



SLOVAK GAME INDUSTRY 2023

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I'm pleased to present the Slovak Game Industry 2023 report to the Slovak Game Developers Association. The weight of events from previous years has hit all of us hard. Yet it's important to remember that only an active interest in reality and the ability to change things for the better can move us forward as a society, and open up new opportunities. Where ideas stagnate or are inhibited, processes emerge that support society's decline.

The COVID period has also taught us to think more about work's place in society. Many game developers have changed their production processes to enable smooth workflow even during health crises. The home office as we know it today simply would not have been possible before COVID. As a society, we are becoming increasingly connected.

The war in Ukraine has also changed our way of thinking, and highlighted the risks that also affect the IT and gaming industry. While many gaming industry studios had significantly higher profits over the COVID period, this year has heralded

the expected correction. Yet from these higher incomes it's reasonable to allocate sums that can reasonably help Ukrainians in this difficult situation. We are strong through reaching out and connecting. The war will end one day, and the world will never be the same.

A major change that lies ahead is the arrival of AI in work processes. As we can see, creative work is no longer the prerogative of humans alone. We as a society will have a tool at our disposal that can catapult us to the forefront in almost all fields. It's highly likely that in 30 years time, even a child will be able to produce a sophisticated and realistic digital game. Let's take an interest in the emerging virtual reality, and try to change it for the better. It's thanks to AI that humans will be able to connect with each other socially in previously unthought of dimensions.

So let's put on our goggles, strap in, and enjoy the wild ride ahead.

Marián Ferko
President of SGDA

SLOVAK GAME DEVELOPMENT INDUSTRY 2023

COMPANY PROFILES

ACTIVE COMPANIES **66**

LEGAL FORM

81.8%	9.1%	7.6%	1.5%
Private company	Physical person	Self-employed	NGO

PRIMARY ORIENTATION

72.7%	13.6%	13.6%
Own game development	Outsourcing and co-development	Gamedev-related services and activities

YEARS ACTIVE

10.6%	40.9%	6.1%	12.1%
3+ years	5+ years	10+ years	15+ years

COMMISSIONED WORK AND OUTSOURCING

51.5%	24.2%
No commissions or outsourcing	Outsourcing parts of games and assets
18.2%	6%
Outsourcing parts and full development of games	Outsourcing parts and full development of games, but no contracts yet

COMPANY LOCATION

GEOGRAPHICAL LOCATION



LOCATION BASED ON CITY

Bratislava	45.5%
Košice	21.2%
Other	33.1%

EMPLOYEES

OVERALL NUMBER OF EMPLOYEES



TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

- Pixel Federation
- QORPO
- PowerPlay Studio
- SuperScale
- Inlogic Software
- Nine Rocks Games
- STUDIO 727
- Games Farm
- NOISE artillery
- 60fps

COMPANY SIZE BASED ON EMPLOYEE HEADCOUNT



NUMBER OF EMPLOYEES IN TOP 10% OF COMPANIES

669

EMPLOYEES

WORKING POSITIONS BASED ON SPECIALIZATION

29.5%	Programmer
27.4%	Graphic artist
20.5%	Other
13.0%	Game designer
12.4%	Production
7.4%	Marketing, sales
7.3%	Animator
6.2%	Tester
5.3%	Community manager
4.2%	Data analytic
2.6%	Sound designer, composer

POSITIONS HARDEST TO FILL

42.4%	None
30.3%	Programmer
16.7%	Game designer
16.7%	Graphic artist
15.2%	Animator
9.1%	PR / Marketing
7.6%	Data analytic
7.6%	Other
4.5%	Production
3%	Sound designer, composer
1.5%	Tester

NEW WORKING POSITIONS OPENED IN 2022

221

NEW WORKING POSITIONS OPENED IN 2023 (est.)

50

MEDIAN AGE OF EMPLOYEES

30

NUMBER OF WOMEN WORKING IN SLOVAK GAMEDEV

205 (19%)

PERCENTAGE OF COMPANIES EMPLOYING WOMEN

51,5%

NUMBER OF EMPLOYEES FROM ABROAD

98 (9%)

COUNTRIES OF ORIGIN OF FOREIGN EMPLOYEES

39.7%	Czechia
19.5%	Various
13.8%	Ukraine
12.1%	UK
6.9%	Russia
3.5%	United States
3.5%	Serbia
3.5%	Vietnam

POSITIONS OCCUPIED BY WOMEN

34.7%	Various
31.2%	Graphic artist
8.6%	PR / Community manager
7.4%	Production
7.4%	Marketing, sales
5.7%	Game designer
5.7%	Data analytic
5.1%	Animator
4.6%	Tester
4.0%	Programmer

INTERNATIONAL EMPLOYEES

45.5%	We employ them and plan to employ more in the future
33.3%	We don't employ them and are not planning to employ them in the future
18.2%	We don't employ them, but are planning to employ them in the future
3%	We employ them but are not planning to employ them in the future

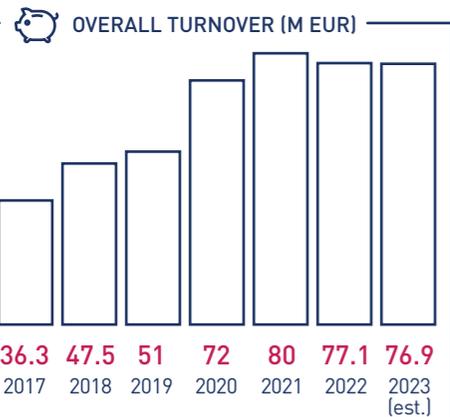
POSITIONS OCCUPIED BY FOREIGN EMPLOYEES

34.5%	Graphic artist
25.9%	Tester
9.5%	Programmer
10.3%	Other
5.2%	Game designer
5.2%	Sound designer / Composer
4.3%	Animator
2.6%	Production
1.7%	Marketing / Sales
0.9%	PR / Community manager

REMOTE WORK/OFFICE

53.7%	Home office, remote and office work
35.8%	Home office and remote work only
7.5%	Office only

FINANCE



22 OVERALL TURNOVER IN 2022
77.115.000 EUR

23 ESTIMATED OVERALL TURNOVER IN 2023
76.900.000 EUR

€ TURNOVER OF TOP 10% COMPANIES IN 2022
65.297.000 (84.6%)

↑ TOP 10 COMPANIES BASED ON TURNOVER

1. Pixel Federation
2. SuperScale
3. Inlogic Software
4. PowerPlay Studio
5. Nine Rocks Games
6. QORPO
7. Blue Brain Games
8. Gentlemen's
9. 60fps
10. Games Farm

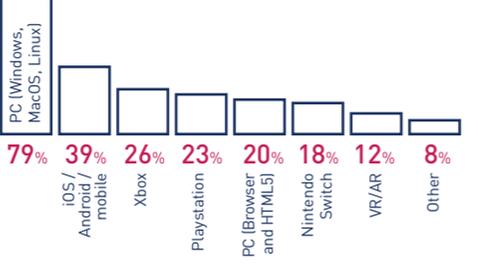
GAMES

49 OWN FULL-RELEASE GAMES CREATED

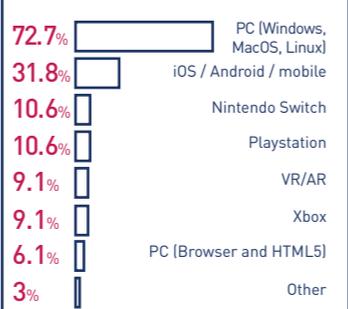
168 GAMES CREATED IN COOPERATION WITH A THIRD PARTY

↑↓ OVERALL NUMBER OF RELEASED AND UNRELEASED PROJECTS BEING WORKED ON
282

+ PRIMARY TARGET PLATFORM FOR RELEASED GAMES



+ PRIMARY TARGET PLATFORM FOR GAME DEVELOPMENT



✂ GAMES PUBLISHED VIA

Projects not yet published **50%**

Self-publishing via Google Play or AppStore **21.2%**

Self-publishing via Steame (and its equivalents) **18.2%**

Self-publishing as an online download **15.2%**

Published via international publisher **13.6%**

Other **10.6%**

Self-publishing via platform holders Nintendo, Sony, Microsoft, etc **7.6%**

Published via Slovak publisher **1.5%**

+ DEVELOPED GAMES FINANCED VIA

Self-funding **65.2%**

Public funding **37.9%**

Commission **21.2%**

International publisher **18.2%**

Other / I don't want to say **13.6%**

International investor **9.1%**

Slovak investor **7.6%**

Platform holders Nintendo, Sony, Microsoft, etc **3%**

Slovak publisher **1.5%**

Loans **1.5%**

STATE'S ROLE AND PUBLIC FUNDING

🛡 WHAT SUPPORT WOULD YOU APPRECIATE MOST?

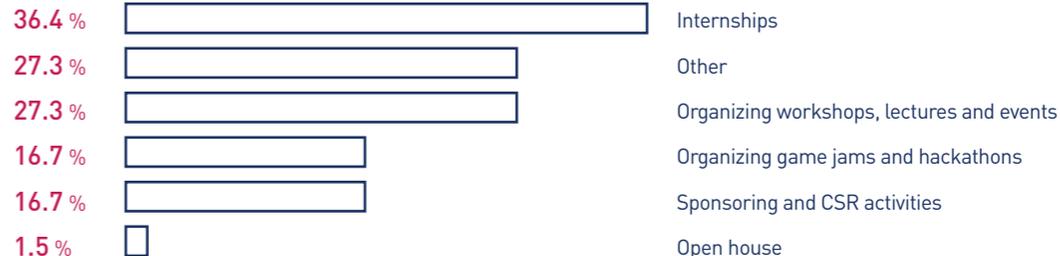


MISCELLANEOUS

+ Number of players of SERIOUS GAMES or HEALING GAMES in 2022

9020

💎 IS YOUR COMPANY INVOLVED IN SUPPORTING THE DEVELOPMENT OF THE GAMING INDUSTRY IN SLOVAKIA?





