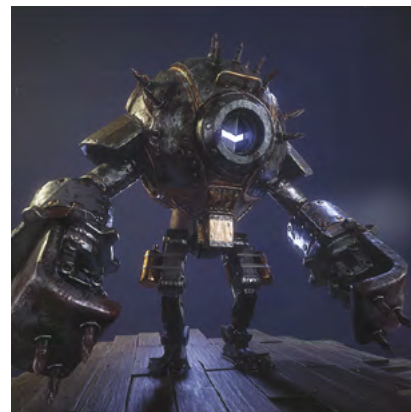
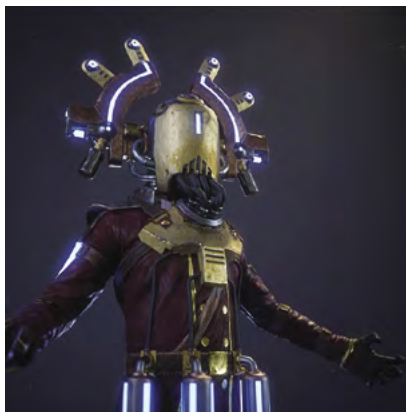


Fatbot Games is an indie company founded by two industry veterans: Tibor Repta and Matej Zajačik. The company started out with a secure investment and is currently self-sustaining. Vaporum was developed by four former colleagues and long-time friends with 43 years' combined game development experience. It has grown to six members since launch. Fatbot Games believes in well-polished games with strong storylines and high production value in both visuals and gameplay. Vaporum is the company's first project.

Based in Bratislava
Founded in 2015
6 members

Selected published titles:
Vaporum

Contact:
info@fatbot-games.com





Shadows: Awakening

by Games Farm

SHADOWS AWAKENING



RPGFan
E3 2018
Best of Show
Nominee

Shadows: Awakening is a unique, isometric single-player RPG with real-time tactical combat. You take control of a demon summoned from the Shadow Realm – the Devourer – to consume the souls of long-dead heroes and embark on an epic adventure with challenging gameplay, a gripping storyline and enchanting graphics. Gather your party, control powerful heroes and use their skills to your advantage.

Target platform: PC / XBOX One / Playstation 4 | Current state: Released in Q3 2018



Games Farm is an independent game development studio that develops premium cross-platform titles and which has developed over 20 cross platform titles. The company is currently focusing on RPG development, and continues to profile as a world-recognized RPG developer with the renowned Heretic Kingdoms franchise and steadily increasing quality of titles. Games Farm's RPG products have received multiple awards, and Vikings: Wolves of Midgard was awarded as the Best Slovakian Game of 2017.

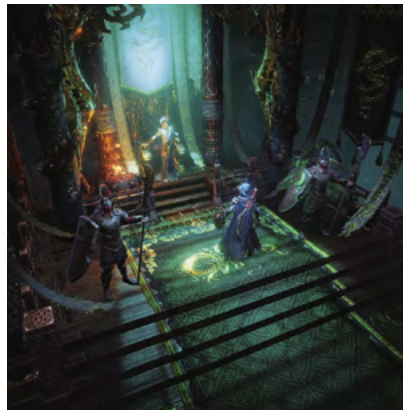
Based in Košice
Founded in 2001
30+ members

Selected published titles:

Shadows: Awakening,
Vikings: Wolves of Midgard,
Shadows: Heretic Kingdoms

Contact:

games-farm@games-farm.com



Hellmut: The Badass from Hell

by Grindstone



Hellmut: The Badass from Hell is a fast-paced bullet-storm dungeon crawler. Use absurd Transformations to defeat demonic hordes, challenge random bosses in random levels, equip powerful guns, loot valuable treasures, and basically murderize a shockingly large number of demons.

