



SLOVAK GAME INDUSTRY 2020 / 2021



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To currently speak about the games industry without mentioning the unprecedented times we're all living through is a nearly impossible task. I would like to express a huge amount of gratitude towards every single studio's and individual's hard work and dedication - continuing not only to create, but also to support our association. We have entered an era of uncertainty and hard decision-making that will challenge contributors to all sectors and industries.

Games communicate in a language free of restrictions. There are no walls, and borders are surpassed with ease through both playing and the creative process. Sharing work or a simple project has never been easier, likewise entering the games industry. And since most of our work is digital, we've never been better prepared for what's ahead.

Nurturing the environment and community comes at the price of sustainability. Some of our members have been badly impacted by this crisis - we feel for them and pledge that "We're all in this together." The games industry has always reinvented itself by either introducing a new generation (that starts later this year), developing new tools, innovating creative processes, or all of these factors. And such means of reinvention have never been more important than now - when the pathway to talent, best practices, knowledge sharing, learning, promotion, and business development have been severely cut or negatively impacted.

The challenge to remain competitive whilst also pushing the envelope is a continual process of insight, innovation, and ingenuity.

I am very happy to see new studios being founded, and new people entering the industry that will lead to the development of new exciting games to play and enchanting worlds to explore. And I am proud to offer you this complete guide to our small yet beautifully formed game development community. This is the Slovak Games Industry 2020.

On behalf of SGDA
Pavol Buday,
Co-Founder of SGDA

SLOVAK GAME DEVELOPMENT INDUSTRY 2020

COMPANY LOCATION

COMPANY LOCATION BASED ON REGION



GEOGRAPHICAL LOCATION



ACTIVE COMPANIES

55

COMPANIES AND EMPLOYEES

COMPANIES BY NO. OF EMPLOYEES

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

POSITIONS OCCUPIED BY WOMEN



POSITIONS HARDEST TO FILL



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

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

NUMBER OF WOMEN WORKING IN SLOVAK GAMEDEV

125

NUMBER OF INTERNATIONAL EMPLOYEES

40

PERCENTAGE OF COMPANIES EMPLOYING INTERNATIONAL WORKFORCE

NOT EMPLOYING 49%

EMPLOYING 35%

PLANNING TO EMPLOY 16%

FINANCE

TOP COMPANIES BY 2019 TURNOVER

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

OVERALL TURNOVER (MEUR)



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%

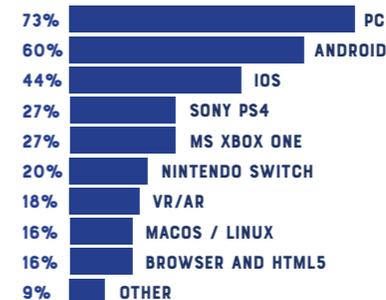
OUTSOURCING OF ASSETS OR PARTS OF A GAME

37%

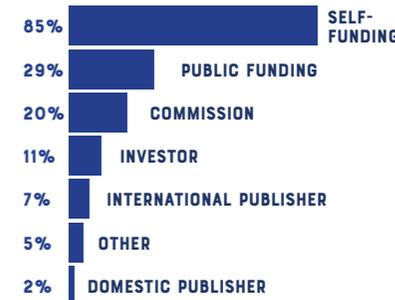
COMMISSIONS OF FULL GAMES

13%

TARGET PLATFORMS

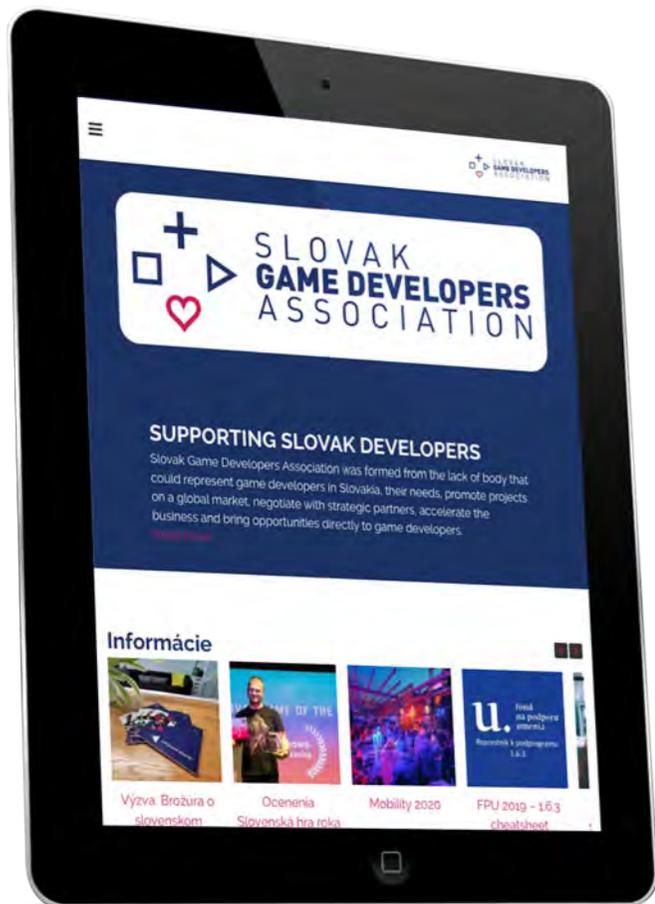


DEVELOPED GAMES FINANCED VIA



PROJECTS PUBLISHED IN 2019 VIA

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



FIND EVERYTHING ABOUT
SLOVAK GAME DEVELOPERS AT

www.sgda.sk



facebook.com/svkgda



twitter.com/svkgda

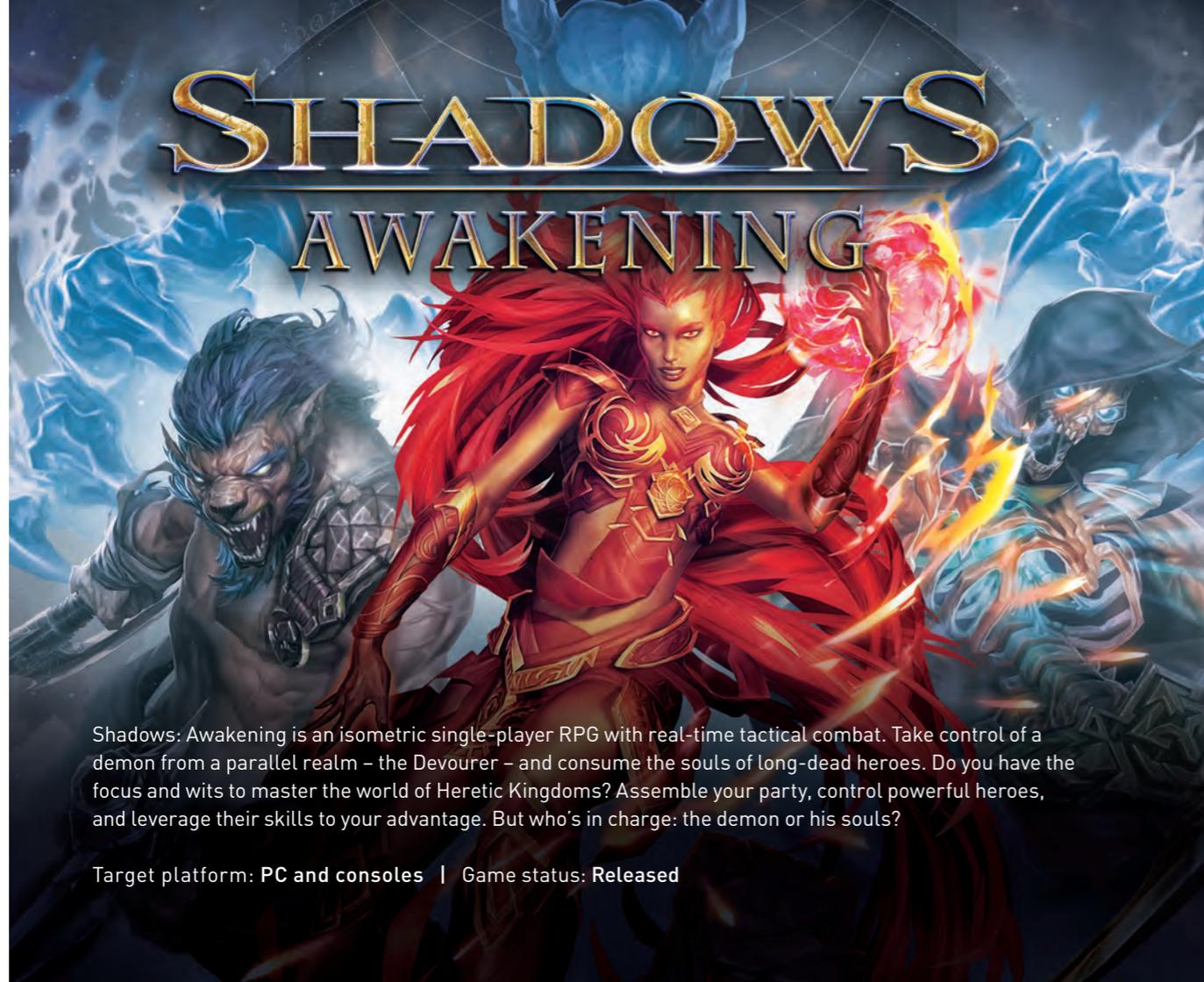


discord.gg/vRhx8Wp



youtube.com/tvorimehry

GAME DEV COMPANIES



Shadows: Awakening is an isometric single-player RPG with real-time tactical combat. Take control of a demon from a parallel realm – the Devourer – and consume the souls of long-dead heroes. Do you have the focus and wits to master the world of Heretic Kingdoms? Assemble your party, control powerful heroes, and leverage their skills to your advantage. But who's in charge: the demon or his souls?

Target platform: PC and consoles | Game status: Released

Games Farm

www.games-farm.com

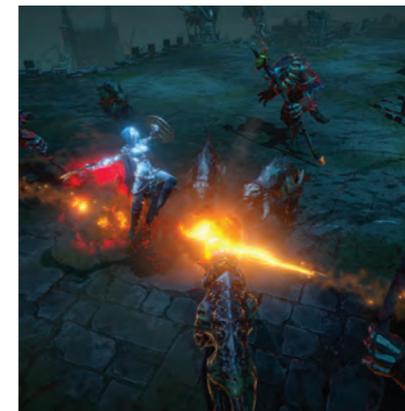


Games Farm is an independent PC and console game development studio with 40+ headcount located in Košice, Slovak Republic. The studio focuses on the development of premium cross-platform RPG titles, and has developed more than 20 cross-platform titles. Games Farm's RPG products have received multiple awards - Vikings: Wolves of Midgard was awarded as Best Slovakian Game 2017, and Shadows: Awakening received multiple nominations and the Best Slovakian Game 2018 award. Games Farm is currently working with Funcom on a yet-to-be-announced title with scheduled release in 2021.

