

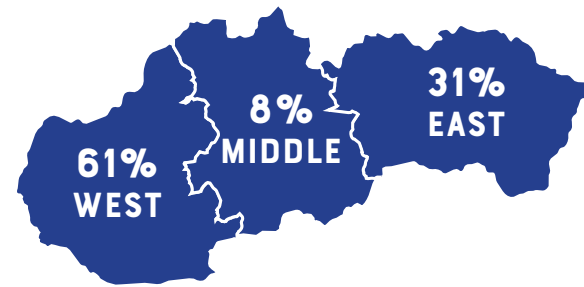
# SLOVAK GAME DEVELOPMENT INDUSTRY 2020

## COMPANY LOCATION

### COMPANY LOCATION BASED ON REGION



### GEOGRAPHICAL LOCATION



### ACTIVE COMPANIES

55

## COMPANIES AND EMPLOYEES

### COMPANIES BY EMPLOYEE HEADCOUNT

200 AND MORE	1
40 TO 70	6
10 TO 39	3
5 TO 9	17
2 TO 4	17
1	11

### NEW WORKING POSITIONS OPENED IN 2019

238

### AVERAGE AGE (YEARS) OF GAME DEVELOPERS

31

### OVERALL NUMBER OF EMPLOYEES 2019

762

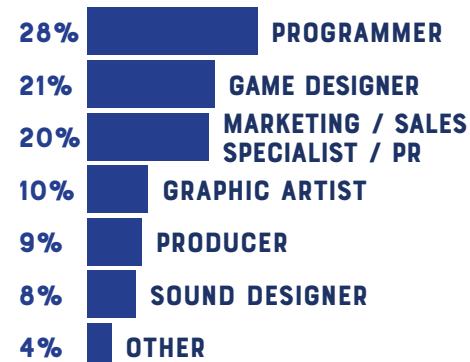
### OVERALL NUMBER OF EMPLOYEES

2016	2017	2018	2019	2020 +/-
436	476	524	762	900

### TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

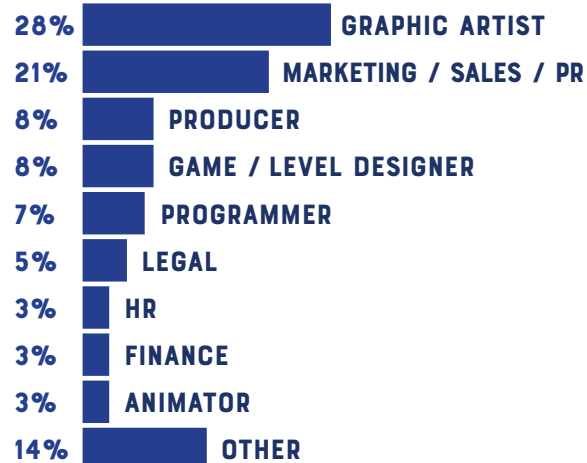
1.	PIXEL FEDERATION
2.	SUPERSCALE
3.	INLOGIC SOFTWARE
4.	POWERPLAY STUDIO
5.	BOHEMIA INTERACTIVE
6.	GAMES FARM
7.	STUDIO 727
8.	NOISE ARTILLERY
9.	EASTWORKS
10.	BLUE BRAIN GAMES

### POSITIONS HARDEST TO FILL



YEARS COMPANY ACTIVE	AMOUNT	2016	2017	2018	2019
4 AND FEWER	28	3	10	8	6
5 TO 9	17				
10 AND MORE	10				

### POSITIONS OCCUPIED BY WOMEN



### PERCENTAGE OF COMPANIES EMPLOYING INTERNATIONAL WORKFORCE

NOT EMPLOYING 49%

EMPLOYING 35%

PLANNING TO EMPLOY 16%

### NUMBER OF WOMEN WORKING IN SLOVAK GAMEDEV

125

### NUMBER OF INTERNATIONAL EMPLOYEES

40

## FINANCE

### TOP COMPANIES BY 2019 TURNOVER

1.	PIXEL FEDERATION
2.	POWERPLAY STUDIO
3.	BOHEMIA INTERACTIVE
4.	BLUE FACES
5.	INLOGIC SOFTWARE
6.	SUPERSCALE
7.	GAMES FARM
8.	STUDIO 727
9.	3DIVISION
10.	BLUE BRAIN GAMES

### OVERALL TURNOVER (MEUR)

2016	2017	2018	2019	2020 +/-
24.1	36.1	45.7	51	55

### OVERALL TURNOVER IN 2019 (EUR)

51,151,236

### OVERALL TURNOVER OF TOP 10 COMPANIES (EUR)

48,151,782

### CURRENT STATE SUPPORT

IN THE LAST 4 YEARS, OVER 90 PROJECTS ACROSS ALL DEVELOPMENT STAGES WERE SUPPORTED BY THE PUBLICLY-FUNDED SLOVAK ARTS COUNCIL WITH EUR

1,490,000

## GAMES

### FULL RELEASE IN-HOUSE GAMES

50

### IN-HOUSE GAMES RELEASED IN SOFT-LAUNCH OR EARLY ACCESS

14

### MINORITY COOPERATION PROJECTS, OUTSOURCING, COMMISSIONED WORK

129

### UNRELEASED ACTIVE PROJECTS IN 2020 (ALL TYPES)

221

### COMPANIES OPEN TO COMMISSIONED WORK AND OUTSOURCING

50%

### NOT INTERESTED

50%

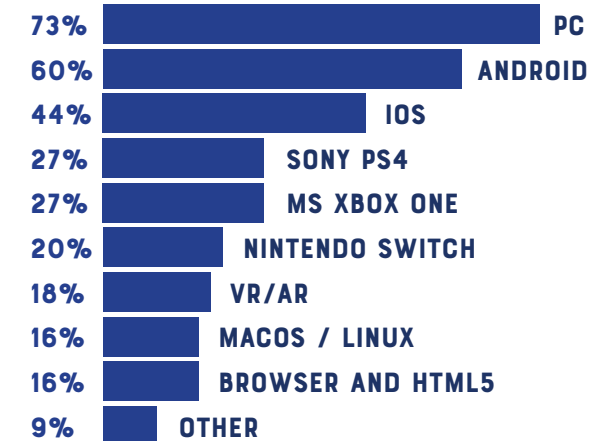
### OUTSOURCING OF ASSETS OR PARTS OF A GAME

37%

### COMMISSIONS OF FULL GAMES

13%

### TARGET PLATFORMS



### PROJECTS PUBLISHED IN 2019 VIA

SELF-PUBLISHING ON PC	77%
SELF-PUBLISHING ON MOBILE	74%
INTERNATIONAL PUBLISHER	29%
SELF-PUBLISHING ON CONSOLES AND VR PLATFORMS	16%
NATIONAL PUBLISHER	3%

### DEVELOPED GAMES FINANCED VIA



ALL LISTED DATA, WITH THE EXCEPTION OF 2020 APPROXIMATIONS, RELATE TO DECEMBER 31, 2019.