Target platform: PC / XBOX One / Playstation 4 / Switch | Current state: Q4 2018



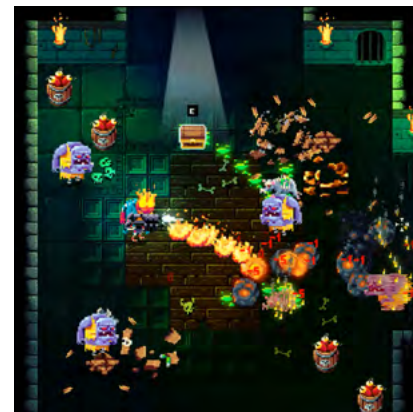
Grindstone production and publishing company assists small teams to achieve the production quality of large established studios, bringing experience and resources to deliver outstanding products. The first product is Hellmut: The Badass from Hell to be released in late 2018 on all platforms, with more products coming in 2019.

Grindstone works in close cooperation with Games Farm (the most experienced developer in Slovakia) and has several projects in the pipeline.

Based in Košice
Founded in 2015
<5 members

Selected published titles:
Hellmut: The Badass
from Hell

Contact:
grindstone@grindstone.sk





3D Telepresence by MATSUKO



The 3D telepresence-teleportation of people as 3D holograms had only been seen in the movies - but now it's more than just science fiction. Using know-how from 3D games development, MATSUKO's technology reconstructs and streams real people in 3D - which gives users the impression of being co-present in the same physical space as the remote participants.

Target platform: Virtual / mixed reality | Current state: **Prototype ready**

MATSUKO

マツコ

MATSUKO is a Slovak technology company with strong experience in developing 3D video games, mainly in cooperation with Ubisoft (real-time engine, A.I.). MATSUKO's other clients have included Roche, Michelin, the Ministry of Education in France, Microsoft, and the Bordeaux-Pessac Zoo. The company is developing a ground-breaking 3D Telepresence mixed-reality technology that enables face-to-face interaction by transmitting live streams of people as 3D holograms.

Based in Košice

Founded in 2004

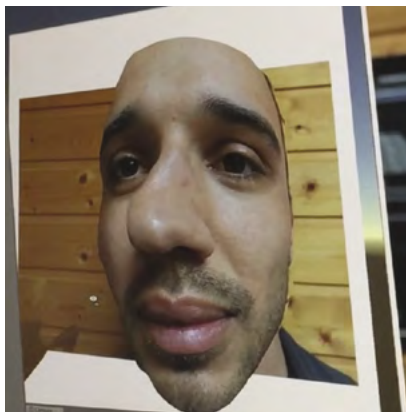
10 members

Selected published titles:

Ghost Recon, Watch Dogs,
Far Cry

Contact:

hello@matsuko.com





At Pixel Federation, over 200 game enthusiasts are working daily on free-to-play hits like **Diggy's Adventure**, **TrainStation** and **Seaport** which are entertaining over 80 million players all around world. Available on iOS, Android, Amazon, Facebook, Pixel Portal, the games are synchronized and can be seamlessly played across all platforms.

PIXEL FEDERATION

www.portal.pixelfederation.com



Pixel Federation is a game development studio that develops free-to-play games and which enjoys a unique company culture based on collaboration, respect, and a lot of fun. With over 200 employees, the company is one of the biggest game developers in the Central Europe. Because of its massive success, the studio is always on the look-out for talented professionals that fit their unique company culture. With Passion and Joy, from Players to Players.