Based in: Košice
Founded in: 2001
Number of employees: 40+

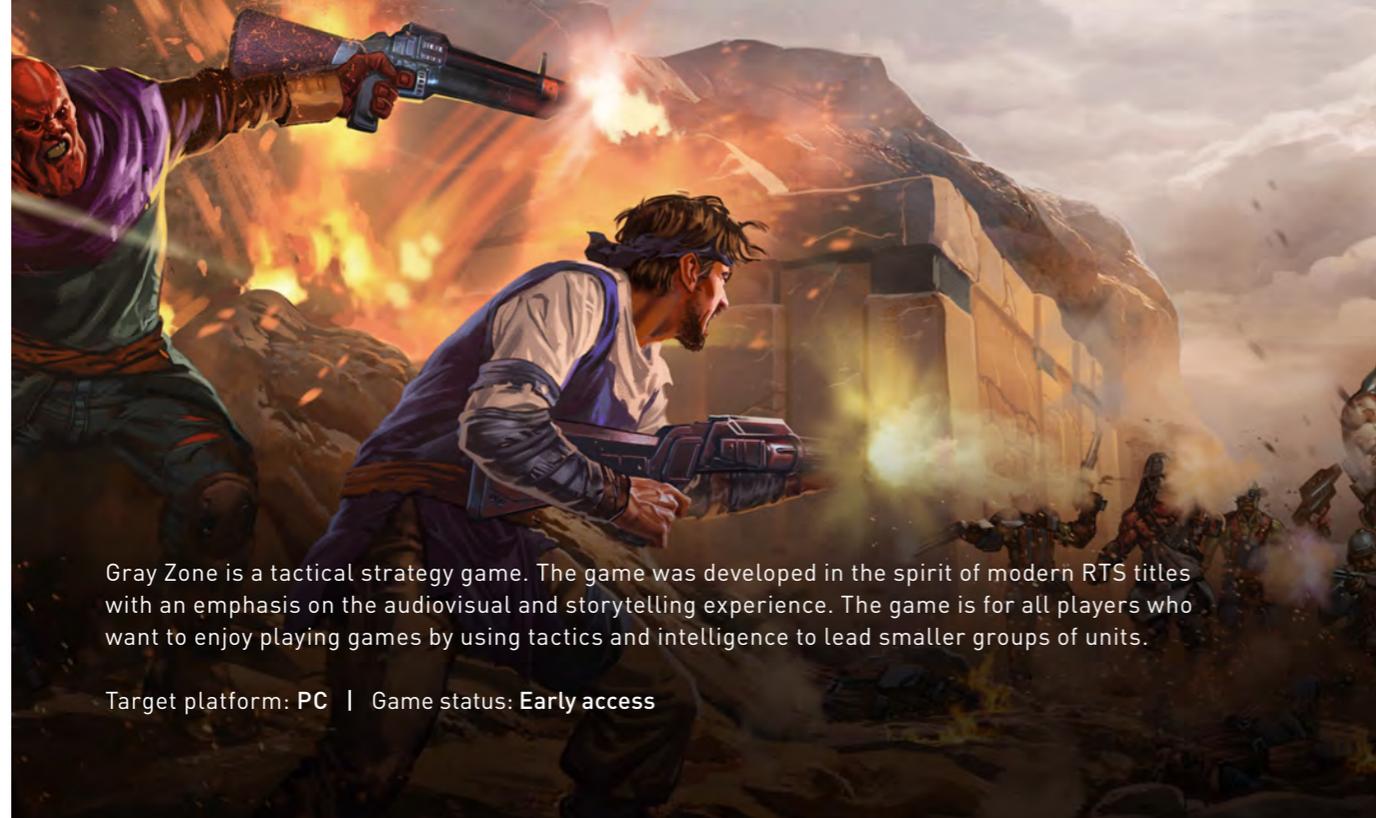
Selected published titles:
Shadows: Awakening,
Vikings: Wolves of Midgard,
Shadows: Heretic Kingdoms

Public e-mail contact:
games-farm@games-farm.com





GRAYZONE



Gray Zone is a tactical strategy game. The game was developed in the spirit of modern RTS titles with an emphasis on the audiovisual and storytelling experience. The game is for all players who want to enjoy playing games by using tactics and intelligence to lead smaller groups of units.

Target platform: PC | Game status: Early access

EastWorks

www.eastworks.eu

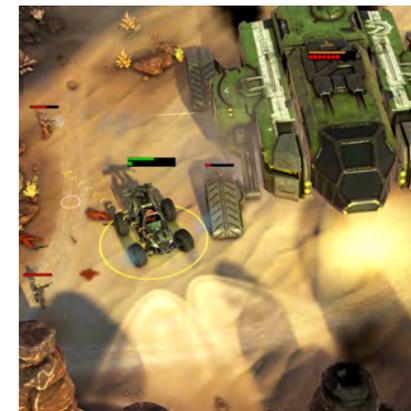
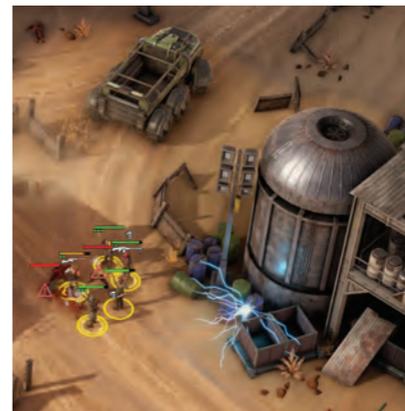


Independent game development and outsourcing studio. Our brand represents high quality at competitive regional prices. We have participated in more than 40 titles such as Himan 2, Vigor, Arma 3, Mafia 3, Enemy Front, and Murdered: Soul Suspected, and we're working on Grayzone - our first game. Our highly-motivated production team provides concept art, modelling, texturing, animation, and programming for multi-platform projects and our skilled artists deliver art production for games across a spectrum of genres including fantasy, sci-fi, sport, cartoon, and more.

Based in: Košice
Founded in: 2010
Number of employees: 15

Selected published titles:
Gray Zone

Public e-mail contact:
eastworks@eastworks.eu





CASTLE HEROES

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

Target platform: **Mobile** | Game status: **In development**

We Make Games



We Make Games is a team of young creative professionals and enthusiasts. They previously held creative/production-level positions at multiple major IT and game development companies in Slovakia - creating games that have been enjoyed by millions of players and made tens of millions of dollars. We decided to join forces and do it our own way - working only with the very best, creating spectacular graphics, and building amazing new worlds.

Based in: Bratislava
 Founded in: 2017
 Number of employees: 12

Public e-mail contact:
wamakegames@wemakegames.sk
wemakegames.sk





We provide full-scale game development, porting of PC/mobile games to Nintendo Switch, PS4, XB1 and oversee development, marketing and publishing.

Target platform: PC, PS4, XB1, Nintendo Switch | Game status: Published

Cypronia

www.cypronia.com



Cypronia is an indie game developer and publisher with over 40 games released for PC and consoles. We are also an experienced porting house for games to Nintendo Switch, PS4, XB1, and soon next-gen consoles. We are very well established on Nintendo platforms with several successful titles. Cube Life: Island Survival reached the Top Chart Wii U eShop, and was #1 in Europe, #2 in America, and #3 in Japan. We confirmed our strong position on Nintendo markets with another success - Pixel Action Heroes: TOP 20 Charts on Nintendo eShop (both WiiU and Switch) in Europe and Japan.

Based in: Michalovce
Founded in: 2010
Number of employees: 10

Selected published titles:
Pixel Action Heroes, State of War, Color Zen

Public e-mail contact:
cypronia@gmail.com





Cyber Forge is a top-down adventure with real-time tactical combat, set in a dystopian future where robots have wiped out humanity. Control a trio of cyber-enhanced dwarves who, despite their differences, must learn to work together to get out alive. Hack terminals, solve puzzles, and forge advanced cybernetics by switching between heroes in single player mode or play co-op with your friends.

Target platform: PC, Nintendo Switch | Game status: In development

Tater Games

www.tatergames.com



Tater Games is a talent-first game studio that aims to keep creatives in the driving seat while minimizing unnecessary bureaucracy. In just over a year we have built a fully-fledged studio of passionate and experienced industry players, and released our first game, Nunu Spirits. Our future focus remains on developing games for mobile, with two games planned for release in 2020 - Brew Story and Dam the Flood! In an exciting new development, we've also taken the plunge into the deep end with our first premium game, Cyber Forge.

Based in: Bratislava
Founded in: 2019
Number of employees: 7

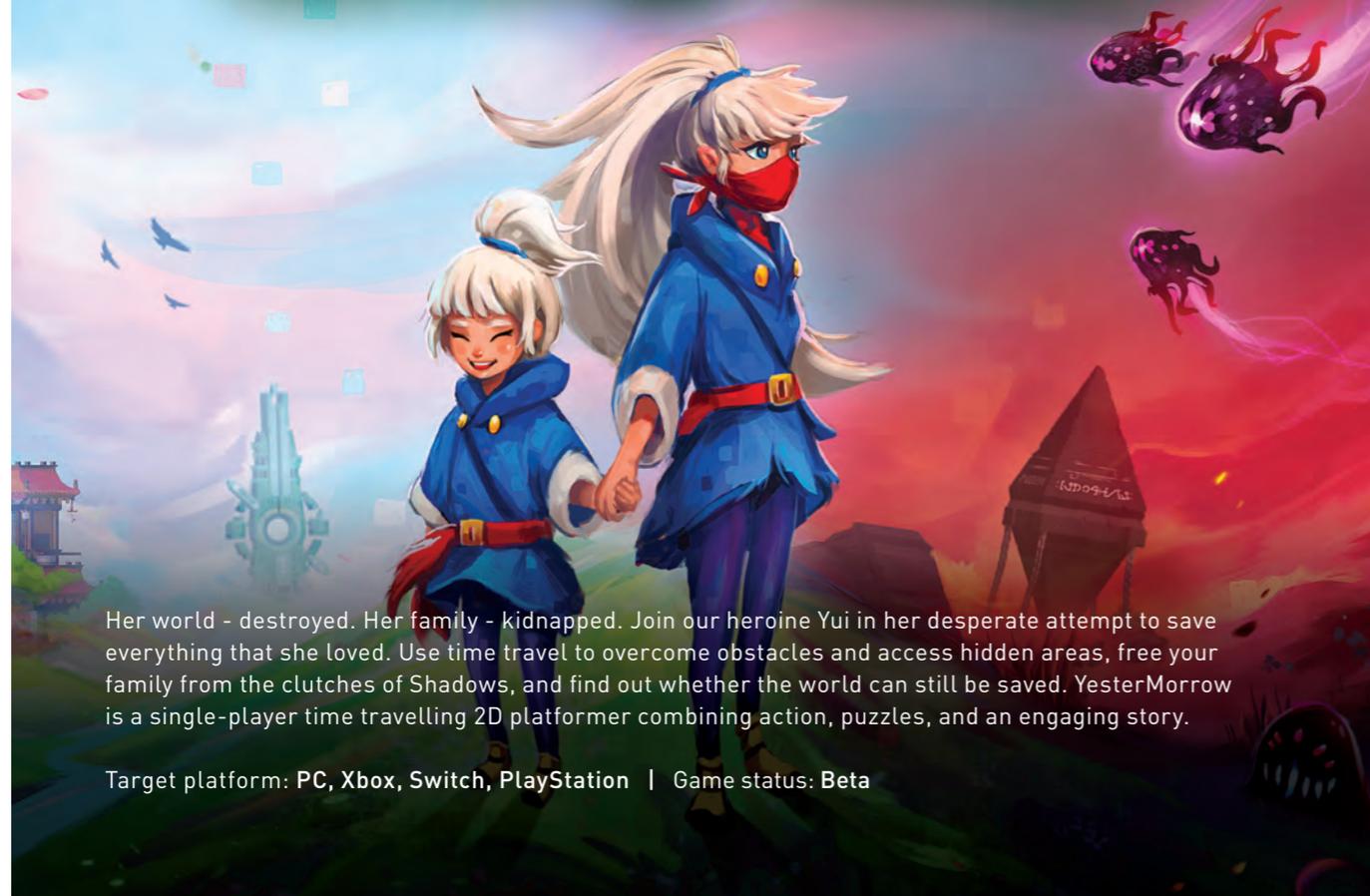
Selected published titles:
Nunu Spirits, Dam the Flood!, Cyber Forge

Public e-mail contact:
info@tatergames.com





YESTER MORROW



Her world - destroyed. Her family - kidnapped. Join our heroine Yui in her desperate attempt to save everything that she loved. Use time travel to overcome obstacles and access hidden areas, free your family from the clutches of Shadows, and find out whether the world can still be saved. YesterMorrow is a single-player time travelling 2D platformer combining action, puzzles, and an engaging story.

Target platform: PC, Xbox, Switch, PlayStation | Game status: Beta

Bitmap Galaxy

www.YesterMorrow-game.com

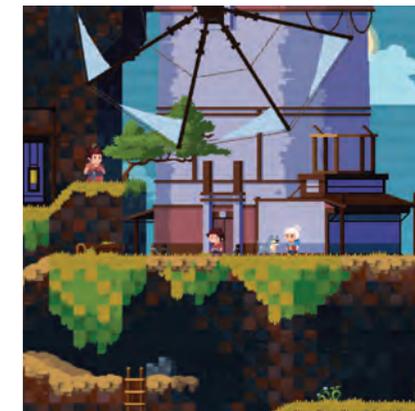
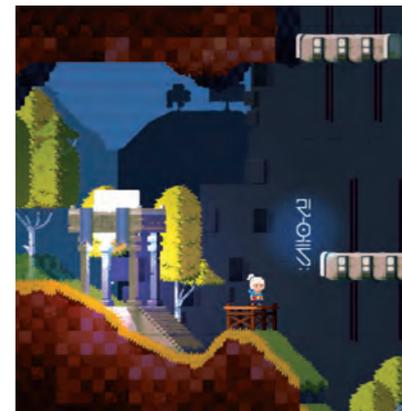


Bitmap Galaxy is an independent Bratislava-based game development studio. The studio was established in 2013 by developers who after years of AAA production wanted to focus on and take pride in their very own work. Our team strives to make games and projects that have purpose and sense. We enjoy every bit of our work, and aim to channel this enjoyment to our players. Our current game YesterMorrow will be ready in the second half of 2020, and we're already looking forward to our next project!

