

State of the games industry in Slovakia report

Computer and digital game creators push the boundaries of a new storytelling media, the annual turnover of Slovak developed projects will exceed 33 million euro

Bratislava, Slovakia – Slovak Game Developers Association (SGDA) issued a State of the Slovak Games Industry Report stating the industry is an incredible attractive with a lower barrier to enter, but with a high rate of competition on a global market. Based on the estimates resulting from the first ever inquiry of game developers in Slovakia the annual turnover will exceed 33 million euro in 2017.

“Development of computer and digital games has a long tradition in Slovakia dating back to the early 80’s. There are companies on the market willing to success among the fierce competition and stand with their projects alongside the best ones out there,” says the current president of SGDA Marian Ferko.

In Slovakia, 28 companies and creative studios are involved with development of computer and digital games including the biggest one employing almost 200 professionals. 61% are based in the west part of the country (mostly in the capital Bratislava), 28% of them in the east region (most of them in city of Kosice) and 3% of them are based in the middle of the country. More than half of the companies have been operating for more than five years.

Altogether they have created 415 digital games distributed worldwide on all existing platforms including virtual reality and all of them are prepared to adopt new trends and new upcoming platforms. Out of all them, 46% work on multiple projects at the same time, with 71% working on their projects with no support coming from third parties or publishers. All of the projects are meant to be distributed worldwide.

In total, all companies employ 514 professionals from all of the creative and art fields with nearly 1/10 female and 8% foreign employees.

“The release of the first State of the Industry Report is a huge landmark for the Slovak industry. It is one of a few industries driven directly by technologies, but another pillar is openness and sharing the knowledge, which helps not just experienced teams but also aspiring developers,” says Ferko. “The video games industry is growing by an exceptional rate, and we are excited that even in our country we have companies that invest resources into advancement and education of the young and show them that being a game developer is a legitimate career choice.”

In the last three years the turnover of Slovak game developers has risen by 14% and is rising yearly. With the constant growing and new opportunities it will help to create 80 new job openings in the Slovak games industry.

O SGDA

Slovak Game Developers Association unites game developers and creators of digital games, advocates their interest in Slovakia, helping to build awareness of game development, promote Slovak creators, opening up dialogues with strategic partners and bringing opportunities directly to game developers. For more information visit: www.sgda.sk

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