Based in Bratislava
Founded in 2007
206 members

Selected published titles:
Diggy's Adventure,
TrainStation, Seaport

Contact:
pixel@pixelfederation.com





Sacred Fire

by Poetic



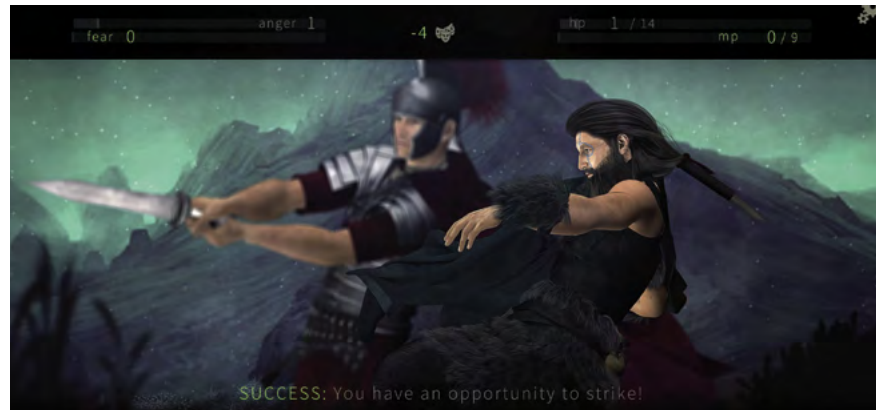
Target platform: PC / consoles / mobile | Current state: In development



Sacred Fire is a psychological narrative game inspired by the resistance wars in ancient Caledonia. The introspective story follows two brothers' fight for survival against the might of Rome. The project was successfully Kickstarted in 2017 by 1,500 backers and has been covered by PC Gamer, Kotaku and IGN. Sacred Fire uses an innovative personality model with psychological attributes such as anger, fear and empathy. This enables the realistically representation of internal conflicts, dilemmas and relationships. Sacred Fire has been developed by Poetic Studio, a 2017 Startup Awards finalist.

Based in Banská Bystrica
Founded in 2015
2 members

Contact:
martin@poeticstudio.com





Ski Legends by PowerPlay Studio



Ski Legends is a native mobile first free-to-play sports simulation which takes the player into the snowy world of alpine skiing. Players can visit numerous winter resorts, and try downhill, slalom and other disciplines on slopes around the world. The game contains a multiplayer mode and the opportunity to improve and customize the skier's character.

Target platform: iOS / Android | Current state: Softlaunch (Release Q4 2018)





PowerPlay Studio is one of the biggest game studios in Slovakia and is also the country's number one indie studio. Founded in 2007, the studio was called PowerPlay Manager until 2016. In 2014 it received the Deloitte Technology Fast 50 in Central Europe award as the fastest growing tech company in Slovakia. The studio's most successful releases include Biathlon Mania and Tennis Mania with over five million players around the globe. The studio is currently working on the sequel to the successful Ski Jump Mania, and mobile first game Ski Legends.

Based in Bratislava
Founded in 2007
50 members

Selected published titles:
Ski Legends, Biathlon
Mania, Tennis Mania

Contact:
info@powerplay.studio





Underflow by Triple Hill Interactive

UNDERFLOW

Underflow is a real-time strategy game in which the player's consciousness is thrown through time and space, and imprinted onto the Metabot - a biomechanical alien that can change form. Using the Metabot's energy (i.e. life) to charge weapons, the player attacks and destroys enemy bots, and can then continue to spend energy to repair and capture the bot and assign it to one of the squads.

Target platform: PC / PS4 / XBOX / SWITCH | Current state: In development until Q2/2019

Triple Hill Interactive

www.triple-hill.com



Established in January 2015 in Košice by three friends, Peter Adamondy, Martin Benetin, and Marian Gressak. We abandoned our cosy jobs to pursue the dream of our own game development company, and started with two smaller games on iOS/Android to learn as much as possible. Then we moved to PC/Console development with Underflow, which is our first fully-fledged title.

Based in Košice

Founded in 2015

4 members

Selected published titles:

Bacteris, Clumzee: Endless

Climb

Contact:

developer@triple-hill.com





Castle Heroes by We Make Games

CASTLE HEROES

Castle Heroes is free-to-play and is an original mix of strategy, builder and collectible game, allowing competition among players. Build a mighty stronghold from which you will embark on daring expeditions, explore a diverse and colourful world, and uncover an engaging story. Choose your own adventure and build a unique party of warriors to take on the challenges of the world of Castle Heroes!