Based in: Bratislava
Founded in: 2013
Number of employees: 6

Selected published titles:
Little Galaxy Family,
Saving Joule

Public e-mail contact:
info@bitmapgalaxy.com





Vaporum: Lockdown is a prequel to Vaporum - the award-winning steampunk dungeon crawler. It is a grid-based, single-player, single-character game, seen from the first-person perspective in an original steampunk setting, and inspired by old-school games like Dungeon Master I and II, the Eye of the Beholder series, and the more recent Legend of Grimrock I and II.

Target platform: PC, Mac, Linux, Switch, PS4, Xbox One | Game status: Pre-alpha

Fatbot Games

www.fatbot-games.com

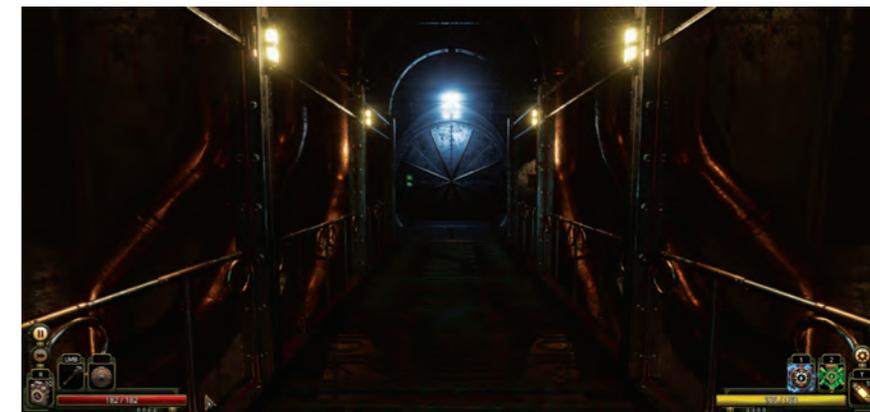


Fatbot Games is a Slovakia-based indie company founded by two industry veterans: Tibor Repta and Matej Zajačik. The company started with a secure investment and is now self-sustaining. Fatbot Games believes in accessible and polished games with strong storylines and high production value in both visuals and gameplay. Vaporum: Lockdown is the company's second project.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 6

Selected published titles:
 Vaporum

Public e-mail contact:
info@fatbot-games.com





Die by the Blade is a sword combat simulation inspired by Bushido Blade with one hit kill. Semi-realistic sword combat is the key feature of the game, which combined with one-hit kill delivers unparalleled gameplay.

Target platform: PC, PS4, XBO | Game status: Alpha

Triple Hill Interactive

www.triple-hill.com

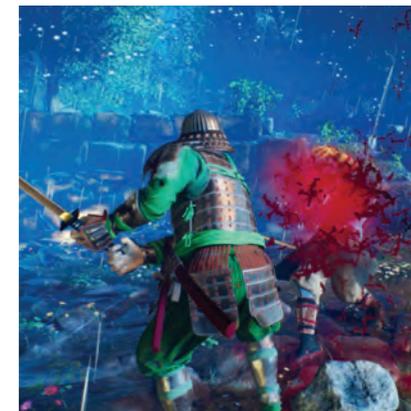


Triple Hill Interactive is an independent studio based in Košice, Slovakia. Studio has released two games for Android and iOS, and worked on multiple game projects for PC and consoles. Currently working on the fighting game Die by the Blade in cooperation with Grindstone.

Based in: Košice
Founded in: 2015
Number of employees: 5

Selected published titles:
Bacteris, Clumzee: Endless climb, Underflow

Public e-mail contact:
developer@triple-hill.com





Gomo 2 is an indirect sequel to the adventures of comically-innocent and awkwardly-relatable hero Gomo and faithful dog Dingo. This new adventure introduces a slight twist to the story's flow, as well as new challenges for the dauntless duo to tackle. Join Gomo and Dingo in another episode of this Point-And-Click 2D Adventure!

Target platform: PC, Mobile | Game status: In development

Fishcow Studio

www.fishcowstudio.com



Fishcow Studio is an indie game development studio from Košice established in 2011. Its first game title was Gomo published by Daedalic Entertainment, which has sold over 150k copies on Steam and other platforms since release in 2013. Its second title was Moonfall, a 2D side-scrolling action-RPG which was released on PC and consoles. The studio also developed its first mobile title Flip, released in 2018. Gomo 2 is currently in production. Fishcow's aim is to make unique enjoyable game products that entertain a wide-range of gamers.

Based in: Košice
Founded in: 2011
Number of employees: 4

Selected published titles:
Moonfall, Gomo, Flip

Public e-mail contact:
biz@fishcowstudio.com



Atomic Realm



At Atomic Realm we're gamers at heart and professionally three software engineers/game designers and one art designer working together since 2015. Our first title, Magnet Run, was published in 2017 on Google Play in the "Our indie picks" section. Squabble, currently in development, is our first title to be released on Nintendo Switch. Our games are infused with great passion and incredible attention to detail. Since 2019, our game development and art design services can also be contracted.

Based in: Bratislava
 Founded in: 2019
 Number of employees: 4

Selected published titles:
 Magnet Run

Public e-mail contact:
info@atomicrealm.com



Squabble is a 2D fighting couch multiplayer game for 2 – 6 players. Fight your siblings with whatever you can grab, but choose carefully as every toy has a twist – special powers. Pillows explode, water guns pose an aqueous threat, and beware the homework monster! Become the ultimate winner in multiple game modes: deathmatch, capture the flag, and king of the hill!

Target platform: Nintendo Switch, PC, PS4, Xbox | Game status: In development



Merge Planets

Merge Planets and build your solar system! Discover new planets, compete with others, take risks for big rewards. Keep earning money even when not playing. Beautiful visuals, chill music, and vibrant color theme - all these features add up to a very relaxing idle merger/clicker game. Start building your solar system today and become #1.

Target platform: Mobile | Game status: Released

Doublebubble

www.doublebubblegames.com



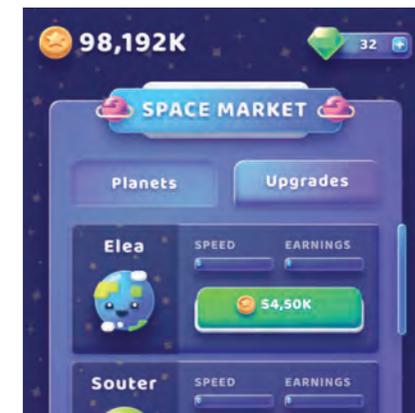
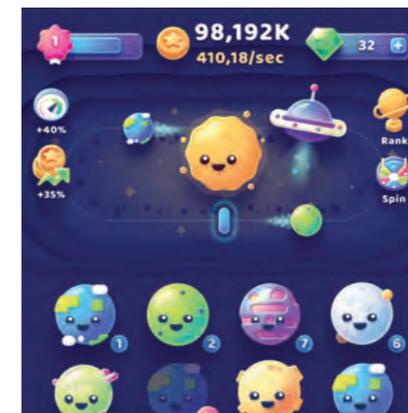
doublebubble

Doublebubble is a newly-established mobile game development studio with a team of young, passionate game designers and programmers. Our main goal is to craft exciting mobile games that are enjoyed by players around the world. We develop exclusively for mobile platforms, focusing on the casual and hypercasual audience. While gameplay is our number one priority, we also work hard on polished graphic design. We've already released multiple titles, and are constantly prototyping and developing new ones - while learning tons of new stuff along the way.

Based in: Bratislava
Founded in: 2018
Number of employees: 2

Selected published titles:
Merge Planets, Rocket Boy, Rollee

Public e-mail contact:
rob@doublebubblegames.com





Blood will be Spilled is a story-focused spaghetti western platformer with tactical turn-based combat, taking place in a completely hand-drawn world inhabited by insects. You follow the story of Jack (voiced by Elias Toufexis) - a mosquito bounty hunter on a path of revenge. The game received the CEEGA 2019 award for visual art and was developed with Slovak Arts Council financial support.

Target platform: PC, Nintendo Switch | Game status: Released 5/2019 on Steam (PC) and 2/2020 on Nintendo Switch

Doublequote Studio

www.doublequotestudio.com

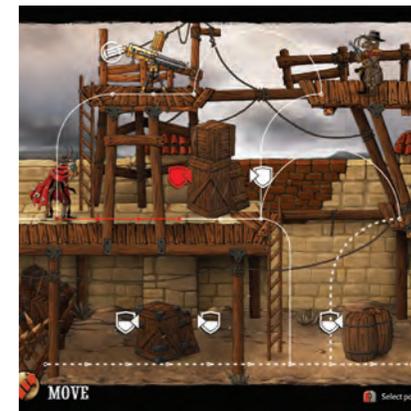
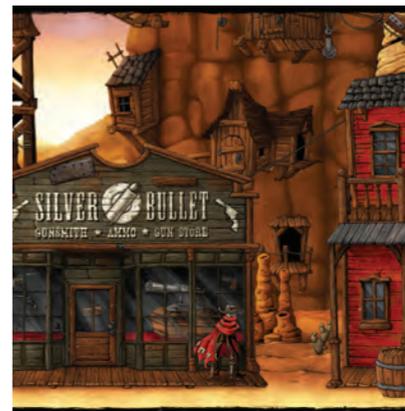


Doublequote Studio is an independent studio based in Bratislava, Slovakia. Founded in May 2014 by the Ivan and Martin Kozmon brothers, and generally comprising 3-4 members. The studio's main focus is to create visually striking game experiences, utilizing our team's experience in 2D graphic design and illustration with enticing narratives. The studio is currently in the pre-production stage of a new project.

Based in: Bratislava
Founded in: 2014
Number of employees: 2

Selected published titles:
Blood will be Spilled

Public e-mail contact:
hello@doublequotestudio.com





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.

Target platform: PC / Consoles / Mobile | Current state: In development

www.sacredfiregame.com

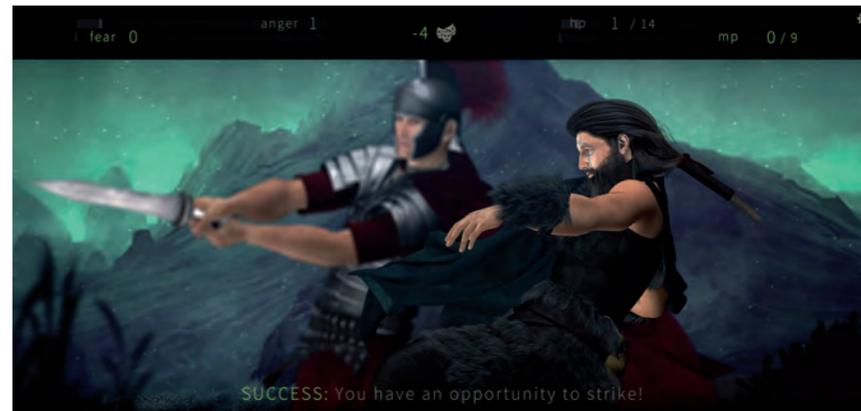
Poetic



Sacred Fire uses an innovative personality model with psychological attributes such as anger, fear, and empathy. This enables the realistic 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
Number of employees: 2

Public e-mail contact:
martin@poeticstudio.com





BON VOYAGE!

BY BORIS ZAPOTOCKY



BonVoyage! is a slide tile puzzle game variation where you need to drag tiles to reconstruct paths for stranded knights in 70+ levels that vary in gameplay rules and complexity. Engaging beautiful cartoonish art style and random level generator. Gameplay inspired by childhood toy puzzles with reconstructed images by tile dragging with only one space empty.

Target platform: Win/Mac/Linux/Android/iOS | Game status: Released

Boris Zápotocký

www.facebook.com/ZapotockyBoris

BORIS ZAPOTOCKY

Solo game programmer with 10+ years' experience in AAA game development (Mafia 2, TopSpin 4, Kingdom Come: Deliverance). Studied and worked in Prague before returning to Košice in 2012. Passionate about creating small games in his free time alongside a normal full-time job utilizing Unity game engine experience. Created the award-winning Car Puzzler (Best Mobile Game) and second puzzle title BonVoyage!, both for mobile and PC platforms. Wide experience across the game production process. Currently considering new project options or looking for a game project to support.