Find everything about Slovak game developers at www.sgda.sk



- DISCORD:** discord.gg/Kz2PSx64
INSTAGRAM: [instagram.com/sgdask/](https://www.instagram.com/sgdask/)
NEWSLETTER: eepurl.com/gilu7L
FACEBOOK: [facebook.com/svkgda](https://www.facebook.com/svkgda)
TWITTER: twitter.com/svkgda
YOUTUBE: [youtube.com/user/TvorimeHry](https://www.youtube.com/user/TvorimeHry)
LINKEDIN: [linkedin.com/company/20291554/](https://www.linkedin.com/company/20291554/)



GAME DEV COMPANIES

- | | | | | | |
|----|-------------------------|----|------------------------|----|----------------------|
| 10 | QORPO Game Studio | 41 | Pixel Federation | 61 | ARTillery |
| 12 | Nine Rocks Games | 42 | Inlogic Games | 62 | Eldritch Pixels |
| 14 | Games Farm | 43 | PowerPlay Studio | 63 | Linnet Solutions |
| 16 | Cassa Game Industry | 44 | Blue Brain Games | 64 | Nanopike |
| 18 | Incidental Minds | 45 | GARSIOUS | 65 | Propulsive Games |
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| 24 | Tater Games | 48 | Centurion Developments | 68 | Alexandra Šebestová |
| 26 | Atomic Realm | 49 | VIVUGA | 69 | Bartoš Studio |
| 28 | Triple Hill Interactive | 50 | Alien Studio | 70 | Black Deer Games |
| 30 | Bitmap Galaxy | 51 | Fono Labs | 71 | Bored Monkey |
| 32 | Fatbot Games | 52 | Rembrosoft | 72 | Boris Kudlač |
| 34 | 3DIVISION | 53 | Airo Games | 73 | Cybernautic |
| 36 | Doublequote Studio | 54 | EastWorks | 74 | Hoglet Interactive |
| 38 | poetic | 55 | Hang The Eyelids | 75 | Ondrej Angelovic |
| | | 56 | Leveland Studios | 76 | Render System Studio |
| | | 57 | Mad Cookies Studio | 77 | straka.studio |
| | | 58 | Midnight Factory Games | 78 | Šimon Čarný |
| | | 59 | Old B1ood | 79 | TEDI Games |
| | | 60 | 2humanstudiowo | | |



Game:
Citizen Conflict



Game status:
Alpha



Platform:
PC

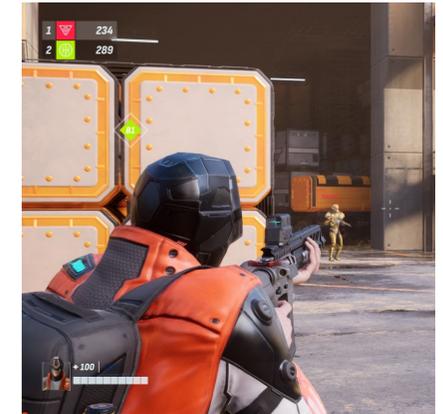
QORPO Game Studio

Game Development



QORPO Game Studio is a next-gen game developer with end-to-end solutions for the gaming industry. Since starting out in 2018, we have proven to be one of the most experienced Unreal Engine game developers. We focus on developing AAA games and the next-gen ecosystem which is set to democratize esports. Thanks to our all-in-one games launcher and assets manager, QORPO ID, we are creating an unparalleled esports experience with games such as Citizen Conflict and AniMate.

MMO shooter Citizen Conflict is designed to merge the best of both worlds - delivering the competitive heat symptomatic of esports game modes and bringing large-scale gameplay on the MMO open world map. The game also has an immersive storyline, where three antagonistic syndicates and captivating heroes wage war for dominance over Ether Islands. Citizen Conflict introduces the finest aspects of cyberpunk visuals, making the dystopian future more tangible. With a strong focus on competitive experience, Citizen Conflict brings prize pool tournaments to casual players.



Based in: Bratislava
Founded in: 2018
Number of employees: 90



Selected published titles:
Citizen Conflict,
AniMate



Contact:
info@qorpo.co
qorpo.world



Game:
Way of the Hunter



Game status:
Released



Platform:
Windows PC, PlayStation 5,
Xbox Series X|S

Nine Rocks Games

Game Development



Nine Rocks Games is a Bratislava-located studio established by Slovakian game dev veterans from Cauldron, combining long-time experience and a young gun's drive to create games. As part of the international Embracer Group (THQ Nordic), NRG focuses on developing multiplatform games using the newest technologies and previous experience with global brands and publishers. This combination of experienced and young developers, backed by a global publisher, is the perfect fit for creating genre-defining titles.

This authentic hunting experience lets you explore and hunt in large open-world environments in various locations worldwide. Discover true-to-life animals in beautiful natural habitats and handle various detailed and highly realistic weapons. Way of the Hunter offers immersive hunting adventure amongst stunning wildlife with natural animal group behavior. Learn what it means to be a true hunter and put your skills to the test. Face the challenges of ethical hunting, supported by a compelling story, and enjoy free hunting in lush environments.



Based in: Bratislava
Founded in: 2020
Number of employees: 55



Selected published titles:
Spellcross, Cabela's Big Game
Hunter: Pro Hunts, DayZ, Way of
the Hunter: Aurora Shores



Contact:
press@ninerocksgames.com
www.ninerocksgames.com



Game:
Shadows: Awakening



Game status:
Released



Platform:
PC, XBOX, PlayStation

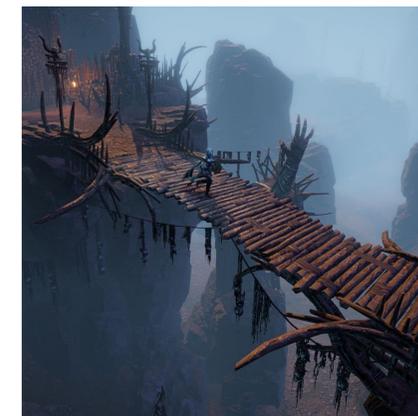
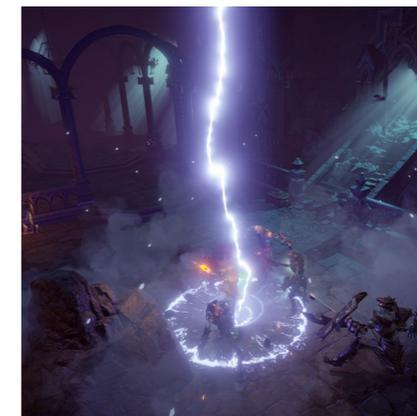
Games Farm

Game Development



Games Farm is an independent game development studio with a 50+ team, headquartered in Košice, Slovakia. We specialize in developing premium cross-platform titles for PC and consoles with a portfolio of over 20 titles released to date. From a small unknown studio, Games Farm has evolved into a globally recognized RPG developer with renowned brands like the Heretic Kingdoms franchise and an ever-increasing roster of quality titles.

Shadows: Awakening is a unique, isometric single-player RPG with real-time tactical combat. You embark on an epic adventure with challenging gameplay, a gripping storyline and enchanting graphics.



Based in: Košice
Founded in: 2001
Number of employees: 43



Selected published titles:
Shadows: Awakening,
Vikings: Wolves of Midgard,
Air Conflicts series



Contact:
games-farm@games-farm.com
www.games-farm.com

TOWER FORGE

DARK DEFENSE



Game:
Tower Forge: Dark Defense



Game status:
Pre-production



Platform:
PC

Cassa Game Industry

Game Development

CASSAGI

Cassagi is a professional game outsourcing studio located in Slovakia, Europe. Our team consists of experienced artists, designers and developers, who provide high-quality solutions for art and development. The opportunity to work on many worldwide known games such as Scorn, Dead Island 2 and Hell Let Loose has served as a great source of experience for our talented team. Cassagi started developing its own IP games in 2021, starting with Age of Pyramids and followed by Tower Forge: Dark Defense. The goal is to become a recognized studio that delivers entertaining high-quality PC games.

Tower Forge: Dark Defense is a medieval dark fantasy tower defense game where players must defend humanity's last fortress against hordes of corrupted enemies. It's a unique mixture of classic tower defense mechanics with modern innovative and intuitive approaches. Collect rare resources to craft your unique towers with special abilities that suit your playstyle. Kill seemingly endless enemy forces, while covering ever-expanding procedurally generated maps. Prove yourself and save your people!



Based in: Košice
Founded in: 2017
Number of employees: 15



Selected published titles:
SCORN, Dead Island 2,
Hell Let Loose



Contact:
info@cassagi.com
www.cassagi.com



Game:
Grayton the Detective



Game status:
Vertical slice / Alfa



Platform:
PC, Consoles

Incidental Minds

Game Development



We are a creative, enthusiastic, and ambitious independent game development studio from Bratislava. We aim to create engaging and meaningful experiences based on fresh ideas, thought-provoking, and impactful topics in a socially responsible way. We work on our game projects, partner projects, and games and gamified apps for clients. Our domains are narrative-driven, strategic, and simulation games.

Grayton the Detective is an adventure game that follows the story of Grayton, a once-wealthy, now homeless investigator striving to revive his glory days. It mixes the feel of classic point 'n' click adventure games with modern multiple-solutional gameplay, branched narrative, and unique game mechanics e.g. eavesdropping mechanic and clue system.



Based in: Bratislava
Founded in: 2018
Number of employees: 14



Selected published titles:
House Them All!, Off Stage,
Those Memories of Us



Contact:
contact@incidental minds.com
www.incidental minds.com



Game:
Medieval



Game status:
Beta



Platform:
PS5, Xbox X, PC

Cypronia

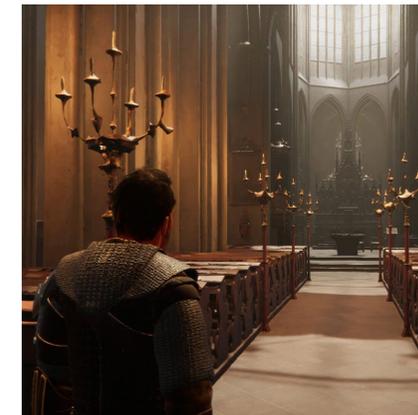
Game Development



Cypronia is an indie game developer and publisher specialized in the development of new games as well as porting existing ones to PC and video consoles. Studio is a licensed developer for PS5, PS4, XB1, XBX, and Nintendo Switch, and has developed over 40 games in its short history.