Target platform: iOS / Android | Current state: Pre-alpha

We Make Games

www.wemakegames.sk



We Make Games is a team of young creative professionals and enthusiasts that previously worked at multiple major IT and game development companies in Slovakia, with experience in various creative and production-level positions. Members of our team created games that have been enjoyed by millions of players and made tens of millions of dollars. Now we have decided to do it our own way, only work with the very best, create spectacular graphics, and build amazing new worlds.

Based in Bratislava
Founded in 2017
12 members

Contact:

wamakegames@
wemakegames.sk





ATOMONTAGE IS HIRING: 3D ENGINE AND COMPRESSION / VIDEO-CODEC ENGINEERS

We at Atomontage are developing the most advanced voxel technology in the world. With our already proven breakthroughs, we are about to induce the inevitable mass adoption of a volumetric sampled approach to simulation and rendering in computer graphics. Currently, we are engaging with multiple giant players in the field, and need to grow our very talented team: C++ programmers with experience in 3D engine development - rendering (OpenGL, Vulkan, DirectX, shaders, ray/path-tracing, modern lighting methods), physics simulation, streaming, GPGPU programming, etc. Experience with compression algorithms and/or video-codecs is especially relevant!

If you want to make a real difference, reach us at jobs@atomontage.com





Creative Europe



European Commission
DG Education and Culture



Creative Europe Desk

Grösslingová 32
811 09 Bratislava
e-mail: media@cedslovakia.eu
www.cedslovakia.eu

- **Creative Europe**
- **MEDIA Sub-programme**

supports

- **Development of European Video Games**
- **The financial support is between EUR 10 000 and EUR 150 000 for the project, covering up to 50 % of total costs.**

- **Creative Europe Desk Slovakia – Your first address on the way to European markets.**
- **www.cedslovakia.eu**



Workers & Resources: Soviet Republic is the ultimate real-time Soviet-themed city builder tycoon game. Construct your own republic and transform a poor country into a rich industrial superpower! In a Soviet republic with a planned economy, everything is controlled by the government - citizens, transportation, planning, construction Are you up to the task?

3DIVISION is small indie game development studio with over 10 years' game development experience. Our focus is development for PC and consoles.

Based in Košice
Founded in 2005
2 members

Selected published titles:

Air Missions: Hind, Air
Conflicts: Pacific Carriers,
Air Conflicts: Secret Wars

Contact:
info@3division.net





Atomontage develops the most advanced voxel (volume element) technology in the world. With our proven breakthroughs, we are about to induce the mass adoption of a volumetric sampled approach to computer simulation and rendering.

Our first product Atomontage Studio can be considered the “Photoshop 1.0” not of 2D arrays of pixels, but rather very large 3D voxel data sets. Accompanying it, the Atomontage Viewer and Core SDK make the output volumetric “montages of atoms” usable for integration in games and any other real-time 3D applications, including AR/VR.