Based in: Košice
Founded in: 2017
Number of employees: 1

Selected published titles:
BonVoyage!, Kingdom
Come: Deliverance, Mafia 2

Public e-mail contact:
zapotocky.boris@seznam.cz



Pixel Federation

www.portal.pixelfederation.com



Pixel Federation is an independent mobile game developer and publisher. The studio was founded in 2007 by 4 game industry enthusiasts. Today, the team consists of 220 geeks on a mission to entertain gamers all around the world.

Over 100 million players are immersed in our games and fall in love with trains in TrainStation 2, dig through the mysteries in Diggy's Adventure or sail the seas of Seaport. We believe that every gamer should have a chance to play, so we make our games available for free.

Players to players, with the greatest passion of our gaming hearts.

Based in: Bratislava
 Founded in: 2007
 Number of employees: 220

Selected published titles:
 Diggy's Adventure,
 TrainStation 2, Seaport

Public e-mail contact:
media@pixelfederation.com



Inlogic Software

www.inlogic.sk



Inlogic Software is a development studio focused on Android and HTML5 games for mobile phones. We distribute our apps through a global network reaching 150+ countries across five continents. Inlogic cooperates with more than 200 companies. Operators including Orange, T-Mobile, Vodafone, Telefonica O2, Movistar, gaming studios including Walt Disney and EA Mobile and other well-known aggregators such as Gameloft, Zed or Opera are both positive references and proof of the company's position on the mobile entertainment market.

Based in: Košice
 Founded in: 2005
 Number of employees: 60

Selected published titles:
 Football Championship 2020,
 Zombie Hill Race 3,
 Aquaworld.io

Public e-mail contact:
sales@inlogic.sk



PowerPlay Studio

www.powerplay.studio



PowerPlayStudio

Last year we managed to release our first native mobile game. We plan to continue developing mobile games, however, due to the success of our previous titles, we have decided to release another from the series of Mania games this year entitled Athletics Mania. Although it builds on its predecessors, it does bring plenty of improvements, a wide variety of fun minigames as well as improved graphics.

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.

Based in: Bratislava
 Founded in: 2007
 Number of employees: 60

Selected published titles:

Ski Legends, Ski Jump Mania 3, Biathlon Mania

Public e-mail contact:

info@powerplay.studio



Charged Monkey

www.chargedmonkey.com



Ready to handle your Mafia business? Kick up your own gang and run your family's crime activities. Hire mobsters and gangsters and lead them against the fierce competition of the Mafia Town's underground world. Fight over the control in Mafia Town districts against hideous criminals, bosses and forces of law and become the ultimate capo di tutti capi.

We are an independent studio of seasoned mobile game developers with headquarters in Prague and an outpost in Bratislava. We focus on high quality free-to-play mobile games since 2015.

Based in: Prague, Bratislava
 Founded in: 2015
 Number of employees: 13

Selected published titles:

What The Hen, Idle Quest Heroes, What The Mafia

Public e-mail contact:

filip.fischer@chargedmonkey.com



Blue Brain Games

www.bluebraingames.com



Become an apprentice of the famous Leonardo da Vinci. Solve handcrafted mechanical 3D puzzles and discover hidden secrets. Navigate through mesmerizing environments of the Italian Renaissance. Travel through time to influence your surroundings.

Blue Brain Games is an enthusiastic indie team of graphic artists and developers mainly from Slovakia and Czech republic, all of whom are fans of both 3D puzzle games and the renaissance genius Leonardo Da Vinci. We thrive to enrich human history with our own imagination.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 10

Selected published titles:
 Mysteries of the Past,
 The House of Da Vinci,
 The House of Da Vinci 2

Public e-mail contact:
 marketing@
 bluebraingames.com



Team Vivat

www.vivatslovakia.sk



Welcome to Bratislava, the capital of newly established country Slovakia. Everything's just fine in here. No murders in broad daylight nor car explosions on a daily basis and the allegations that secret service is abusing its position? That's a lie too! The so-called wild 90's are just great in Bratislava.

Yes, we're a small team but we know the right guys. After our successful prequel mini-game Vivat Sloboda taking place during Velvet Revolution, we are working earnestly on the main open world action-adventure title Vivat Slovakia.

Based in: Bratislava
 Founded in: 2018
 Number of employees: 9

Selected published titles:
 Vivat Sloboda

Public e-mail contact:
 ohhi@vivatslovakia.sk



Incidental Minds

www.incidentalminds.com

INCIDENTAL
MINDS

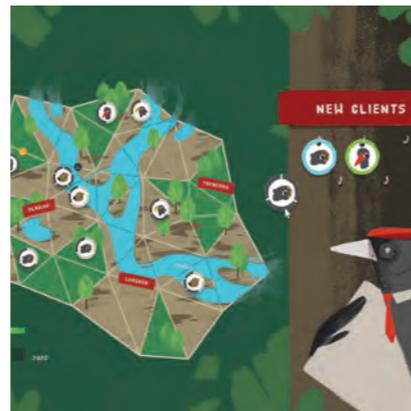
We are a young and enthusiastic team focused primarily on 2D illustrated story-driven and strategic games. We strive to deliver a unique experience with added value to the players.

Our long-term project, Grayton the Detective, is a non-linear point'n'click adventure game. It follows the story of an aristocratically raised, now homeless, wannabe detective. The setting brings with it some deep irony as Grayton tries to restore his human dignity by solving the mystery behind the "Golden Spoon Case". Grayton means well but has a particularly unusual way of doing things.

Based in: Bratislava
Founded in: 2018
Number of employees: 6

Selected published titles:
Grayton the Detective,
House them all!

Public e-mail contact:
contact@incidentalminds.com



Neutraworks

www.neutraworks.net

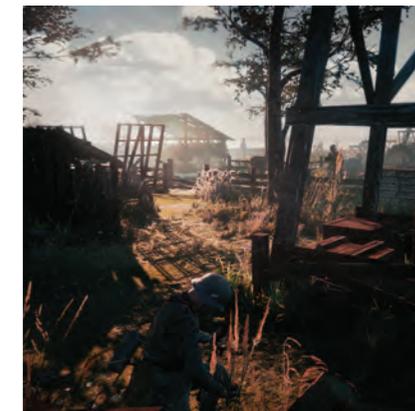


Secret War is a WW2 tactical turn-based strategy game inspired by Silent Storm and X-Com yet compellingly unique. It lets you build and improve your base, recruit team members, and leverage the help of long-forgotten battlefield heroes. Western allies and the Soviet Union can support your resistance by sending weapons, money, resources, and even elite soldiers.

Neutraworks is an independent game development studio based in Nitra, Slovak Republic. We're a small team of young talents that share a passion for video games

Based in: Nitra
Founded in: 2018
Number of employees: 6

Public e-mail contact:
neutraworks@neutraworks.net



3DIVISION

www.3division.net



3DIVISION is a game development company with offices in Kosice, Slovakia with more than 10 years of experience in game development. Our focus is on development for PC and consoles.

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! **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!

Based in: Košice
 Founded in: 2005
 Number of employees: 5

Selected published titles:

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

Public e-mail contact:
info@3division.net



Airo Games

www.airogames.com



LIFE OF DELTA is a point-and-click adventure game set in a post-apocalyptic Japan. You play as Delta who is a small robot that embarks on a journey to find his friend. The game has numerous interactive characters and mini-games to solve in a 25 beautifully hand-painted levels.

Airo Games is a team of talented artists, programmers, sound designers and composers based in Slovakia, the United Kingdom and Vietnam. We love sharing our talent to tell stories that are interesting, adventurous and fun.

Based in: Košice
 Founded in: 2018
 Number of employees: 5

Public e-mail contact:
samuel.lorincik@gmail.com



Lotus Innovations

www.worldwidehack.eu



Lotus Innovations

Lotus Innovations is currently small indie team creating outstanding hacking simulation with futuristic atmosphere. We have finished our WWH demo (free to play) and next development is in progress.

World Wide Hack is a simulation game about realistic hacking in competitive (PvP, PvE) and cooperative multiplayer. You (as researcher) provide experiments inside big open simulated world build of computer network. Enjoy dynamic engaging story about parallel realities and quantum computers which creates unique game experience for you.

Based in: Trebišov
 Founded in: 2018
 Number of employees: 5

Selected published titles:
 World Wide Hack

Public e-mail contact:
 dev@worldwidehack.eu



Functu

www.functu.com



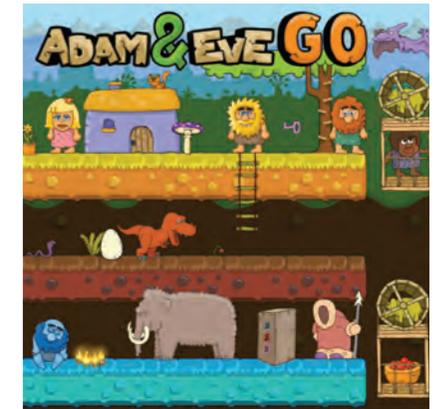
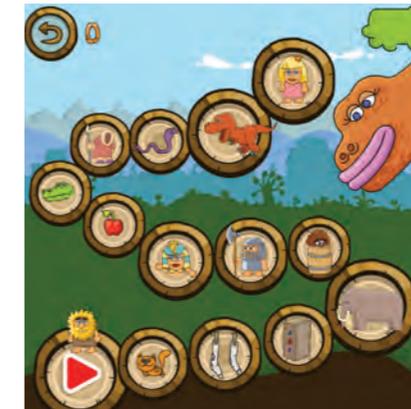
Adam and Eve games are family logic games. Our games are very popular as web games on most of the online gaming portals and reaching more than 200 000 plays every single day. The brand is also very strong on Google Play and hit Google Play TOP10 in 2015.

Our other game Little Wheel won MTV Game Awards in 2009 for best browser game. We ported our game to Microsoft and we worked also with Electronic Arts. Functu is located in little town Sabinov in eastern Slovakia.

Based in: Sabinov
 Founded in: 2005
 Number of employees: 4

Selected published titles:
 Adam and Eve,
 Little Wheel, Easy Joe

Public e-mail contact:
 juraj@functu.com



Playnica

www.playnica.com/en/

playnica

Simply color by number and train your perception by looking for the correct numbers and painting them with colorful shapes.

Calm Colors is a relaxing & stress-relief experience. Find some time for yourself and train your mindfulness. Discover relaxation and the joy of coloring by number puzzles.

You can choose from a variety of categories in which you will find tons of beautiful shaped picture cut out to poly paint with colors. Discover your inner artist by playing Calm Colors.

Playnica is small indie game development studio. Our focus is development of F2P casual games for mobile platforms.

Based in: Žilina
Founded in: 2017
Number of employees: 4

Selected published titles:
Calm Colors, ZooPool

Public e-mail contact:
info@Playnica.com



Raincrave Games

www.facebook.com/raincravegames



Backyard Pilot is a game made to approximate real world RC helicopter behavior, while still being fun. Complete missions, earn rewards and upgrade your radio controlled helicopter to achieve even better scores! Climb the ladder by beating scores of your friends or other players. Explore the environment in freeroam, there are lots of secrets and easter eggs hidden out there.

Raincrave Games is a young studio founded by three classmates in high school. It has all started as a passion project, but we have proudly released our first game on Google Play.

Based in: Banská Bystrica
Founded in: 2018
Number of employees: 3

Selected published titles:
Backyard Pilot

Public e-mail contact:
raincrave.info@gmail.com



Old Blood

www.feedandgrow.net



Feed and Grow is a brand new game based in an amazing sea world. You play as a fish and your goal is to hunt other fish. As the name goes, feed and grow! Animal survival game based in the fish world! You start as Bibos the fish and straight away you are ready to dive in to the waters of the mesmerizing world of Feed and Grow. With the first release we want to test the basics of multi-player. Further development will include new fish abilities and passives, new fun content for both single and multiplayer with game mods.

Based in: Poprad
 Founded in: 2013
 Number of employees: 3

Public e-mail contact:
info@feedandgrow.net



Project Solutions

www.areazgame.com

project
 [solutions]

AreaZ is single player survival game based on realistic survival simulation, character conditions and fully working unique environment inclusive ocean tides. It is situated in various areas, each requiring different approach and skills to reach rescue. From tropical beach, thru jungle, swamps, inland, to snow covered mountains. Players have to make smart decisions, plan carefully their activities based on available resources, time of the day, risks and total exhaustion.