Medieval is a third-person action-adventure inspired by the life of Jan Zizka of Trocnov. Before he became one of the only seven generals in history to never lose a battle, Jan was a brutal mercenary who had lost faith in everything except himself and his merciless band of brothers.

The game is an adaptation of Peter Jákľ's Jan Zizka - a medieval and historical drama movie inspired by true events that was released in Q1/2021.



Based in: Michalovce
Founded in: 2010
Number of employees: 13



Selected published titles:
State of War, Color Zen,
Cube Life



Contact:
cypronia@gmail.com
www.cypronia.com



Game:
Vivat Slovakia



Game status:
Under development



Platform:
PC

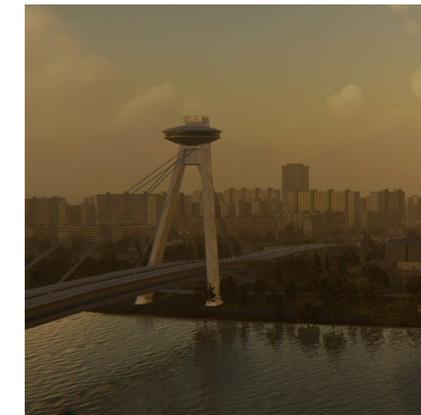
Team Vivat

Game Development



Team Vivat is a group of enthusiastic creatives with various professional backgrounds. We aim to prove that when enthusiasm and hard work intersects, even the biggest dreams can come true. Team Vivat uses the Unity engine and focuses on the in-house creation of 3D assets that imitate the real world - from prefabricated buildings to bicycles. We have worked on virtual galleries, 3D imaging of gardens, and the multi-award winning microgame Vivat Sloboda. Our biggest project is underway - an open world video game set in the wild 1990s on the Eastern European border.

Vivat Slovakia is an open-world video game set in a newly established country on the border of Eastern Europe, Slovakia. Old norms persist, law enforcement agencies are weak, and corruption is rampant. Gangs own the streets, racketeering, car bombs, and other ways of settling scores are daily events. Yet gangs are useful to some government elites, who use them to do their dirty work. You play a man in his 30s, working for the secret police. Operating undercover as a taxi driver, you can freely roam the town and keep a close eye on people of interest.



Based in: Bratislava
Founded in: 2019
Number of employees: 12



Selected published titles:
Vivat Sloboda,
Veda na dosah VR



Contact:
ohhi@vivatslovakia.sk
www.vivatslovakia.sk



Game:
Nunu Spirits



Game status:
Global Soft Launch
(April 2023)



Platform:
Windows, macOS, Android,
iPhone

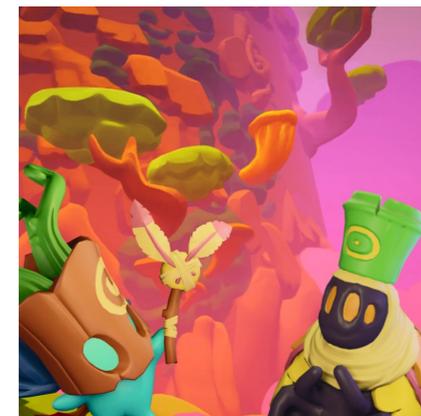
Tater Games

Game Development



Games are our passion, we live for them! That's a succinct yet also very accurate description of Tater Games - the game development studio where creativity and innovation are paramount. Tater Games began as a simple discussion between two game developers. Talk of famous studios, renowned for incorporating creativity, inspired the duo to create a new kind of game studio: where teams are small, there's a flat hierarchy, and creators are involved in decision making and sharing responsibility for the company's success.

Nunu Spirits is a Hybrid F2P/Web3 game that enables players to plant real trees in the real world. A new model for sustainable P2E. The game merges the joy of casual gaming and the earning capacity of blockchain, all while helping the environment by giving players access to direct ecological action. Nunus live in a fantasy world that is a reflection of our own world. Helping them to live a better life has a direct impact on the planet Earth. Players can play mini games, collect 3D printable NUNU NFTs, improve their stats, and turn their gameplay into actual trees in the real world.



Based in: Bratislava
Founded in: 2019
Number of employees: 10



Selected published titles:
Nunu Spirits,
Brew Story



Contact:
info@tatergames.com
www.tatergames.com



Game:
Squabble



Game status:
Released



Platform:
Nintendo Switch

Atomic Realm

Game Development



At Atomic Realm we're gamers at heart. We've grown to a nine-strong team. Our first title, Magnet Run, was published in 2017 on Google Play in the "Our indie picks" section. In 2021, we released Squabble - our first title made exclusively for Nintendo Switch. We make our games with passion and attention to detail. Since 2019, we also offer our game development and art design services for hire.

Squabble is a 2D fighting couch multiplayer game for two to four players. Fight your siblings with whatever you can grab, but choose carefully, every item has a twist with special powers: pillows explode, water guns are risky, and beware the homework monster! Become the ultimate winner in multiple game modes: deathmatch and capture the flag!



Based in: Bratislava
Founded in: 2019
Number of employees: 9



Selected published titles:
Magnet Run



Contact:
info@atomicrealm.com
www.atomicrealm.com



Game:
Die by the Blade



Game status:
Beta



Platform:
PC, Playstation, Xbox

Triple Hill Interactive

Game Development



Triple Hill is an indie game studio in Košice, Slovakia. We create high-quality games with innovative mechanics that challenge conventional design patterns. Our goal is to deliver visually stunning games that offer immersive experiences to players. Our team is diverse, talented, and fosters a collaborative work environment. We are passionate about delivering fun, challenging, and rewarding games. With a focus on production values and game mechanics, Triple Hill is poised to make a big impact in the world of gaming.

Die by the Blade is a 1v1 weapons-focused fighter where the difference between victory and death lies in a single strike of the blade. Choose your weapon and character combination freely to define your moveset, then do battle in neon-soaked back alleys and ancient forests. Take up arms and crush your friends in local or online multiplayer, or test your skills against unknown warriors in online ranked matches.



Based in: Košice
Founded in: 2015
Number of employees: 8



Selected published titles:
Bacteria, Clumzee: Endless Climb, Underflow



Contact:
developer@triple-hill.com
www.triple-hill.com

PRESERVE



Game:
Preserve



Game status:
Vertical Slice



Platform:
PC, Switch, PlayStation, Xbox,
Mobile

Bitmap Galaxy

Game Development



BITMAP GALAXY

Preserve is a relaxing puzzle nature-building game in which you nourish a vibrant ecosystem by cleverly placing plants and animals to create a perfect symbiosis.

Bitmap Galaxy is an independent game development studio based in Bratislava, Slovakia. It was founded in 2013 by local industry veterans (Cauldron, Bohemia Interactive) who wanted to focus on their own projects. We strive to make meaningful and amusing games that avoid any unnecessary realistic violence.



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



Selected published titles:
YesterMorrow, RandoMine



Contact:
info@bitmapgalaxy.com
www.bitmapgalaxy.com



Game:
QUEEDO



Game status:
In production



Platform:
PC, Playstation, Xbox,
Nintendo Switch

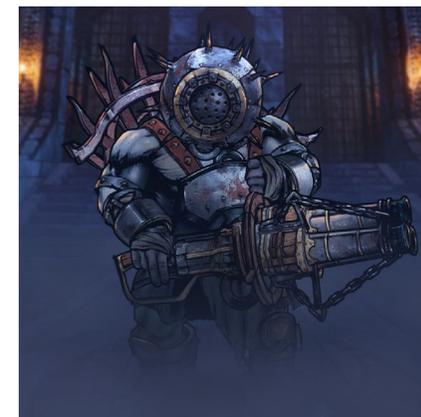
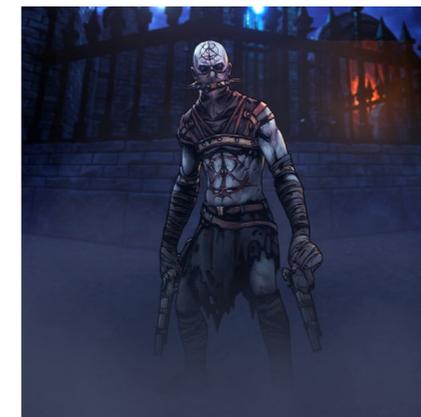
Fatbot Games

Game Development



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. QUEEDO will be the company's third game, after the previously released Vaporum and Vaporum: Lockdown.

Fast-paced FPS in the vein of Doom & Quake. Queedo the Gravedigger, dumb as hell but strong as a horse, sets out to reconstruct his daddy's "Total Uber Shovel" to beat the living sh*t out of his foes and give them a fancy delivery to the underworld. QUEEDO offers more than just gritty & meaty gunplay: tarot cards boost your power, create unique decks to fit your playstyle; crypt-ocurrency RIP-coin you can mine out in levels; central hub level where you unlock new levels, game modes and upgrades.



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



Selected published titles:
Vaporum,
Vaporum: Lockdown



Contact:
info@fatbot-games.com
www.fatbot-games.com

WORKERS & RESOURCES: SOVIET REPUBLIC



Game:
Workers & Resource:
Soviet Republic



Game status:
Early access



Platform:
PC

3DIVISION

Game Development

3DIVISION

3DIVISION is a video game development company. We are a small company of freelance developers with more than 15 years of experience in game development. Our focus is on development for PCs. We are a 100% independent developer. We're currently working on the Workers & Resources: Soviet Republic building/tycoon strategy game- developed using our own custom-built 3D engine.

Get ready for a unique game that combines city-building with resource and economy management, all within a distinctive socialism theme. Build factories, manufacture products, and manage construction sites. Utilize various modes of transportation, including road vehicles, trains, cableways, airplanes, helicopters, and ships to transport goods and construct new buildings.

