

SLOVAK GAME DEVELOPMENT INDUSTRY 2019

YEARLY REVENUE (IN MILLIONS OF €)

2016
24.1

2017
36.1

2018
45.7

2019
56.6
APPROX.

NUMBER OF PROFESSIONALS

2016
436

2017
476

2018
524

2019
682
APPROX.

38
NUMBER
OF COMPANIES

60

GAMES RELEASED
IN 2018

WOMEN IN
SLOVAK
GAMEDEV
72

158
APPROX.

NUMBER OF
EMPLOYEES TO
BE HIRED IN
2019

108

GAMES IN
DEVELOPMENT

GAMES IN
DEVELOPMENT
IN PARALLEL
PER COMPANY

2.8

POSITIONS OCCUPIED BY WOMEN IN SLOVAK GAMEDEV



29% GRAPHIC ARTIST
19% MARKETING, SALES, PR
16% OPERATIONS, HR
13% PRODUCER
10% PROGRAMMER
10% GAME DESIGNER
3% OFFICE MANAGER

POSITIONS THAT ARE IN HIGH DEMAND

50% PROGRAMMER
16% GAME DESIGNER
11% MARKETING / SALES SPECIALIST
11% GRAPHIC ARTIST, 3D GRAPHIC ARTIST

5% 3D ANIMATOR, ANIMATOR
5% PR / COMMUNITY MANAGER
3% PRODUCER



CURRENT STATE SUPPORT

IN THE LAST 3 YEARS MORE THAN 70 PROJECTS ACROSS ALL STAGES OF DEVELOPMENT WERE SUPPORTED VIA SLOVAK ARTS COUNCIL WITH PUBLIC FUNDING AMOUNTING

1,070,000 €

COMPANIES' AGE

18%
LESS THAN
5 YEARS

43%
+5
YEARS

21%
+10
YEARS

18%
+15
YEARS

WHERE THE COMPANIES ARE BASED

47%
WEST

21%
MIDDLE

32%
EAST

FOREIGNERS WORKING IN SLOVAK GAMEDEV

34%

OF STUDIOS
ARE EMPLOYING
DEVELOPERS
FROM ABROAD

19%

OF STUDIOS ARE
PLANNING TO
EMPLOY DEV.
FROM ABROAD

47%

OF STUDIOS ARE
NOT EMPLOYING
DEVELOPERS
FROM ABROAD

PRIMARY DEVELOPMENT PLATFORM

PC 53%

MOBILE 36%

WEB 6%

CONSOLE 3%

VR/AR 3%

PUBLISHING MODEL USED FOR GAMES RELEASED IN 2018

42%

SELF-PUBLISHING

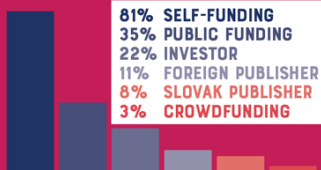
42%

PUBLISHER

16%

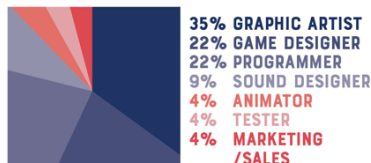
PLATFORM HOLDER

SOURCES USED BY COMPANIES FOR FUNDING



81% SELF-FUNDING
35% PUBLIC FUNDING
22% INVESTOR
11% FOREIGN PUBLISHER
8% SLOVAK PUBLISHER
3% CROWDFUNDING

POSITIONS OCCUPIED BY PROFESSIONALS FROM ABROAD



35% GRAPHIC ARTIST
22% GAME DESIGNER
22% PROGRAMMER
9% SOUND DESIGNER
4% ANIMATOR
4% TESTER
4% MARKETING /SALES