Project Solutions was established in 2003 and focused on project management. In 2018 it becomes active in game development.

Based in: Hrubá Borsá
 Founded in: 2018
 Number of employees: 2

Selected published titles:
 AreaZ

Public e-mail contact:
info@areazgame.com



sectuZNET

www.sectuz.net



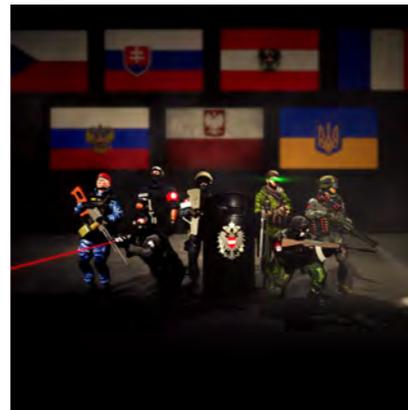
INFILTRIA is rogue-lite survival shooter with tactical RPG elements and procedurally generated environment. While terrorists seized various locations in Europe, including Slovakia, Austria or Germany, player will choose from 7 different mercenaries and special units across Europe with their unique abilities. To achieve victory player has to choose right weapons, attachments, talents, traits and situational decisions. All these bring to player highly replayable and challenging content.

sectuZNET is small indie game development studio with big passion for highly challenging and replayable games.

Based in: Košice
 Founded in: 2018
 Number of employees: 2

Selected published titles:
 INFILTRIA

Public e-mail contact:
 info@sectuz.net



Volcanicc

www.volcanicc.com



The Badass from Hell is a fast-paced bullet-storm dungeon crawler that cranks the nonsense up to 11 and puts you right in the thick of it. Take control of various Transformations and unlock new Transformations each time you complete the game. Challenge bosses across the randomly generated world, defeat demonic hordes, loot valuable treasures, equip powerful weapons. Fight, die, repeat.

Volcanicc is a small game development studio from Slovakia. Video games are our passion. We like to play them and we love to create them. We established this studio with the idea that we will create games with great gaming experience and we would listen to our players and their opinions.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 2

Selected published titles:
 Hellmut: The Badass from Hell

Public e-mail contact:
 lukas.sedlak@volcani.cc



ARTillery

www.artillery.sk



ARTillery

Catie in MeowmeowLand is beautiful and funny point-and-click adventure game. The player's main task is to solve little puzzles to help the main character, Catie, find her way back home after she finds herself in a bizarre world of MeowmeowLand. The world of cats and ludicrous characters.

ARTillery is a small indie game development studio based in Bratislava, Slovakia with over 20 years of joint experience.

Based in: Bratislava
 Founded in: 2004
 Number of employees: 1

Selected published titles:

Chaser, Niborea,
 Keep Cool in Sunshine City

Public e-mail contact:

contact@artillery.sk



Bartoš Studio

www.bartos-studio.com



HRDINA: The game features a hero that goes from a game to the real world. Levels are generated by analyzing music from the Czech band Zrni. Although a simple platformer, the view perspective is changing and each level adds a new concept or obstacle to the game. Tengutana: slicing puzzles for VR with very precise sword handling mechanics.

Bartoš Studio deploys the latest technology to achieve quality user experiences. Games are skillfully crafted with a special focus on ease of use and intuitive controls.

Based in: Trnava
 Founded in: 2017
 Number of employees: 1

Selected published titles:

HRDINA, Egg Time 2,
 Tengutana

Public e-mail contact:

info@bartos-studio.com



Bored Monkey

www.garbagegobblers.com



Garbage Gobblers is an educational game that helps children develop environmental awareness while saving a planet from waste dumps. Kids feed 6 monsters on a green planet and learn about various types of garbage and their impact through changes in graphics, animations and music during play. garbgegobblers.sk is a companion website with info about recycling, environmental responsibility, downloadables, projects for children and educational guides for parents and teachers.

Bored Monkey is a tiny studio established in 2017 with the aim to create educational and social impact games and solutions.

Based in: Štefanová
 Founded in: 2017
 Number of employees: 1

Selected published titles:
 Garbage Gobblers

Public e-mail contact:
 boredmonkeyapps@gmail.com



TEDI Games

www.tedigames.sk/system



TEDI Games is a group of independent game creators that was founded in 2015 by IT and game enthusiasts. Our goal is to create games while gaining experience and having fun. We regularly attend game jam events in Slovakia and abroad. Our team members have received awards in various categories. We have around 15-20 regular members and some ad hoc contributors.

Based in: Trnava
 Founded in: 2015
 Number of employees: -

Selected published titles:
 Virus Hunter, Retro TV
 Repair VR, Footbla

Public e-mail contact:
 studio@tedigames.sk



SCALING GAMES TO THEIR MAXIMUM POTENTIAL

We are a high-impact growth partner for game developers of any size. Be in charge of your growth efforts while leveraging SuperScale's growth solutions

- big data infrastructure and business analytics services
- user acquisition, app-store optimization and creative production
- game design and monetization



OUTSOURCING AND SERVICES

Selected partners





www.superscale.com



Our team of over 65 specialists scales games through business analytics optimizations in game design, monetization, and user acquisition. SuperScale combines expert teams with internally-developed technology to deliver maximum impact.

Platform: Android, iOS

SuperScale



Based in: Bratislava
 Founded in: 2015
 Number of employees: 65

Selected published titles:
 Hill Climb Racing 2, Battle Legion, Rumble Stars

Public e-mail contact:
 contact-us@superscale.com

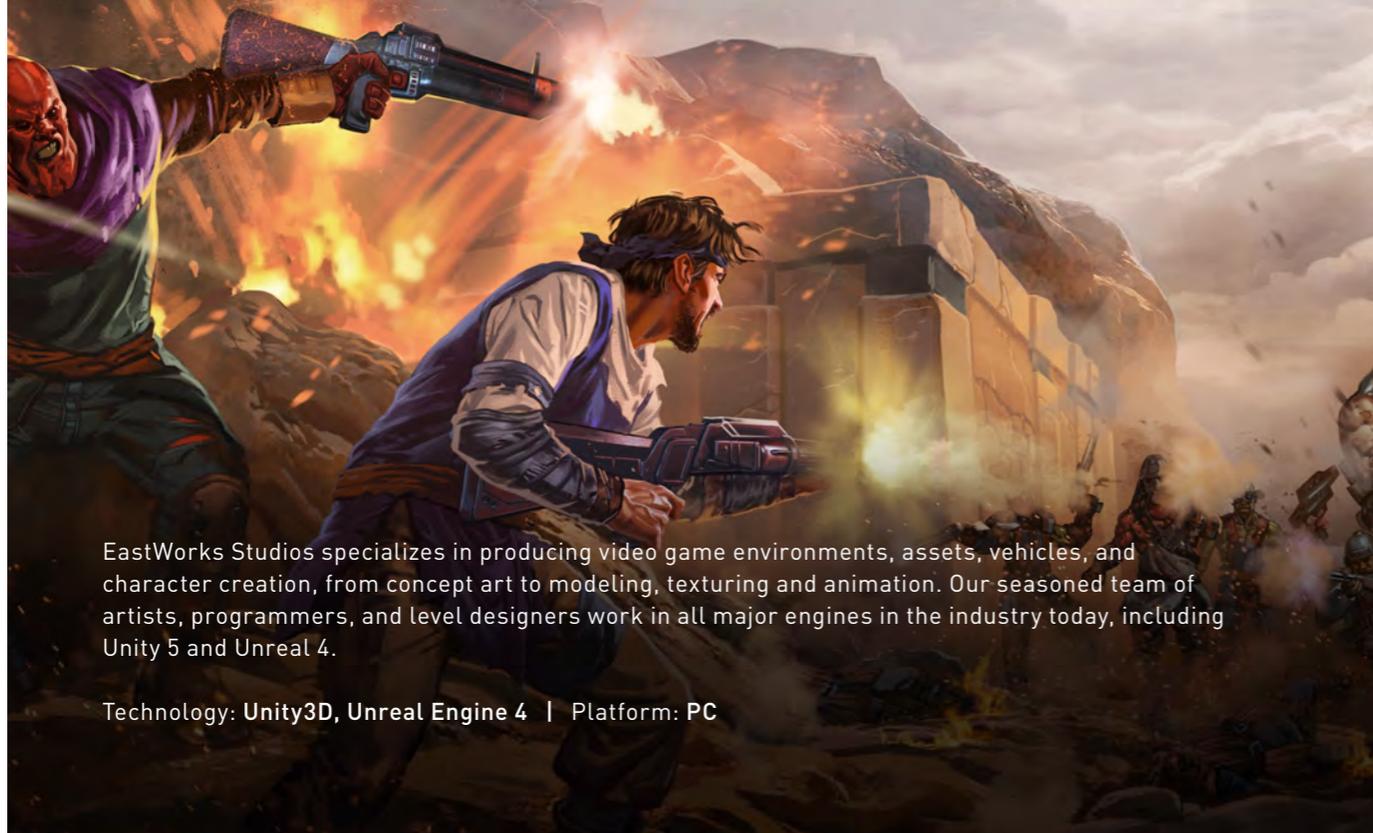
Scaling games, monetization, user acquisition

SuperScale is a growth partner of the world's top game developers and publishers such as Electronic Arts, Fingersoft, and BoomBit, as well as brands like LEGO. SuperScale helped to scale flagship titles from EA, and also global launch and scale games such as Rumble Stars (Top 10 in Japan), Idle Coffee Corp (Top 1 Strategy in US), and Hill Climb Racing 2 (Top 1 Worldwide).





GRAYZONE



EastWorks Studios specializes in producing video game environments, assets, vehicles, and character creation, from concept art to modeling, texturing and animation. Our seasoned team of artists, programmers, and level designers work in all major engines in the industry today, including Unity 5 and Unreal 4.

Technology: Unity3D, Unreal Engine 4 | Platform: PC

www.eastworks.eu

EastWorks

3D asset creation, game development

EASTWORKS

Independent game development and outsourcing studio. Our brand is characteristic of this region's high quality and competitive prices. We have participated in over 40 titles such as Himan 2, Vigor, Arma 3, Mafia 3, Enemy Front, and Murdered: Soul Suspected. And we're also working on Grayzone - our first game. Our motivated production team provides concept art, modeling, texturing, animation, and programming for all-project projects, and our skilled artists deliver art production for games in numerous genres including fantasy, sci-fi, sports, and cartoon.

Based in: Košice
 Founded in: 2010
 Number of employees: 15

Selected published titles:
 Gray Zone

Public e-mail contact:
eastworks@eastworks.eu





We provide full-scale game development, and porting of PC/mobile games to Nintendo Switch, PS4, and XB1, and oversee development, marketing, and publishing.

Technology: Unity 3D | Platform: PC, PS4, XB1, Nintendo Switch

Cypronia



Based in: Michalovce
 Founded in: 2010
 Number of employees: 10

Selected published titles:
 Pixel Action Heroes, State of War, Color Zen

Public e-mail contact:
 cypronia@gmail.com

Porting games

Cypronia is an indie game developer and publisher with over 40 games released for PC and consoles. We're also an experienced porting house for your games to Nintendo Switch, PS4, and XB1, with next-gen consoles coming soon!

We're very well established on Nintendo platforms with several successful titles such as Cube Life: Island Survival: Top Chart Wii U eShop, #1 in Europe, #2 in America, and #3 in Japan. We confirmed our strong position on Nintendo markets with another success - Pixel Action Heroes, which entered the TOP 20 Charts on the Nintendo eShop (both WiiU and Switch) in Europe and Japan.





MATSUKO creates holographic communications that deliver the full video conferencing experience - participants' presence, bringing people closer, and improving relationships through collaboration and remote work. Using just a computer camera, anyone - anywhere, any time, and in real-time - can communicate as though face-to-face.