Detailed implementation is essential in managing electricity, water supply, sewage, heating, and garbage. And if you find the game easy, you can always turn on the ultra-realistic mode!



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



Selected published titles:
Air Missions: Hind,
Air Conflicts: Pacific Carriers



Contact:
info@3division.net
www.3division.net

HEISTGEIST



Game:
HeistGeist



Game status:
In production
(coming in 2023)



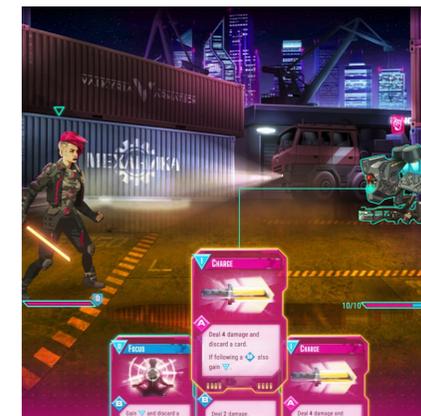
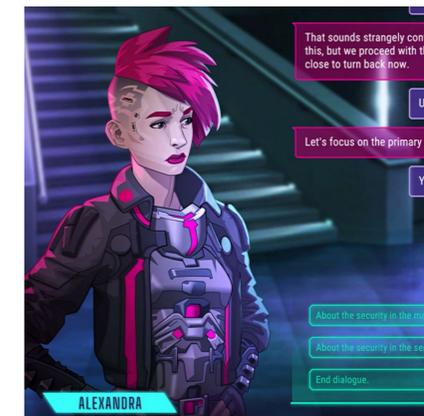
Platform:
PC, Nintendo Switch

Doublequote Studio

Game Development



HeistGeist is a 2D single player story driven RPG set in a cyberpunk version of Central Europe. Play as Alexandra, doublecrossed street-smart thief on the run after a job gone bad. Put together a team of specialists, execute highly elaborate heists, fight in card-based battles, and hack into secure corporate systems.



Based in: Bratislava
Founded in: 2014
Number of employees: 4



Selected published titles:
Blood will be Spilled



Contact:
hello@doublequotestudio.com
www.doublequotestudio.com

SACRED FIRE



Game:
Sacred Fire



Game status:
Early access



Platform:
PC

poetic

Game Development



poetic is an agile studio situated in the heart of Europe, which collaborates with top international talent on unlocking the storytelling potential of video games. These have groundbreaking role-playing game formats that win the hearts and minds of players around the world with unprecedented freedom of choice, immersive design, and synergy between narrative and gameplay.

Sacred Fire is a text-based RPG. Create a character and choose your words, thoughts, and actions as you fight off a Roman invasion. Use willpower to boost your chances, outsmart opponents, and gain allies. Steam Reviews described the game as “absolutely groundbreaking” and “a masterpiece of its genre”. Players on GoG call the game “a delightful surprise” and “an RPG with the potential of Disco Elysium”.



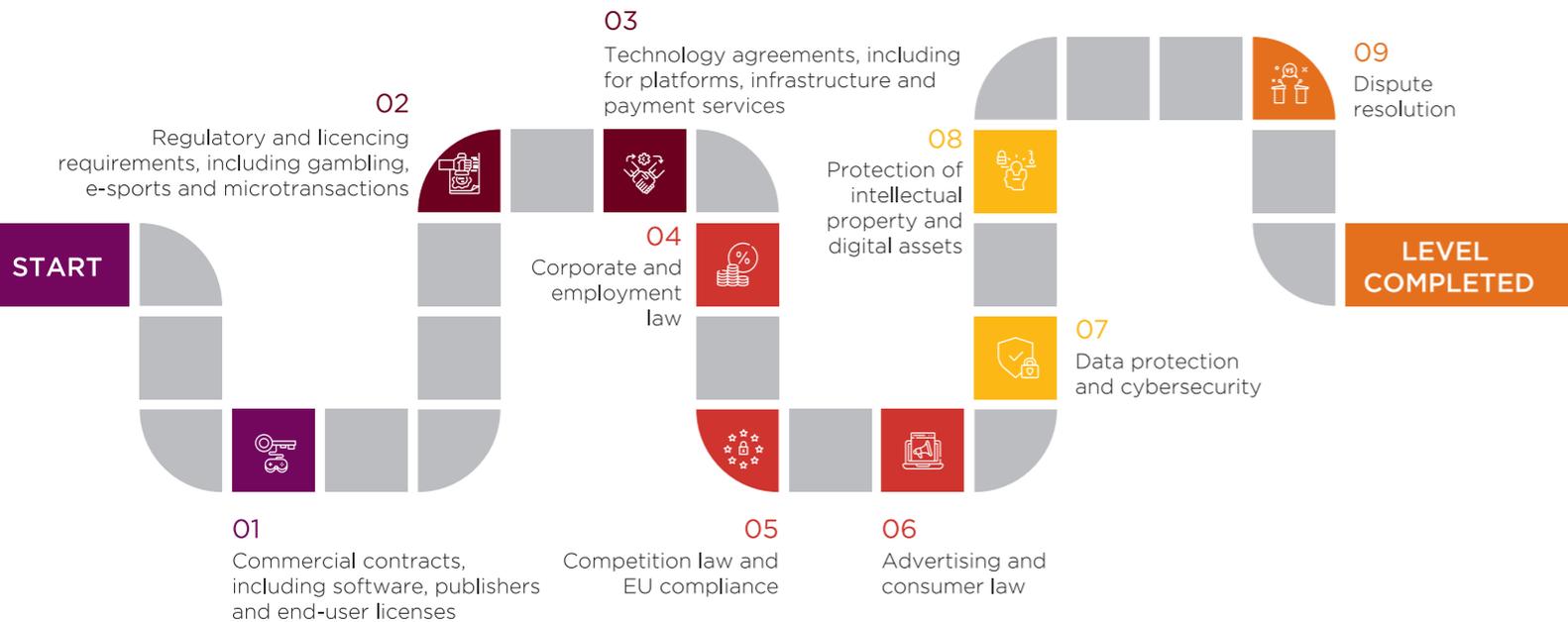
Based in: Banská Bystrica
Founded in: 2015
Number of employees: 1



Selected published titles:
Sacred Fire



Contact:
andrej@poeticstudio.com
www.poeticstudio.com



YOUR DEDICATED TEAM

Viliam Myšička
Partner, Regional Co-Head of
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We are Pixel Federation, a team of passionate gamers and experienced game developers. For 15 years, we have been doing what we love most - bringing fun and joy to people all around the world through games on iOS and Android devices. As players are everything to us, we believe that by providing world-class service and quality entertainment we can move the gaming industry forward. Pixel Federation: from gamers, to gamers.

- Game:** Puzzle Adventure
- Game status:** Released
- Platform:** iOS, Android



Based in: Bratislava
Founded in: 2007
Number of employees: 300

Selected published titles:
Trainstation 2,
Diggys Adventure, Port City

Contact:
job@pixelfederation.com
www.portal.pixelfederation.com



Inlogic Games is a development studio specializing in Android and HTML5 games for mobile phones. We distribute our apps through a global network that reaches 150+ countries across five continents. We cooperate with more than 200 companies - countless operators, aggregators and subscription services with a presence on everycontinent. We also publish games on Google Play. One of our new titles is Golf Open Cup - where you can play opponents in multiplayer matches on various golf courses. Check it out!



Game:
Golf Open Cup



Game status:
Released



Platform:
Mobile



Based in: Košice
Founded in: 2006
Number of employees: 80



Selected published titles:
Football Cup, Football Kicks,
Zombie Hill Racing



Contact:
sales@inlogic.sk
www.inlogic.sk



PowerPlayStudio

We are a game development studio that creates sports games, we have millions of players around the world. We started our path in 2007 as PowerPlay Manager. Our goal is to create world-class sports games that are great fun to play. Since our long-term aim is to connect real and virtual sports, we cooperate with sports federations and support many athletes. Our games are developed by people who want to keep improving and growing, and who are committed to quality, joy of sports and enthusiasm for teamwork. We strive to create games that keep us happy.



Game:
Winter Sports Mania



Game status:
Released



Platform:
PC (web), Android, IOS



Based in: Bratislava
Founded in: 2007
Number of employees: 68



Selected published titles:
Biathlon Mania, Athletics
Mania, Winter Sports Mania



Contact:
info@powerplay.studio
www.powerplay.studio



The time has finally come: become Giacomo one last time and join Leonardo da Vinci, the master of both art and science, as his friend and apprentice. Explore more of the Renaissance world full of puzzles, discover secret messages, and reveal mechanical wonders. Unravel conspiracies involving the most powerful people in Italy – and travel through space and time. Meet friends and rivals both old and new. Become the focus of a plan that might change history forever.



Game:
The House of Da Vinci 3



Game status:
Released



Platform:
iOS, Android, PC, Mac,
Switch, Kindle



Based in: Bratislava
Founded in: 2015
Number of employees: 20



Selected published titles:
Mysteries of the Past,
The House of Da Vinci 1, 2 & 3



Contact:
marketing@bluebraingames.com
www.bluebraingames.com

GARSIUS

A cinematic story amidst a world in conflict, which portrays the will to confront fears amongst a gray sea of half-truths and lies.