Based in Bratislava
Founded in 2017/2018
2 members

Contact:
contact@atomontage.com



Bitmap Galaxy

www.bitmapgalaxy.com

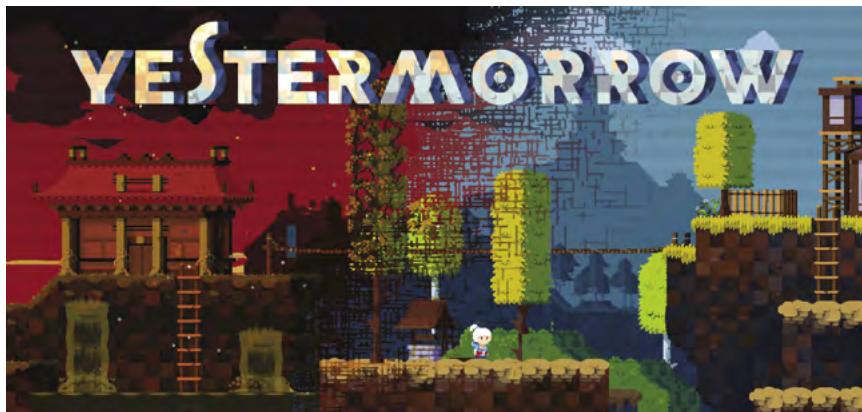


YesterMorrow is a game created from love for classic platformers, pixel art, storytelling and exploration - inspired by immortal classics such as Mario and Zelda. The game tells a time-travel story about Yui - a brave girl who tries to save her family and even her world that is entrapped in a never-ending night. Created by Bitmap Galaxy - a small passionate studio founded by industry veterans, who set out to make games that they love.

Based in Bratislava
Founded in 2013
3 members

Selected published titles:
Little Galaxy Family
Saving Joule

Contact:
info@bitmapgalaxy.com



Blue Brain Games

www.bluebraingames.com



Blue Brain Games is a small group of game-loving game designers & developers. We're a team who've worked together on games of almost every kind, from casual play to intense strategic war games. We ran a successful Kickstarter crowdfunding campaign for The House of Da Vinci's - a must-try 3D puzzle adventure game inspired by Leonardo Da Vinci's inventions and ideas. Solve mechanical puzzles, discover hidden objects, escape from rooms, and immerse yourself in the authentic Renaissance atmosphere. Deploy your wits and wisdom to discover what's behind your master's disappearance.

Based in Bratislava
Founded in 2016
8 members

Selected published titles:
Mysteries of the Past,
The House of Da Vinci

Contact:
marketing@
bluebraingames.com



Cybernautic

www.cybernautic.eu/jq/



Jester's Quest is a fairy-tale metroidvania platformer with RPG elements. Players navigate the little jester in an open-world map to over 50 levels - solving puzzles, fighting enemies and helping troubled villagers. Small fairies with special abilities willingly help players reach their ultimate goal – the princess.

Jester's Quest uses Unreal Engine 4 in symbiosis with classic pixel art in multiple parallax-layers of scrolling. All the kingdom's beings talk to players via icons and in their own unique language – Talespeech.

Based in Trnava

Founded in 2015

1 members

Contact:

cybernautic1@gmail.com





Pixel Action Heroes is a parody first-person shooter set in a sandbox, block-building world with various game modes for single-player and online multiplayer. Users can create custom maps, customize skins, and share with friends to try out and get feedback.

Cypronia specialises in the development of brand-new video games as well as porting existing ones. The company is an authorized developer for Nintendo Switch, Nintendo 3DS, and Playstation 4. We are also an experienced developer for PC, Macintosh, iPhone/iPad and Android devices.

Based in Michalovce
Founded in 2010
10 members

Selected published titles:

Pixel Action Heroes,
Cube Life: Island Survival,
Color Zen

Contact:

cypronia@gmail.com





GrayZone is a tactical strategy game with elements of RPG. The game was developed in the spirit of modern RTS titles emphasising the audiovisual and storytelling experience. We aimed to produce a realistic environment with flora and fauna in fine detail where each animal has characteristic behavior. GrayZone combines the very best from the strategy titles plus improvements such as tactical mode, new physics, and the customization of heros and devices. The game is for everyone that enjoys using tactics and intelligence to lead smaller groups of units.

Based in Košice

Founded in 2010

18 members

Contact:

eastworks@eastworks.eu





We are Fishcow - a game development studio from Slovakia - we aim to make unique enjoyable game products to entertain gamers. We created Gomo, Moonfall and Flip, and we're working on Gomo 2.

Moonfall Ultimate is a 2D side-scrolling, action-RPG, set in an industrial-gothic universe. Hack, slash and cast your way through a treacherous hand-painted world. Choose your class and upgrade your gear with metroidvania-style exploration and a focus on strategic real-time combat.