Technology: Inhouse technologies | Platform: Mixed reality platforms (Hololens, Magic leap, Nreal) and VR (e.g. Oculus)

www.matsuko.com

MATSUKO INTERACTIVE

Holographic communication



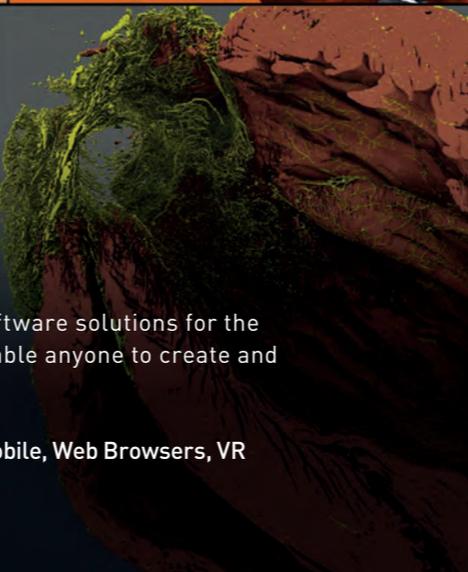
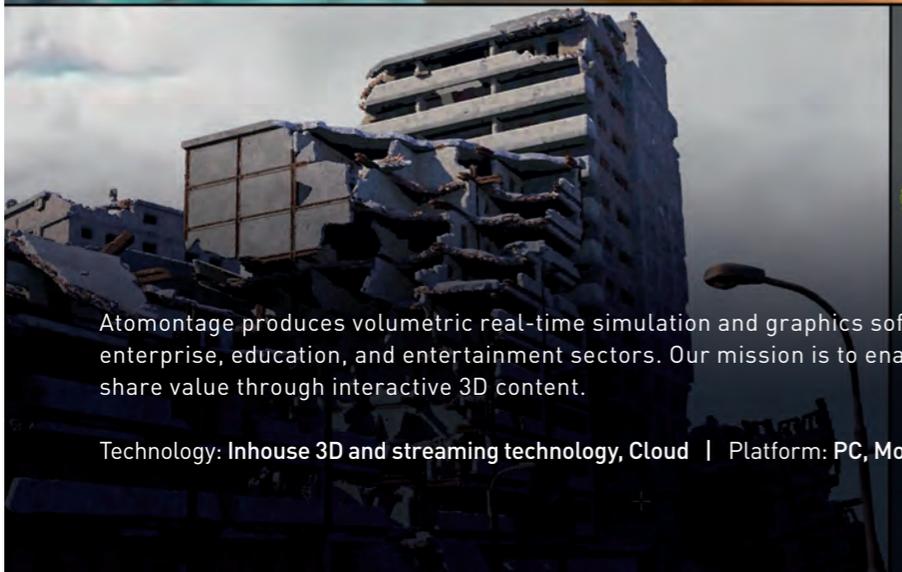
MATSUKO is a deep-tech company with strong experience in developing 3D video games, mainly in cooperation with Ubisoft (real-time engine, A.I.). Behind MATSUKO is a team of more than 30 creative minds with 30 patents, hundreds of publications, Ph.D.s in Artificial Intelligence, and multiple awards for business and innovation.

Based in: Košice
 Founded in: 2016
 Number of employees: 10

Selected published titles:
 Watch Dogs, Far Cry

Public e-mail contact:
 hello@matsuko.com





Atomontage produces volumetric real-time simulation and graphics software solutions for the enterprise, education, and entertainment sectors. Our mission is to enable anyone to create and share value through interactive 3D content.

Technology: Inhouse 3D and streaming technology, Cloud | Platform: PC, Mobile, Web Browsers, VR

www.atomontage.com

Atomontage Slovakia

Scalable 3D and streaming tech development



Although US-based, our core tech team is located in the pulsating heart of Bratislava (Slovakia) where our growing group of talented engineers are transforming groundbreaking prototypes into world-changing products for the entertainment, educational, and enterprise sectors. We seek 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!

Based in: Bratislava
 Founded in: 2017
 Number of employees: 9

Public e-mail contact:
 jobs@atomontage.com



We at Atomontage understand this year is particularly challenging for many talented software engineers, due to no fault of their own. We want to make it known that we are actively hiring for multiple positions in three of our teams: Core, Tools, and Cloud/Infrastructure. If you yourself would like to join us in building the foundations for shared volumetric worlds – or know someone who is also willing and able – please do not hesitate to reach us at jobs@atomontage.com.

Photo below is of our Core Tech Team in Bratislava. We have other teams where remote work is possible as well.



Creative
Europe



European Commission
DG Education and Culture



Creative Europe Desk
Grösslingová 32
811 09 Bratislava
e-mail: media@ced Slovakia.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**



www.cassagi.com

Cassagi is an AAA game outsourcing studio that focuses on life-like digital production. Cassagi's attention to detail has delivered the highest quality assets for Star Wars Legion, Hell Let Loose, and The House of Da Vinci 2. With extensive Unity and UE4 experience, Cassagi assists clients with PC and VR development, and creates game-ready characters, vehicles, environments, and other props.

Platform: Unity 3D, Unreal Engine 4

Cassa Game Industry

Game outsourcing studio



Cassagi is an AAA game outsourcing studio that focuses on life-like digital production and realistic modelling. Cassagi's attention to detail has delivered the highest quality assets for titles such as Star Wars Legion, Hell Let Loose, The House of Da Vinci 2, Theater VR, etc. Our speciality is creating mirror-like realistic 3D characters, vehicles, environments, weapons, and other props based on any reference: concept art, blueprints, or even a simple photograph.

Based in: Košice
 Founded in: 2017
 Number of employees: 7

Selected published titles:
 Star Wars Legion, Hell Let Loose, The House of Da Vinci 2, Theater VR, Mashinky

Public e-mail contact:
 info@cassagi.com





Our team averages 7+ years' relevant industry experience. We're hungry for engaging new projects and can scale up rapidly as a task demands by supplementing existing teams and performing entire projects. We have extensive remote-work experience, with an excellent track record - references on request. Our extensive know-how and insights will deliver the optimal version of your game or app.

Technology: Unity3D, Unreal Engine 4, 3DS Max, Blender3D, Adobe Photoshop & Illustrator |
Platform: Android, iOS, PC, VR/AR, Consoles

Tater Games



Based in: Bratislava
Founded in: 2019
Number of employees: 7

Selected published titles:

Nunu Spirits, Dam the Flood!, Cyber Forge

Public e-mail contact:

info@tatergames.com

Game Development

Tater Games is a talent-first game studio that aims to keep creatives in the driver's seat by streamlining processes. In just over a year we built a fully-fledged studio composed of passionate industry veterans and released our first game, Nunu Spirits. Our focus remains on developing games for mobile, with two games planned for 2020 release: Brew Story and Dam the Flood! In an exciting new development, we've also taken the plunge with Cyber Forge - our first premium game.





Technology: Unity3D | Platform: PC, Mac, Linux, Switch, PS4, Xbox One

Fatbot Games

Game Development

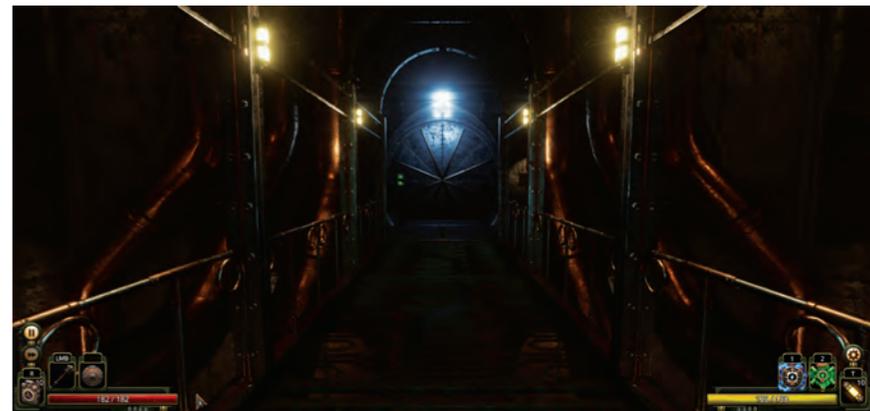


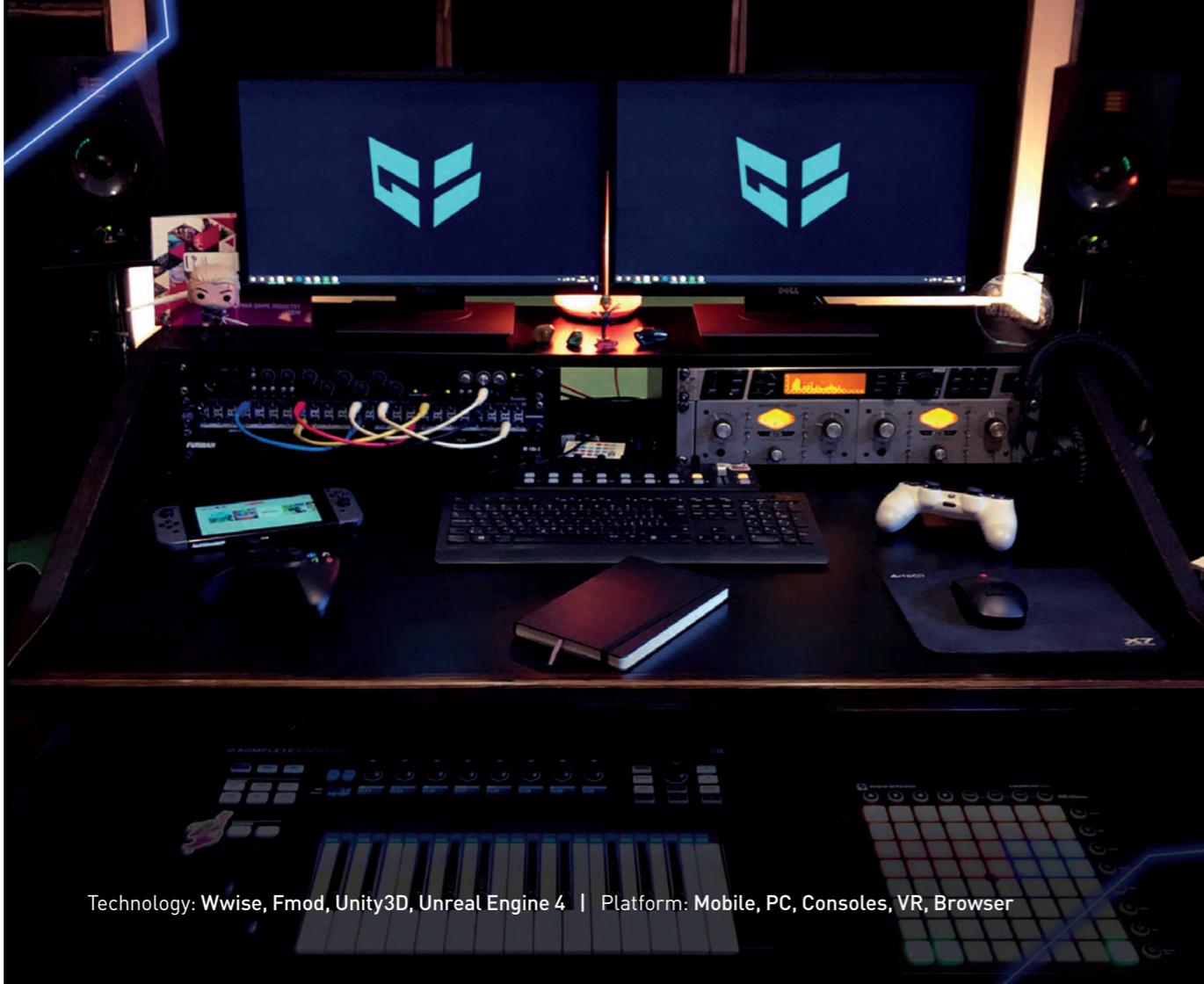
Fatbot Games is a Slovakia-based indie company that was founded by two industry veterans: Tibor Repta and Matej Zajačik. The company started with secure investment and is now self-sustaining. Fatbot Games believes in accessible and polished games with strong storylines and high production value in both visuals and gameplay. Vaporum: Lockdown is the company's second project.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 6

Selected published titles:
 Vaporum

Public e-mail contact:
 info@fatbot-games.com





Technology: Wwise, Fmod, Unity3D, Unreal Engine 4 | Platform: Mobile, PC, Consoles, VR, Browser

Grand Beats Production

Grand Beats - Game Audio



Grand Beats Production is a game audio production studio based in Tomášov (Slovakia) that provides comprehensive game audio services: adaptive music, sound design, voiceover recording, audio implementation, optimisation, and porting for various video game projects. The studio works with game developers to create effective and comprehensive solutions that are natural, immersive, and allow players to traverse through vast and unique worlds developed by game designers. The studio's expertise in 3D sound, audio scripting, interactive sound, trailer music, and other features adds additional layers of depth to projects.