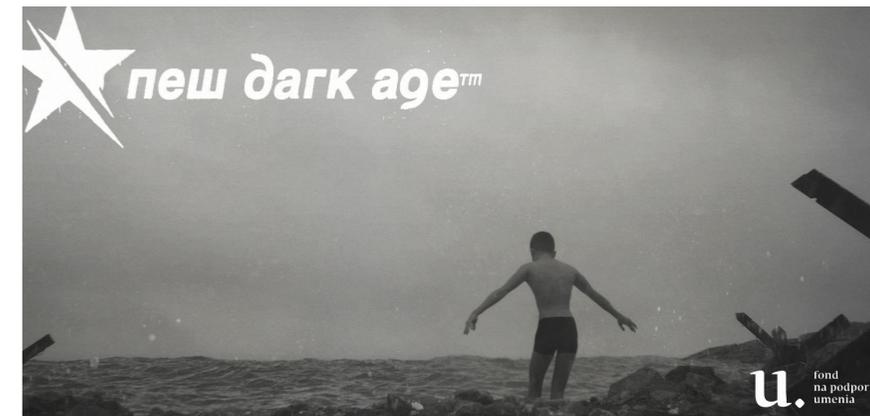
Game:
New Dark Age



Game status:
Alfa



Platform:
PC



Based in: Bratislava
Founded in: 2006
Number of employees: 15



Selected published titles:
-



Contact:
newdarkage@garsius.com
www.newdarkage.com

Blind Octopus Studios

Game Development



The first studio in Slovakia to develop narrative audio games for smartphones. These bridge the gap between sighted and visually impaired gamers, offering a unique gaming experience independent of visual perception. By stimulating imagination, they erase the boundaries between controlled dreaming and augmented reality. Rooted in scientific studies, artistic values, and innovative game mechanics, combined with high quality sound design, the studio is redefining mobile gaming with new perspectives. Don't miss our game debut!



Game:
Via Memories - Móric
Beňovský



Game status:
vertical slice / demo



Platform:
iOS, Android



Based in: Martin
Founded in: 2022
Number of employees: 14



Selected published titles:

-



Contact:
blindoctopusstudios@gmail.com
www.blindoctopus.studio

Impact Games

Game Development



Impact Games develops educational games. Our latest creation, Cells in Action, provides an engaging and interactive way for players to learn about the immune system while having fun. The player assumes the role of white blood cells, and their task is to defeat attacking bacteria and viruses. The game takes place in the human body, and the player has various ways to defend the human organism.



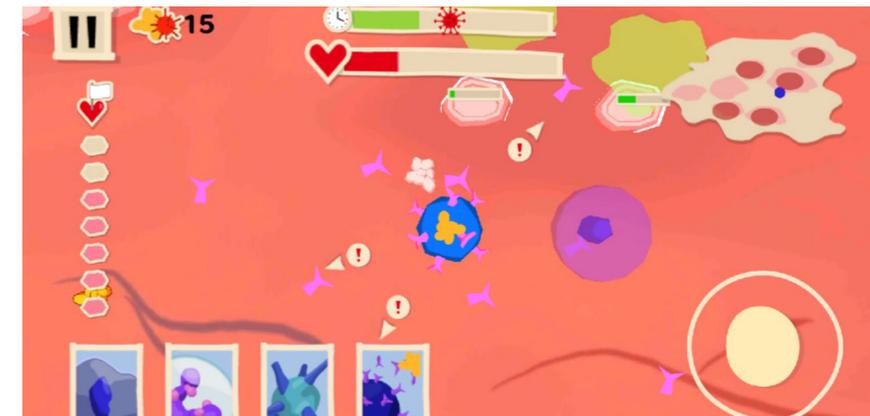
Game:
Cells in Action



Game status:
Soft launched



Platform:
Android, iOS



Based in: Bratislava
Founded in: 2019
Number of employees: 13



Selected published titles:
Aaronova dilema,
Pamoja: Za bezpečný úsvit



Contact:
info@impactgames.eu
www.impactgames.eu

Centurion Developments

Game Development



Where Xcom meets WW2. Forgotten but Unbroken is a tactical turn-based action game inspired by Xcom and historical characters/events. Meet WW2 heroes and fight against enemy elites. Lead the resistance against Axis forces and help liberate Europe. Impress your allies (western and eastern) and they can provide money, supplies, and even lend their best elite units. Build and manage your base. Recruit new comrades and make tough decisions.



Game:
Forgotten but Unbroken



Game status:
Alfa



Platform:
PC



Based in: Nitra
Founded in: 2020
Number of employees: 12



Selected published titles:

-



Contact:
info@centuriondevelopments.sk
www.centuriondevelopments.sk

VIVUGA

Game Development



At VIVUGA, our aim is to craft top-notch and captivating mobile games that cater to players worldwide. We were founded in early 2017 when two passionate gamers had the dream to create their own games. Since then, we have evolved into a reliable game production company that covers a variety of genres. Our approach to game development places the needs and preferences of players first, ensuring that each player has a distinct and enjoyable gaming experience. We are dedicated to continually enhancing and broadening our range of products to offer the ultimate mobile gaming experience.



Game:
Case Chase



Game status:
Released



Platform:
Google Play, App Store



Based in: Košice
Founded in: 2017
Number of employees: 11



Selected published titles:
Lottery Scratchers, Coin Pusher - Vegas, Blackjack 21



Contact:
support@vivuga.com
www.vivuga.com

Alien Studio

Game Development



The ALIEN studio is a 3D animation and VFX studio, oriented mainly on photorealistic animation for advertising and film. We've been enthusiastically producing commercials and visual effects for movies for over 19 years. Deadness is a horror genre VR game that will knock you off your feet. Experience fear and anxiety as you're helplessly confined to a wheelchair in a super-realistic VR environment. Not for the faint of heart! This is no game anymore!



Game:
Deadness



Game status:
Released



Platform:
PC VR



Based in: Bratislava
Founded in: 2018
Number of employees: 10



Selected published titles:
Deadness



Contact:
alien@alien.sk
www.alien.sk

Fono Labs

Game Development



Fono Labs is a small game dev studio made up of VR enthusiasts. We find VR incredibly exciting and brimming with unexplored potential: new game mechanics, visuals, and game design opportunities.

Desert Drifters is a co-op action adventure set on Sha - a desert planet. Two players join forces to learn to crew a hovercraft. While exploring the planet, players uncover remnants of a lost civilization and try to resolve a conflict.



Game:
Desert Drifters



Game status:
Pre-alfa



Platform:
Meta Quest, PCVR



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



Selected published titles:
Fono



Contact:
info@fonolabs.xyz
www.fonolabs.xyz



The name Rembrosoft originates from the artist Rembrandt - renowned for his incredible talent for catching light and detail as no one before or after. And like him, we also have an eye for detail.

Colonize is a building simulation about the economy, population management, and city management. It is an isometric classic. The player gradually builds a settlement - a city that has the character of a city-state - with everything connected.



Game:
Colonize



Game status:
Beta



Platform:
PC



Based in: Košice
Founded in: 2014
Number of employees: 7



Selected published titles:
Colonize Prologue



Contact:
rembrosoft@gmail.com
www.rembrosoft.com



KNIGHTS OF THE FALL is a tactical sci-fi platformer that tells the story of a world invaded by cosmic entities, where Haru, an ex-military loner, and Yoshida, a resourceful scientist, join forces to uncover the true reasons behind the invasion and its influence on the human race. The duo face moral dilemmas that will determine humanity's fate, and reshape their understanding of friendship, sacrifice and redemption.



Game:
Knights of the Fall



Game status:
Pre-alfa



Platform:
PC, Mac, Nintendo Switch,
PlayStation, XBOX



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



Selected published titles:
Life of Delta



Contact:
hello@airogames.com
www.airogames.com



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. For all players who want to use tactics and intelligence to lead smaller units.



Game:
Gray Zone



Game status:
Released



Platform:
PC



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



Selected published titles:

-



Contact:
eastworks@eastworks.eu
www.eastworks.eu



Relentless hunger draws you ever closer to the gates of Foghorn. Devour men and beasts alike to acquire a wide array of combat abilities. Through shadows and mold, track down the paling memories of this bygone kingdom. Crave is a classically styled 2D action adventure through a vast interconnected world. Explore gnarled alleys of a decaying realm by utilizing your carnivores' arsenal of smell, digging and urination.



Game:
CRAVE



Game status:
In development



Platform:
PC, Other



Based in: Bratislava
Founded in: 2021
Number of employees: 5



Selected published titles:

-



Contact:
nekrik@gmail.com
www.crave-game.com

Leveland Studios

Game Development



LEVELAND STUDIOS

Leveland Studios is an indie developer that mainly focuses on creating complex 3D Open World FPS games in Unity Engine for PC/ Mac/Linux. We want to improve the gaming experience towards a higher level in a clear, funny, and easy to use environment.



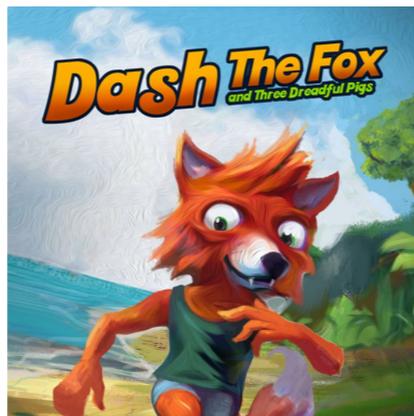
Game:
Reveners



Game status:
In development



Platform:
PC, Mac, Linux



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



Selected published titles:
Reveners, Dash The Fox & Three Dreadful Pigs



Contact:
info@levelandstudios.com
www.levelandstudios.com

Mad Cookies Studio

Game Development



MAD COOKIES
STUDIO

At Mad Cookies, our main focus is on creating games and web apps. We were established as a studio in 2020 after successfully completing the Butterfly Effect edu program. In addition to creating original IPs, we also outsource our work, particularly web development. Our latest title, Cardbob, will be released in Q3 2023 - Cardbob is an action roguelite set in a sci-fi cardboard universe.