Based in Košice
Founded in 2011
3 members

Selected published titles:
Gomo, Moonfall Ultimate,
Flip

Contact:
biz@fishcowstudio.com



Grand Beats Production

www.grandbeats.com



Grand Beats is a music production studio based in Slovakia. Our team provides audio design, SFX, implementation and voiceovers for various projects in video game and other industries.

We work with game developers to create effective and comprehensive solutions that are natural, immersive, and allow players to traverse through the vast and unique worlds developed by game designers. Our expertise in 3D sound, engine implementation, adaptive music, voiceover recording, trailer music, and other features adds additional layers of depth to projects.

Based in Tomášov

Founded in 2017

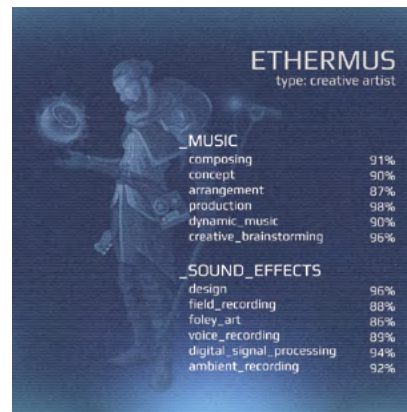
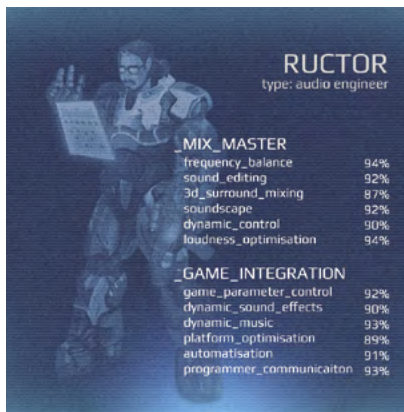
4 members

Selected published titles:

Hellmut: The Badass from Hell (SFX + implementation)

Contact:

info@grandbeats.com



EDUCATION

Digital Games Theory

www.fmk.sk/tedi



This study programme reflects contemporary trends in multimedia. It focuses on video games as a topical global communication phenomenon, and aims to train experts on digital games production, distribution and consumption.

Based in Trnava

School: University of
St. Cyril and Methodius
in Trnava

Faculty: Faculty of Mass
Media Communication

Contact:
michal.kabat@gmail.com



U V VYSOKÁ ŠKOLA VÝTVARNÝCH
V F UMENÍ V BRATISLAVE
> S V ACADEMY OF FINE ARTS
V D AND DESIGN IN BRATISLAVA

MediaLab is a specialised studio of the Department of Visual Communication at the Academy of Fine Arts and Design in Bratislava. It offers technological, theoretical and human infrastructure to study the workings of fundamental phenomena such as time, interactivity and multimodality within (visual) communication.

Based in Bratislava

School: Academy of Fine Arts and Design

Department: Department of Visual Communication

Contact:
medialabsk@gmail.com



Games Lab

www.butterflyeffect.sk



In just five months the Games Lab walks you through the process of game development – from initial idea to release. You work in a fully-fledged team with other graphics, programmers and game designers under the guidance of experienced mentors.

Based in Bratislava

School:
Butterfly Effect

Contact:
michal@butterflyeffect.sk



3D Animation and Motion Capture Studio

www.vsftam.sk

The Academy of Filmmaking and Multimedia is a new non-accredited certified study programme. While it does not substitute for Bachelor degree studies, and our graduates don't receive an academic degree, we nevertheless offer our students unique expert knowledge and skills that are indispensable for specialised jobs, such as the use of innovative audiovisual creation software tools.

Based in Bratislava

School:

Academy of Filmmaking
and Multimedia

Contact:

aftam@aftam.sk



Academy of Animation

www.uat.sk



An independent secondary school that offers five study programmes: Animation, Graphic Design, Photographic Design, Clothing Design, and Image & Sound Production (camera, sound, editing). Our students have access to multiple high-level technology that can be found at very few schools in Slovakia or abroad.