Based in: Tomášov
 Founded in: 2017
 Number of employees: 6

Selected published titles:
 Workers & Resources: Soviet Republic, Smashing Four, Feed and Grow: Fish

Public e-mail contact:
 info@grandbeats.sk



Adaptive sound



Audio integration



Optimisation



Audio programming

Atomic Realm

Pixel art assets, Game development



At Atomic Realm we're gamers at heart, and professionally three software engineers/game designers and one art designer. We've been working together since 2015, and our first title Magnet Run was published in 2017 on Google Play in the "Our indie picks" section. Squabble, currently in development, is our first title to be released on Nintendo Switch. Our games are produced with passion and incredible attention to detail. Since 2019, we also offer our game development and art design services for hire.

Based in: Bratislava
 Founded in: 2019
 Number of employees: 4

Selected published titles:
 Magnet Run

Public e-mail contact:
 info@atomicrealm.com





Technology: Unity, JavaScript, Java | Platform: PC, mobile, browser

Fishcow Studio



Based in: Košice
 Founded in: 2011
 Number of employees: 4

Selected published titles:
 Moonfall, Gomo, Flip

Public e-mail contact:
 biz@fishcowstudio.com

Mobile, PC and browser based game development

Fishcow Studio is an indie game development studio from Košice established in 2011. Its first game title was Gomo published by Daedalic Entertainment, which has sold over 150k copies on Steam and other platforms since release in 2013. Its second title was Moonfall, a 2D side-scrolling action-RPG which was released on PC and consoles. The studio also developed its first mobile title Flip, released in 2018. Gomo 2 is currently in production. Fishcow's aim is to make unique enjoyable game products that entertain a wide-range of gamers.





Platform: PC, XBOX One, Playstation 4, Nintendo Switch

Grindstone

Game publishing company



Grindstone is a game production and publishing company that discovers new talent, unlocks its potential, and delivers commercially viable games to global markets. Grindstone builds upon 15+ years of experience in game development by combining deep production pipeline expertise with f2p segment data-driven methods. Grindstone also supports the growth of Slovakia's gaming ecosystem by powering the game developers' regional platform (Game Dev Košice) and organizing an international games conference (Game Days Košice).

Based in: Košice
 Founded in: 2015
 Number of employees: 4

Selected published titles:
 Hellmut: The Badass from Hell

Public e-mail contact:
 grindstone@grindstone.sk





Technology: Digital asset creating, fur simulation plugin | Platform: PC, mobile, console

GiM Studio

Digital assets, Fur plugin for UE

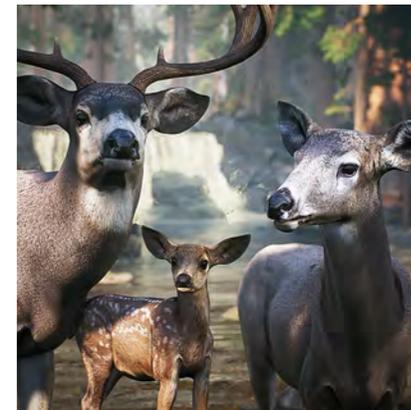


We're a small Bratislava-based independent studio, established in 2015 by two ex-colleagues from the Cauldron game development studio. Our over 15 years of game industry experience enables us to offer high quality digital production such as 3D assets, characters, animations, virtual environments, and whole games. We also have experience with various commercial and in-house engines.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 2

Selected published titles:
 FIGURAMA, CRYME,
 Sense-A

Public e-mail contact:
 rasty@gim.studio



STUDIO 727

www.727.sk



Our expert team is successful at producing outstanding 3D digital assets for clients in the global gaming industry, movies, TV, VR, and AR. We are full service - from sourcing to post-production. Our photogrammetry scanning ranges from large-scale work with drones - capturing entire city blocks, large scale industrial sites, to trees, plants, and rock formations, as well as a combination of high-precision robotic and handheld capture of vehicles, props, weapons, artwork, people and animals. We love challenging assignments, and we apply our creativity hand-in-hand with our client's requirements throughout the various production stages.

Based in: Bratislava
Founded in: 1997
Number of employees: 40

Selected published titles:
Call of Duty: Modern Warfare (2019)

Public e-mail contact:
studio@727.sk

Digital asset creation

Technology:
photogrammetry scanning, full body scan, UAV scanning, robotic scanning, full in-house post-process game ready assets pipeline

Platform:
Platform agnostic



Noise Artillery

www.noiseartillery.sk



Noise Artillery is a game outsourcing and post-production company that focuses on feature films, commercials, and games. We have been honored to participate in many game projects: Mafia 3, Euro Truck and American Truck Simulator, Assassin's Creed Online: Alliance, Heroes Arena, Tom Clancy's Elite Squad, etc. Our services include concept art, rendered/real-time cinematics, low/hi-poly characters, textured 3D models (small objects, buildings and complete level parts, vehicles), clothing, rigs, and animations. We work internationally and deliver professional outcomes for clients across the globe.

Based in: Bratislava
Founded in: 2014
Number of employees: 22

Selected published titles:
Mafia 3, Euro Truck Simulator 2, Tom Clancy's Elite Squad

Public e-mail contact:
info@noiseartillery.sk

Digital Asset creating, trailers, 3D animation

Platform:
Platform agnostic



FIGURAMA

www.figurama3d.com



FIGURAMA®

Figurama facilitates the production of Digital Humans, dynamic characters & static assets for Real-time 3D. Your 3D scanning and motion capture animation project will be in the hands of specialists who create their own VR animation platform and content. We're ready to power-on our photogrammetry rig & motion capture studio, to work hands-on with clients from all over Europe through our Bratislava studio or directly at your premises. Your data will be processed in the most cost-effective way thanks to our Philippines-based team and delivered as Ready-to-Use Assets in game engines.

Based in: Bratislava
Founded in: 2015
Number of employees: 10

Selected published titles:
FIGURAMA, CRYME,
Sense-A

Public e-mail contact:
team@figurama3d.com

**Photogrammetry, Digital
asset creation**

Technology:
Photogrammetry studio

Platform:
PC, Mobile



Blue Faces

www.blue-faces.com



BLUE FACES is a VFX post-production company that focuses on commercials, feature films, and games. You can find our animation work in many projects such as NBA 2k franchise, Shadows: Awakening, and Secret War. We use the best inertial motion capture suites from Xsens, and also a facial motion capture system to speed up workflow and produce precise and natural motion. This delivers the best-quality animation for all our projects. Blue Faces mainly aims to deliver unbelievable quality of characters, environments, and animation for games, movies and commercials.

Based in: Bratislava
Founded in: 2010
Number of employees: 6

Selected published titles:
Shadows: Awakening,
NBA 2K

Public e-mail contact:
info@blue-faces.com

**Motion capture, Facial
capture, Animation**

Technology:
Xsens motion capture suits

Platform:
Platform agnostic



Outerra

www.outerra.com



Outerra is a unique whole-world rendering and simulation engine, utilizing satellite data that is further procedurally refined and enhanced down to centimeter-level details. The engine makes the entire real-size planet Earth available for combined air/land/water and space simulators and games anywhere and everywhere on the globe.

Outerra game studio mainly works on the Outerra engine, which is currently primarily licensed for use in various special simulators, and we are also preparing games that will leverage the engine's exciting capabilities.

Based in: Bratislava
 Founded in: 2010
 Number of employees: 5

Public e-mail contact:
contact@outerra.com

Outerra engine

Technology:
 Proprietary engine

Platform:
 PC



Volcanicc

www.volcanicc.com



Volcanicc is a small game development studio based in Slovakia that fosters cooperation with artists and game developers across the world. Video games are our passion: we like to play and love to create them. We established this studio to create games with great gaming experience by listening to our players and incorporating their valuable inputs. Our aim is that players enjoy our products and have fun as much as we do.

Based in: Bratislava
 Founded in: 2015
 Number of employees: 2

Selected published titles:
 Hellmut: The Badass from Hell

Public e-mail contact:
lukas.sedlak@volcani.cc

Game development

Technology:
 Unity3D

Platform:
 PC, Console





3D PHOTOGRAMMETRY

WHY CANON?

Pre-sales consultancy

From consultancy, to demos, training, and product loans, Canon offers expert support throughout the acquisition process.

Unique high-quality solutions for reliability & accuracy

As a leading manufacturer of photographic equipment, Canon offers a comprehensive range with unique and durable products, including hardware and software.

Ease of integration

Thanks to the Canon SDK, the integration of Canon's technology into your own solution is easy, whatever the lifecycle and embedded Canon products.

Quality of the content

The Canon solution provides an accurate image acquisition workflow.

Trust

Canon is a globally trusted brand that has won several awards, such as Fortune in 2016, and Interbrand and Financial time in 2015.

Consultation, price offers, aftersales:

Peter.Mydliar@canon.sk

Live for the story_

EDUCATION

Digital Games Theory

www.fmk.sk/tedi



TEDI is a relatively new study program in media communication. Its main focus is on video games as part of the media industry - a hitherto academically-neglected aspect. The main goal is to report and reflect ludic culture with an emphasis on new trends and developments in the global video games industry. It offers bachelor, magister and doctoral studies in the theoretical background of mass media and video game culture and history, combined with practical courses on design, graphics, programming, sound, sales, and marketing.

Based in: Trnava

School: University of Ss. Cyril and Methodius in Trnava

Faculty: Faculty of Mass Media Communication

Public e-mail contact:
michal.kabat@gmail.com



MediaLab

www.medialab.sk

**VYSOKÁ ŠKOLA VÝTVARNÝCH
UMENÍ V BRATISLAVE
ACADEMY OF FINE ARTS
AND DESIGN IN BRATISLAVA**

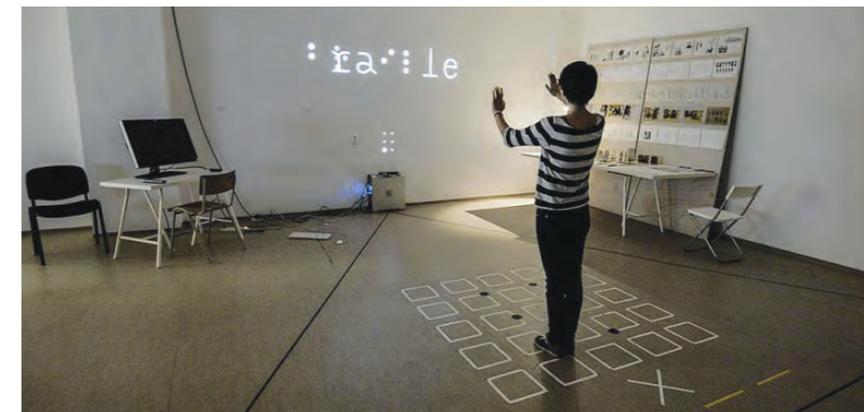
MediaLab is a specialised studio of the Department of Visual Communication at the Academy of Fine Arts and Design in Bratislava. It offers technological, theoretical and human infrastructure to study the workings of fundamental phenomena such as time, interactivity, and multimediality within (visual)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

Based in: Bratislava

School: Academy of Fine Arts and Design

Department: Department of Visual Communication

Public e-mail contact:
medialabsk@gmail.com



Butterfly Effect

www.butterflyeffect.sk



The Butterfly Effect Games Lab walks you through the process of game development - from initial idea to release - in just five months time. You work in a multidisciplinary team with other graphic & game designers, programmers, business people and creative innovators under the guidance of experienced mentors and coaches from the field. Moreover, together with your team you will work closely with the stakeholder.

Based in: Bratislava

School:
Butterfly Effect

Public e-mail contact:
alzbeta@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 doesn't substitute for Bachelor degree studies and our graduates don't receive an academic degree, we nevertheless give our students unique expert knowledge and skills that are indispensable for specialised jobs, such as using innovative audiovisual creation software tools.

Based in: Bratislava

School:
Academy of Filmmaking
and Multimedia

Public e-mail contact:
aftam@aftam.sk



Vocational Art School, Jakobyho 15, Košice

www.supke.sk



Digital Painting – Concept Art/Animation Art/ Design of Digital Application. There are 11 art departments at the VAS in total. All study programs are 4 yrs long, finished with a practical and theoretical maturity exam. The DPCA provides skills and knowledge in traditional and digital painting and sculpting techniques, 2D/3D animation, environment and character design, 3D modelling and UX design. The AA provides skills and knowledge in traditional and digital animation, character design and 3D modelling. The DDA provides skills and knowledge in web and app design, UI and UX design.