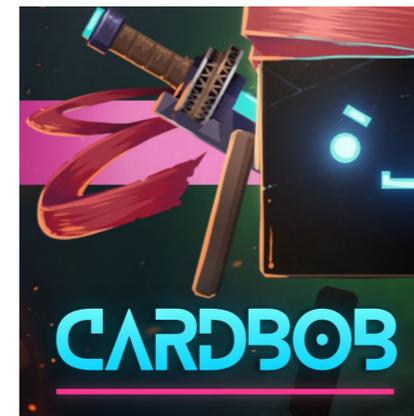
Game:
Cardbob



Game status:
In development



Platform:
Steam, Nintendo Switch,
Xbox



Based in: Bratislava
Founded in: 2020
Number of employees: 4



Selected published titles:
Cargo Ship Stacking,
LingvaKvíz, EkoKvíz



Contact:
contact@madcookies.games
www.madcookies.games

Midnight Factory Games

Game Development



Midnight Factory

Mimi and Lisa is a classic 2D point and click adventure with a strong emphasis on educational puzzles and open mini-games, supporting sand-box style of play. The main target group is 6- to 8-year-olds. The main platforms are mobiles and PC. The seeds of Midnight Factory Games studio were created during the Butterfly Effect training program in 2021, where a seven-member team aimed to process the popular series Mimi and Lisa into a mobile game. Now we work on our own projects, and also make games for B2B customers.



Game:
Mimi and Lisa



Game status:
Released



Platform:
Mobile (Android and iOS), PC
(Steam)



Based in: Bratislava
Founded in: 2021
Number of employees: 3



Selected published titles:
Mimi and Lisa



Contact:
info@midnightfactorygames.com
www.midnightfactorygames.com

Old Blood

Game Development



We're a small independent game studio (two brothers) with a focus on nature and wildlife. Feed and Grow: Fish is our first and so far only published game.

Feed and Grow: Fish is an underwater simulator where you can experience what it takes to hatch, survive and have offspring as a fish. In three different maps (River, Swamp and Coral Reef) players can understand a basic food chain and know when to fight or flee. The gameplay relies on quick and sharp movement controls and a lot of biting, chewing, and eating.



Game:
Fish: Feed and Grow



Game status:
Early access



Platform:
PC



Based in: Poprad
Founded in: 2016
Number of employees: 3



Selected published titles:

-



Contact:
info@feedandgrow.fish
www.feedandgrow.net



We're a committed and creative team from Nepal and Slovakia. Our main focus is quirky story-oriented games featuring a unique art style and comedy elements. Finding Cinderella is our first major project. It's a combination of visual novel and adventure game with mystery/horror elements.

☆ **Game:**
Finding Cinderella

✓ **Game status:**
In development

🎮 **Platform:**
PC, Mobile



📄 **Based in:** Hrnčiarovce nad Parnou /Dharan
Founded in: 2021
Number of employees: 2

❤️ **Selected published titles:**
Ivy & Blue

✉️ **Contact:**
2humanstudiowo@gmail.com
www.twohumanstudiowo.itch.io



ARTillery is a small indie game development studio based in Bratislava, Slovakia with over 20 years' experience. We have worked on titles such as Chameleon (code, environment art), Chaser (code and character design), Fever Frenzy (art), Keep Cool in Sunshine City (code and art), and Mafia 3 (concept art). We have also created and released Strategy/RPG game Nibora and point-and-click adventure game Catie in Meowmeowland. Now we are working on the turn-based strategy game Rogue General.

☆ **Game:**
Rogue General

✓ **Game status:**
Alfa

🎮 **Platform:**
PC



📄 **Based in:** Bratislava
Founded in: 2004
Number of employees: 2

❤️ **Selected published titles:**
Catie in Meowmeowland, Niborea,
Keep Cool in Sunshine City

✉️ **Contact:**
contact@artillery.sk
www.artillery.sk



Tendril: Echo Received is a stealth action reverse horror inspired by Ridley Scott's Alien. Become a blood-thirsty spawn of hell and hunt down everyone who dares cross your path. Enjoy absolute freedom on a mining station stranded in the cold depths of space. Jump onto walls, crawl on the ceiling, in ventilation shafts, or above the heads of your victims. Use the surroundings to your advantage. Explore your options, disable security systems, use demonic powers, and face soldiers, cultists, or even demonic witches. But be careful: a single bullet will be your end.



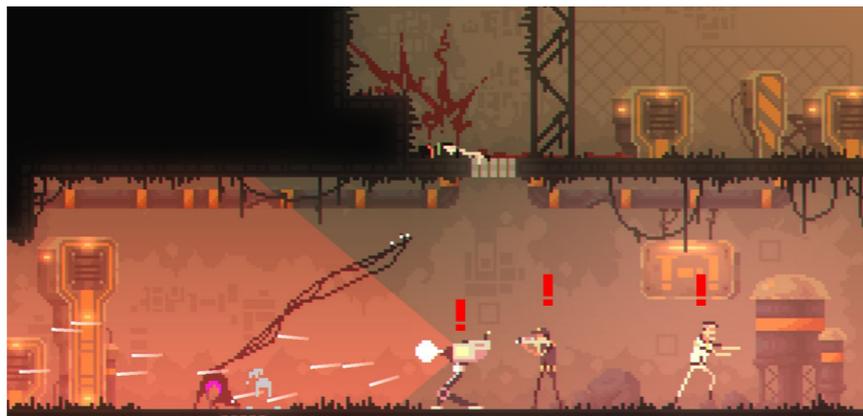
Game:
Tendril: Echo Received



Game status:
Pre-alpha



Platform:
Windows, Linux, MacOS



Based in: Bratislava
Founded in: 2017
Number of employees: 2



Selected published titles:

-



Contact:
info@eldritchpixels.com
www.eldritchpixels.com



Studio behind the programming part of Amanita Design's Botanicula and Chuchel, currently working on its first independent title. Hope Timbre is a story of twins hiding in an underground chamber during a harsh winter. As the brother is afflicted with a disease, his sister enters an imaginary world where she finds the means to cure him. This 3D puzzle adventure is set in a world with specific physical laws, non-linear level selection, and musical minigames based on the songs found in the imaginary realm.



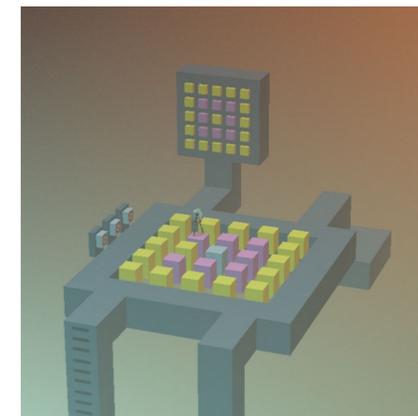
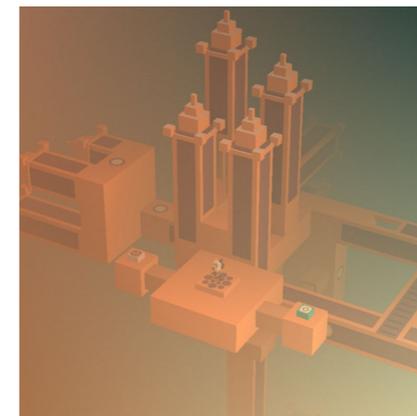
Game:
Hope Timbre



Game status:
Prototype



Platform:
PC, Mac, iOS, Android



Based in: Hurbanova Ves
Founded in: 2013
Number of employees: 2



Selected published titles:
Botanicula, Chuchel (Amanita Design)



Contact:
petik.stehlik@gmail.com

Nanopike

Game Development



Nanopike is an independent game development studio based in Košice. We are a creative team dedicated to fulfilling its dream and bringing attractive games to the game scene. Galaxy Highways is a story-driven top-down space shooter - blast your way through enemy ships, space stations, and bosses, and defend your allies against all odds.



Game:
Galaxy Highways



Game status:
In development



Platform:
PC, Consoles



Based in: Košice
Founded in: 2021
Number of employees: 2



Selected published titles:

-



Contact:
nanopike.studio@gmail.com
www.nanopike.com

Propulsive Games

Game Development

PROPULSIVE GAMES

An indie space-sim strategy game featuring ship and fleet combat mixed with managing a private space corporation. Choose from contracts, and explore/exploit dynamic sectors with constant neutral and hostile traffic to earn resources. Use them to buy ships and customize their loadout weapon by weapon, creating a multi-purpose fleet. Directly control each ship in battle either from a first person cockpit or issue orders using a RTS-like tactical overview.



Game:
Space Reign



Game status:
Alpha



Platform:
PC - Windows



Based in: Žilina
Founded in: 2019
Number of employees: 2



Selected published titles:

-



Contact:
propulsivegames@gmail.com
www.spacereign.net

Quiet Little Feet

Game Development



QUIET LITTLE FEET

Quiet Little Feet is a two-person game development studio. We're currently working on Where Birds Go to Sleep, an emotional narrative-driven adventure set in a fictional Near East-inspired land, brought to life in a painterly art style, with voice-acted dialogue and an original score. We're interested in player-driven narratives, choices and the consequences such stories can have both on and outside the screen. Our goal is to revolutionize narrative-driven video games and video-game storytelling by bringing player agency into stories.



Game:
Where Birds Go To Sleep



Game status:
Vertical slice



Platform:
Windows, Linux



Based in: Košice
Founded in: 2020
Number of employees: 2



Selected published titles:

-



Contact:
hello@quietlittlefeet.com
www.quietlittlefeet.com

SquareNite

Game Development



Darfall is a strategy survival city-builder with RPG elements. Lead your hero with a band of warriors to defend your settlement, explore the corrupted land, and craft new items. Expand your settlement and defeat the overwhelming darkness.



Game:
Darfall



Game status:
Alpha



Platform:
PC



Based in: Košice
Founded in: 2023
Number of employees: 2



Selected published titles:

-



Contact:
info@sqarenite.com
www.darfall.com

Alexandra Šebestová

Game Development



Spot it! is a fun observational game that will test your alertness and attention to detail. The adventure takes place on flying islands in a 3D world where the player is an observer or detective, finding small differences between two seemingly identical islands. Challenges await as time-limited levels, and hidden secrets to reveal. Spot It! is a visually appealing adventure that sharpens the senses of multiple players.



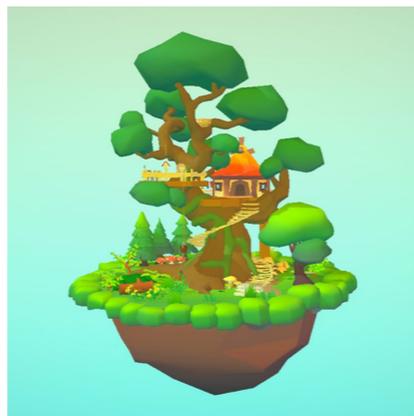
Game:
Spot it!