Based in Bratislava

School:

Academy of Animation
(Súkromná stredná
umelecká škola
animovanej tvorby)

Contact:

uat@uat.sk



Digital Painting, Concept Art / Animation / Digital Application Design

www.sustn.sk



These study programmes offer students knowledge in web and mobile application design, web and e-commerce solutions development, digital and traditional animation, as well as the digital games environment and character design.

Based in Trenčín

School:

Creative Arts Secondary
School in Trenčín
(Stredná umelecká škola
v Trenčíne)

Contact:

sustn@sustn.sk



Digital Painting / Concept Art / Animation / Digital Application Design

www.suvke.sk

Š K O L A ■
Ú Ž I T K O
V É H O ■ ■
V Ý T V A R
N Í C T V A
K O Š I C E

These three study programmes offer students knowledge in web and mobile application design, web and e-commerce solutions development, digital and traditional animation, as well as the digital games environment and character design.

Based in Košice

School:

Secondary School of
Applied Arts
(Škola úžitkového
výtvarníctva Košice)

Contact:

riaditel@suvke.sk



Summer Game Dev

www.summergamedev.sk



Summer school for game development aimed at moderately experienced and advanced developers. It comprises a five-week course with experienced instructors and the latest hardware and software.

Based in Bratislava

School:

Summer Game Dev

Contact:

ferko@eof-studios.com



Gamecamp / Gamecraft / LevelUp

www.hemisfera.sk



Hemisféra offers diverse game development activities: a summer camp for kids (7 to 15 years old), a video game development course for kids (8 to 15 years old), and an educational programme in digital game development for secondary school students.

Based in Bratislava

School:
Hemisféra

Contact:
info@hemisfera.sk



EVENTS

SGDA meetup

www.sgda.sk



Community meetings where digital game developers present their work. These meetups aim to support the exchange of useful know-how and encourage meaningful networking within the Slovak game development community. This creative industry thrives on a compact and collaborative community, and meetups represent an ideal platform for its cultivation.

Place: Bratislava, Košice

Periodicity: Monthly

Contact:
hello@sgda.sk



Fest Anča Game Days

www.festanca.sk



Game Days is Slovakia's one and only international videogame festival. This unique event highlights innovative digital games that have artistic value, and focuses on their comprehensive presentation. Prominent figures from the Slovak and international game development sector present their invaluable experience with progressive video game creation to industry professionals and the general public.

Place: Trnava

Periodicity:
Annual

Contact:
info@festanca.sk



Art & Tech Days

www.atdays.sk



Digitization, AI and Industry 4.0 are changing the way we work, communicate, and create. Cutting-edge tech is posing many new questions, and redefining our perception of ourselves and the world around us. Art does this too, but in a subtly different way - offering unexpected representations of the world, and provoking new ideas and insights.

Place: Košice

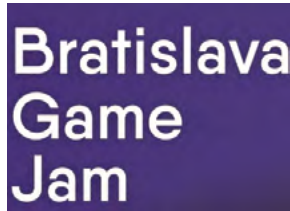
Periodicity:
Annual

Contact:
office@cike.sk



Bratislava Game Jam

www.bratislavagamejam.sk



Bratislava Game Jam is a competition for programmers, script writers, graphics, philosophers and illustrators. Participants' task is to create a video game prototype in just 40 hours. This creative platform is targeted at individuals as well as interdisciplinary teams, and gives them a unique opportunity to experiment with bold game design and showcase their skills.

Place: Bratislava

Periodicity:
Annual

Contact:
hello@bratislavagamejam.sk



This image shows a full page of blank, lined paper. It features approximately 20 horizontal blue or grey lines spaced evenly apart, typical of notebook paper. The lines extend across the entire width of the page, leaving small margins at the top and bottom. There are no vertical lines, text, or other markings on the page.

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