Based in: Košice

School:
Vocational Art School
Jakobyho 15, Košice
(Škola umeleckého
priemyslu, Jakobyho 15
v Košiciach)

Public e-mail contact:
supke@supke.sk
ilustracie@gmail.com



Creative Arts Secondary School in Trenčín

www.sustn.sk



Digital Painting, Concept Art / Animation / Digital Application Design - these three study programmes offer students knowledge in web- and mobile-app design, web and e-commerce solutions development, digital and traditional animation, as well as digital games and character design.

Based in: Trenčín

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

Public e-mail contact:
sustn@sustn.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 technologies 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)

Public e-mail contact:
uat@uat.sk



Hemisféra

www.hemisfera.sk



Hemisféra offers diverse game development education 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 young people aged 15-28 who want the skills to enter the game development industry.

Based in: Bratislava

School:
Gamecamp / Gamecraft /
LevelUp

Public e-mail contact:
info@hemisfera.sk



OpenLab

www.openlab.sk



OpenLab is a team-based technological accelerator for high school students. It's powered by a non-profit platform that creates unique partnerships between local companies and schools, with each OpenLab being formed in collaboration with a firm specialized in certain technology. Game development is a student favourite. An expert is identified from within a company's employees or appointed externally to be the LabMaster – a mentor that leads the OpenLab. Throughout the school year, students spend seven hours a week in OpenLab acquiring specific digital technology knowledge, as well as practical skills through working on real team projects with companies - OpenLab partners.

Based in: Bratislava,
Kysucké Nové Mesto,
Košice

Public e-mail contact:
info@openlab.sk



Summer Game Dev

www.summergamedev.sk



A summer school for game development aimed at moderately experienced and advanced developers, mainly middle-schoolers and university students. It comprises a five-week course with experienced instructors and the very latest hardware and software.

Based in: Bratislava

School:
Summer Game Dev

Public e-mail contact:
sgd@hemisfera.sk



Butterfly Effect

PRACTICAL EDUCATION FOR DIGITAL BUSINESS



Butterfly Effect

education programme aims to educate practically, on practical assignments and in cooperation with innovative businesses, primarily in the field of digital technologies. We offer two types of education courses:

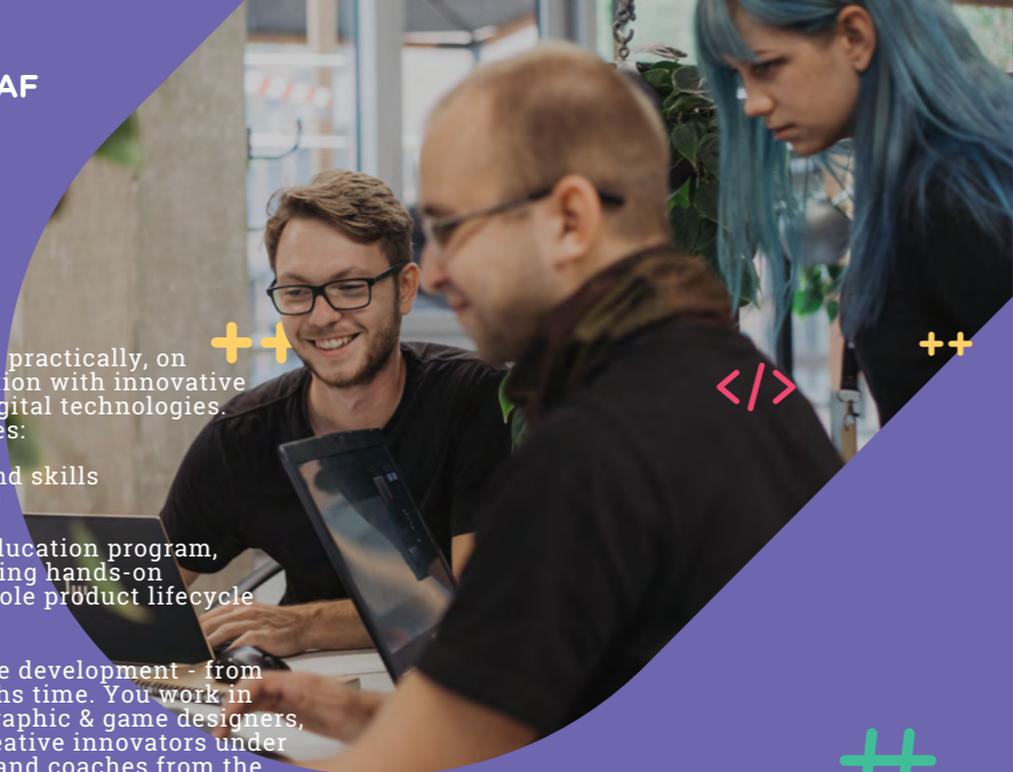
- **short courses** within high in-demand skills (like UX Design; Design Sprint; etc.)
- **Apps Lab / Games Lab** - half-year education program, for those who are interested in getting hands-on experience centered around the whole product lifecycle

The Butterfly Effect Games Lab

walks you through the process of game development - from initial idea to release – in just 5 months time. You work in a multidisciplinary team with other graphic & game designers, programmers, business people and creative innovators under the guidance of experienced mentors and coaches from the field. Moreover, together with your team you will work closely with the stakeholder.

Be part of Butterfly Effect

hello@butterflyeffect.sk | www.butterflyeffect.sk
Butterfly Effect, Prievozská 4, 821 09 Bratislava - Ružinov



EVENTS

Game Days Košice

www.gamedevkosice.sk

**GAME
DAYS
KOŠICE**

The first Game Days was held at Kasárne Kulturpark in 2018 with over 250 conference attendees. Speakers included experienced developers who shared their knowledge, including 11bit and Warhorse. Game Days Košice returns in 2020 with an even bigger and better program, knowledgeable speakers, and an attractive schedule. Come and meet local developers, talk to renowned speakers from international development studios, learn how to make games better and even more fun, and chat with fellow developers.

Place: Košice, Kasárne Kulturpark

Public e-mail contact:
grindstone@grindstone.sk



Bratislava Game Jam

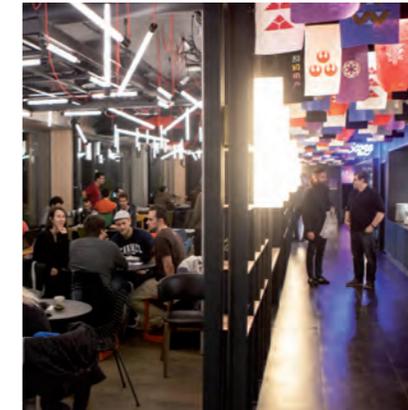
www.bratislavagamejam.sk

**Bratislava
Game
Jam**

Bratislava Game Jam is a competition for programmers, script writers, graphics, philosophers and illustrators. Participants are challenged 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.

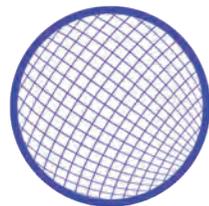
Place: Bratislava

Public e-mail contact:
hello@bratislavagamejam.sk



Game Days Trnava

www.gdays.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

Public e-mail contact:
info@gdays.sk



Global Game Jam Trnava

www.trnava.gg/ggj



The Global Game Jam® (GGJ) is the world's largest game jam event - since 2018 Slovakia has joined another 113 countries where GGJ is physically held. All are welcome - game development pros, newbies and enthusiasts. This non-competitive game jam is condensed into a 48-hour development cycle that focuses on connecting like-minded individuals.

Place: Trnava

Public e-mail contact:
ggj@trnava.gg



SECTOR.sk Game Salon

www.gamesalon.sk



Game Salon is the game-development segment of the international festivals AnimeSHOW and Comics Salon, organised by the game website SECTOR.sk. Over three days the salon focuses on game developers from Slovakia and abroad, various hardware trends, history, and issues such as eSport. In fact everything related to games and the gaming community.

Place: Bratislava

Public e-mail contact:
sector@sector.sk



Game Developers Meetups

www.sgda.sk, www.gamedevkosice.sk



Community meetings where digital game developers showcase 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

Public e-mail contact:
hello@sgda.sk
grindstone@grindstone.sk



Y-Games Esport Tournament

www.yzone.sk



The biggest gaming festival in Slovakia brings thrilling contests battled out by professional and amateur players in the popular games Counter Strike: Global Offensive, League of Legends, DotA 2, Hearthstone, FIFA 20 and NHL 20. Over the event's three days you'll discover the best Slovak players and teams, try new technologies and video games in the EXPO zone and meet numerous popular guests: famous streamers, YouTubers, players and cosplayers. You'll enjoy an interesting program, great contests, free-to-play zones, and so much more.

Place: Bratislava

Public e-mail contact:
info@ygames.sk



Services for Game Development Studios

SARIO is a governmental organization operating under the Ministry of Economy of the Slovak republic. One of the most important goals of the agency is supporting already established companies with their growth & assisting foreign investors assessing **SLOVAKIA** as their potential location.

SARIO services for the game development studios include:

SERVICES FOR ALREADY ESTABLISHED STUDIOS

- R&D tax deduction consultancy (and other schemes of public support)
- identification of potential foreign investors/publishers and business partners
- creation of business opportunities by organizing business missions, arranging national booths at the exhibitions
- facilitation of cooperation with universities
- facilitation of meetings with local stakeholders & service providers

SERVICES FOR NEW OR EXPANDING INVESTORS

- comprehensive data on business environment
- tailor made HR analyses
- facilitation of meetings with local stakeholders & service providers
- facilitation of cooperation with educational and R&D institutions
- financial support consultancy (Investment Aid, R&D deduction, others)
- location & office selection assistance



R&D Tax Deduction

R&D tax deduction is a special tax regime for all companies carrying out R&D activities (including software development which meets R&D definition). These companies can deduct additional 200% of all R&D costs from the income tax base.

R&D SUPERDEDUCTION

- is automatically claimed in the tax return for the respective tax period
- is not subject to any application procedures nor subject to an approval by any state authority
- all sectors are eligible
- is applicable throughout Slovakia
- no special permission or certification is needed for the utilization
- if the claim cannot be applied in the given tax period, it is transferable to up to 5 consecutive tax periods
- is not considered as a state aid

EXAMPLES OF ELIGIBLE COSTS

- wages and related contributions of the employees
- certification expenses related to the results of the R&D project
- specialized software licenses (standard office software is not eligible)
- services provided by the Slovak Academy of Sciences, public universities and other public R&D institutions (services provided by other subjects/institutions are not eligible for superdeduction)

invest@sario.sk | www.sario.sk





The gaming industry is a key financial driver in developed economies - and Slovakia naturally wishes to keep pace with this positive trend. The Slovak Arts Council contributes by supporting the creation of digital games, helping initiate business activities by harnessing game designers' creative and artistic potential, and raising the sector's profile.

The Slovak Arts Council is a self-governing public institution that supports art activities, culture, and the creative industry - its main aim is 'live' arts and culture with a particular focus on diversity of output. The Council's funding replaced a substantial part of the Ministry of Culture of the Slovak Republic's former grant system, and is independent of state administration. The Council provides grants for the creation, production, distribution and presentation of art; support for international cooperation; educational programmes in art, culture and the creative industry; and grants for individuals who contribute to the development of arts and culture creatively or academically.

The Slovak Arts Council's support for gaming and non-gaming multimedia work began in 2017. The recently-closed fourth sub-programme (2020) supported 23 out of 45 applicants. Digital game developers applied for non-repayable grants at various stages of the digital game creation process. Grants of EUR 390,000 were available for all projects in 2020. The Slovak

Arts Council supports digital game creation in three consecutive phases - with a one-year deadline for each respective phase.

At the development and production stage, the Council can finance costs up to 95% of total project budgets. The remaining minimum 5% corresponds to the mandatory co-financing an applicant must alternatively source. Individual phases include creative scholarships, vertical slice development, and final beta version production. In 2017, the Slovak videogame community welcomed the De Minimis grant as a very positive step: it allowed individuals and smaller studios to apply for much-needed external funds to create digital games.

As the maximum grant per applicant is EUR 100,000 the Slovak Arts Council's funding is particularly attractive to smaller studio games with high artistic value, educational aspects, or innovation - with preference given to added-value projects that enhance overall digital game quality in Slovakia. The Council's multimedia sub-programme - which has had annual budget increases - is also very popular, with over 210 applicant projects in three years and EUR 1,800,000 allocated.

For more information, please visit www.fpu.sk/en