Game status:
Alpha



Platform:
Android, iOS



Based in: Košice
Founded in: 2022
Number of employees: 1



Selected published titles:
Bushfires: Animal Rescue



Contact:
lexigamesdev@gmail.com

Bartoš Studio

Game Development



At Bartoš Studio we're always aiming to create something new, experimental, and a little bit offbeat.

Ur Game: The Game of Ancient Gods: is a recreation of The Royal Game of Ur, an ancient game over 4,500 years old.



Game:
Ur Game: The Game of Ancient Gods



Game status:
Released



Platform:
PC



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



Selected published titles:
Ur Game: The Game of Ancient Gods, HRDINA, UniCon 2022



Contact:
info@bartos-studio.com
www.bartos-studio.com

Black Deer Games

Game Development



Black Deer Games is independent developer Peter Jurkovský's studio, which has released a few smaller mobile games and now focuses on developing PC games. The studio won some awards for Juro Janosik - its previously released game. Currently developing the Wendigo Hunter game. Wendigo Hunter is an action rogue-lite dungeon crawler with a mysterious atmosphere and minimalistic visuals. As a chosen member of a cult, you try to hunt down a mythological creature hiding deep in dungeons and abandoned ruins.



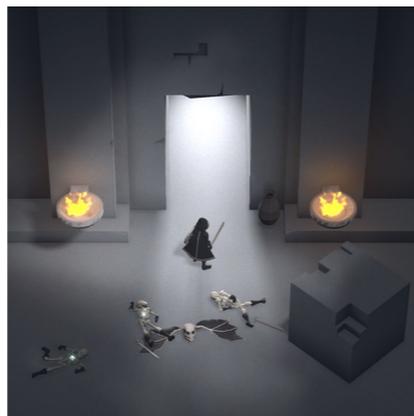
Game:
Wendigo Hunter



Game status:
In development



Platform:
PC



Based in: Prešov
Founded in: 2015
Number of employees: 1



Selected published titles:
The Legend of Janosik,
Juro Janosik



Contact:
contact@blackdeergames.com
www.blackdeergames.com

Bored Monkey

Game Development



Bored Monkey is a tiny studio established with the aim to create educational and social impact games/playful solutions, and to provide consulting in art direction and educational game design. Garbage Gobblers is an educational game which helps children develop environmental awareness while saving a planet from waste dumps. Kids learn about the six basic types of garbage and its impact through graphics, animations and music.



Game:
Garbage Gobblers



Game status:
Released



Platform:
Android



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



Selected published titles:
Garbage Gobblers



Contact:
zacharovska@gmail.com
www.garbagegobblers.sk



Near the Fear is a rogue-lite racing game set in the surreal world of the human subconscious. How you play shapes the world around you. A player overcomes increasingly difficult challenges on procedurally generated tracks, where every input matters and has tangible consequences. The game is built around two playstyles - exposure vs. avoidance, which reflect real-life fear-mitigation techniques. Each approach has its own pros and cons, and affects track generation, access to upgrades, and changes the visuals of environments to create varying game moods.



Game:
Near the Fear



Game status:
Beta



Platform:
PC, Steam



Based in: Šaľa/Brno
Founded in: 2018
Number of employees: 1



Selected published titles:
Tower of Truth



Contact:
game@nearthefear.com
www.nearthefear.com



Jester's Quest is a fairy tale metroidvania platformer with some RPG elements. Using UE4 and some of its effects in symbiosis with classic pixel art, navigate a little jester in an open world map to more than 50 levels. Solve puzzles, fight enemies with a two-button combo-style system, help villagers with their problems, and ultimately win the princess's heart. You needn't read a single word in JQ. All beings in the kingdom talk to a player via icons and speak a unique language: Talespeech. Oh, and do you know that you have some combat fairies in your bag too?



Game:
Jester's Quest



Game status:
Alpha



Platform:
PC



Based in: Trnava
Founded in: 2015
Number of employees: 1



Selected published titles:
-



Contact:
cybernautic1@gmail.com
www.cybernautic.eu/jq/



Let's step into the exciting universe of RollCats, the Intergalactic Motocat Championship! In our upcoming racing game you control hugerobotic cats that roll on massive wheels. Drive them to victory by traveling across the galaxy.



Game:
RollCats



Game status:
In development,
Demo on Steam



Platform:
PC, Consoles



Based in: Horné Saliby
Founded in: 2019
Number of employees: 1



Selected published titles:
River Strike, BB8 Xmas roll,
Pinball Invaders, Neonoid



Contact:
hoglet.interactive@gmail.com
www.hoglet.net



ONDREJ ANGELOVIC
INDEPENDENT GAME DEVELOPER

ARTIFICIAL is a physics based first-person puzzle platformer inspired by the Portal & Half-Life series. The story takes place in the underground colony of Asteroid 2031XT, which is being captured and transferred to the Earth's orbit. But this is suddenly interrupted by Corruption - an alien hive mind entity which begins attacking the colonists and hunting down survivors. The game begins several months after this incident, with you - the player, returning from a scavenging mission, heading back to the survivors' last hiding place.



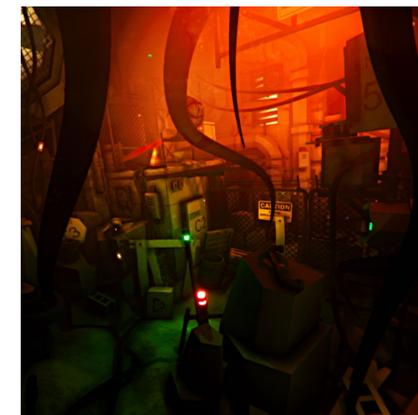
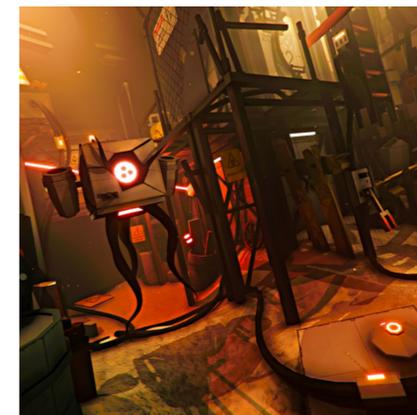
Game:
ARTIFICIAL



Game status:
Beta



Platform:
PC - Steam



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



Selected published titles:
City Climber, The Flood



Contact:
ondrej.angelovic@gmail.com
www.ondrejangelovic.wordpress.com



Tactical Combat Department is a tactical turn-based strategy game inspired by Swat games. You command a special intervention squad that intervenes in various situations and environments. You only see what your team members see. You have to proceed carefully from door to door, covering corners and unprotected places to prevent a surprise attack by the enemy. Rules must be set up as soon as possible, and all suspects and civilians secured. An unsecured opponent remains a threat and could escape or attack.

☆ **Game:**
Tactical Combat Department

✓ **Game status:**
Released

🎮 **Platform:**
Windows, Steam



📄 **Based in:** Banská Bystrica
Founded in: 2017
Number of employees: 1

♥ **Selected published titles:**
Underground Keeper,
Tankzone Battle

✉ **Contact:**
press@rendersystem-games.com
www.rendersystem-games.com



Explore procedurally generated labyrinths in this challenging, narrative-rich rogue-lite. Master deep combat. Slide blocks of ancient ruins. Defeat bestial abominations. Loot, level up, strategize, fight, die and wake up anew. Unlock the secrets of the Loot River. Immortality is a bittersweet gift.

☆ **Game:**
Loot River

✓ **Game status:**
Released

🎮 **Platform:**
PC, Xbox



📄 **Based in:** Vienna
Founded in: 2020
Number of employees: 1

♥ **Selected published titles:**
Euclidean Lands, Euclidean
Skies

✉ **Contact:**
info@straka.studio
www.straka.studio



OmegaBot is a tight action side-scroller with challenging robotic bosses. You dodge metallic dangers, acquire powerful weapons, and blast your way through a ravaged world full of deadly machines.

Avoid traps and deadly obstacles with weapons and abilities. Make your way through metallic forests, ruins of futuristic cities, and other environments. And leave the well-trodden path to find hidden secrets and maybe even new friends.



Game:
OmegaBot



Game status:
Released



Platform:
Windows, PS4/5, Xbox, Switch



Based in: Široké
Founded in: 2022
Number of employees: 1



Selected published titles:
OmegaBot



Contact:
carnysimon123@gmail.com



TEDI Games is a group of independent gamecreators that was founded in 2015 by IT and game enthusiasts from the University of Ss.Cyril and Methodius. Our goal is to create games while gaining experience and having fun, and we regularly attend game jam events



Game:
Several unspecified titles



Game status:



Platform:
PC



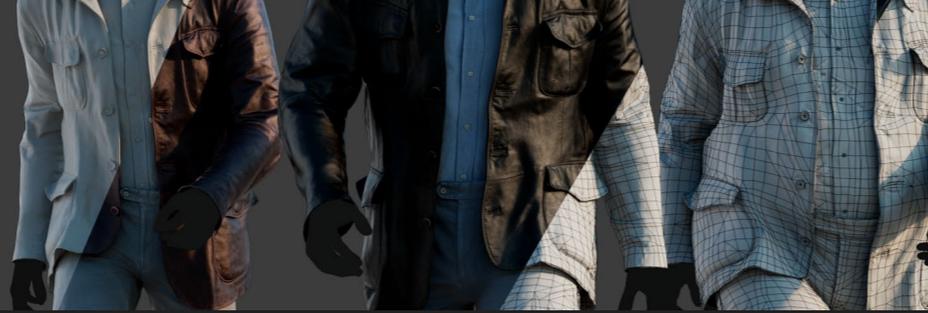
Based in: Trnava
Founded in: 2015
Number of employees: -



Selected published titles:
Several unspecified titles



Contact:
studio@tedigames.sk
www.tedigames.sk



OUTSOURCING AND SERVICES

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CHECK OUR WEBSITE




Jordan Arnold, COO
Lightfox Games

"SuperScale serves as our external marketing department, giving us access to a diverse range of talented people that serve roles that are challenging to hire for internally. They let us focus our attention on building great player experiences instead of building large teams."




Ian Marsh, CEO
NimbleBit

"Their full game management service addresses all of our needs and the needs of other people I know in the Indie game community."

- 
Analytics
- 
Creatives
- 
User acquisition (UA)
- 
Monetization
- 
Full Game Management

SuperScale

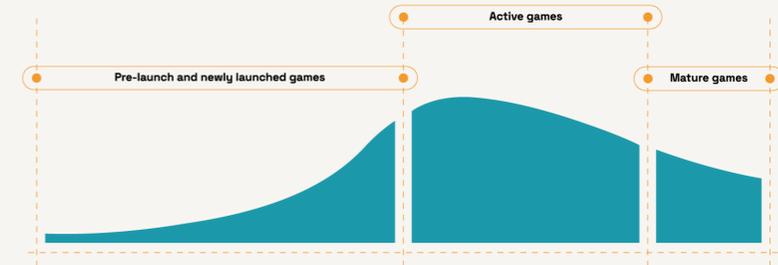
Mobile game growth specialists



We're a team of over 60 data specialists, marketers, creatives and developers dedicated to helping mobile game companies get maximum value from their IP. Our partners include EA, Big Fish Games, Google, and LEGO, who have used our services to achieve their KPIs and ultimately, make more money.

Think of everything you need to make a mobile game successful, then think SuperScale – experts at maximizing returns at every stage of a game's lifecycle. Whether it's through analytics, monetization, UA, Live-Ops, or the whole package, we have the tools and expertise to deliver maximum revenue from your game.

Help at every stage of a game's lifecycle



Based in: Bratislava
Founded in: 2015
Number of employees: 71



Selected published titles:
Darts Club, Tiny Tower, Hill Climb Racing 2, Gardenscapes



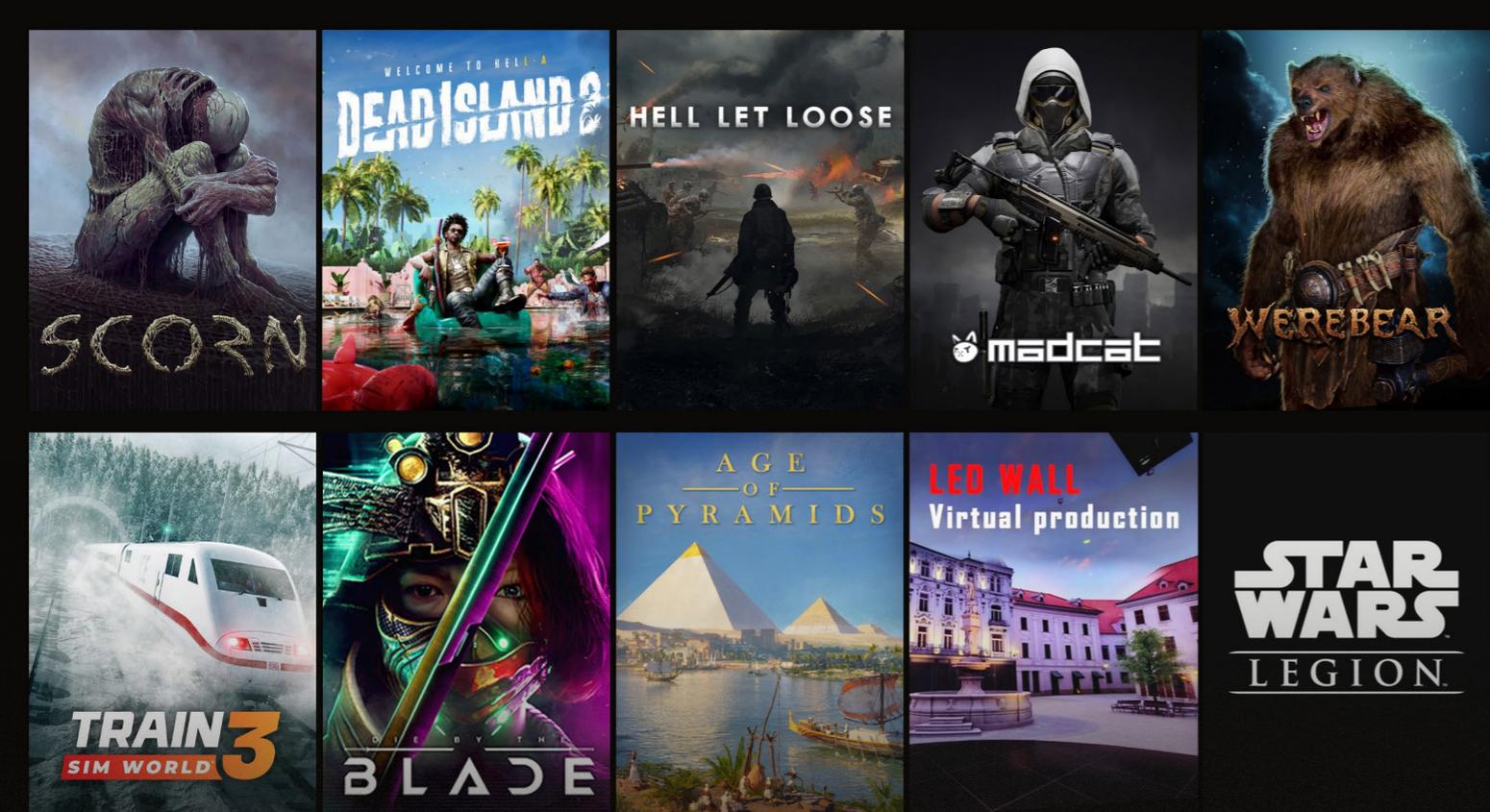
Contact:
contact-us@superscale.com
www.superscale.com



Technologies: Google BigQuery, Python, TypeScript, Angular, Unity, C#, Data.ai, Adobe Creative Cloud, Autodesk Maya, Blender, Unity Platform, Media sources/Ad Network channels, etc.



Platform:
Mobile



Cassa Game Industry

Game Outsourcing Studio

CASSAGI

Cassagi is a professional game outsourcing studio located in Slovakia, Europe. Our team consists of experienced artists, designers and developers who provide high-quality solutions for art & development.

Cassagi works closely with worldwide studios of all sizes, from indie developers to renowned studios, to bring their visions to reality. We've worked on over 35 game projects including Scorn, Dead Island 2, Hell Let Loose, Train Sim World 3, Star Wars: Legion, etc.



Technologies:



Platform:
PC



Based in: Košice
Founded in: 2017
Number of employees: 15



Selected published titles:
SCORN, Dead Island 2,
Hell Let Loose



Contact:
info@cassagi.com
www.cassagi.com



Technologies:

Unity, Unreal, Photoshop, Illustrator, Canva, Blender, Substance 3D



Platform:

PC, Consoles, Mobile, AR, VR

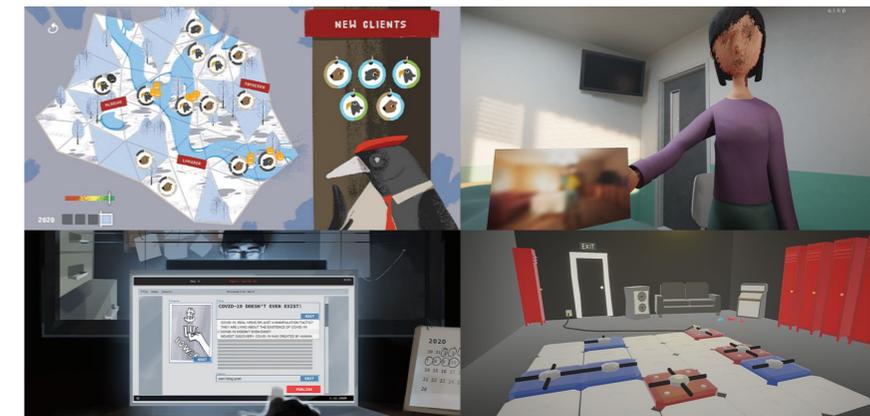
Incidental Minds

Engaging and meaningful games



We are a creative, enthusiastic, and ambitious independent game development studio from Bratislava. We aim to create engaging and meaningful experiences based on fresh ideas, thought-provoking, and impactful topics in a socially responsible way. We work on our game projects, partner projects, and games and gamified apps for clients. Our domains are narrative-driven, strategic, and simulation games.

We provide solutions for all communication needs. Using the power of incidental learning, we create unique games that convey even the most difficult topics, issues, messages, and knowledge straight to your target audience in a suitable and engaging way. Whether you need a game, gamified app, or an interactive comic about history, astrophysics, geography, disinformation, the functioning of ecosystems, or society, we've got you covered.



Based in: Bratislava

Founded in: 2018

Number of employees: 14



Selected published titles:

Lebo Mädvéd' App, House Them All!, Off Stage



Contact:

contact@incidental minds.com
www.incidental minds.com



Technologies:

Unity, FMOD for Unity, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects



Platform:

Android, iOS, Nintendo Switch

Atomic Realm



Mobile game, backend and SDK development,
2D & 3D asset creation, Nintendo Switch porting

Atomic Realm helps develop mobile games played by hundreds of thousands of players around the world every month. We started out as an indie game studio in 2019. After a couple of in-house titles (both mobile and Nintendo Switch), we opted to leverage our technical skills, experience and tools to provide services to other game development studios and publishers.

Our mobile development services cover everything that a successful Android or iOS game needs: new features, SDK integrations, and support for games in production. We rely on build and QA automation to ensure everything pre-publication testing. We create high quality assets for quick prototypes and full-featured games. 2D vector graphics and pixel art. Nintendo Switch porting? Shader optimization? Chasing FPS and profiling on Switch? We've got your back and we'll take care of everything and more



Based in: Bratislava

Founded in: 2019

Number of employees: 9



Selected published titles:

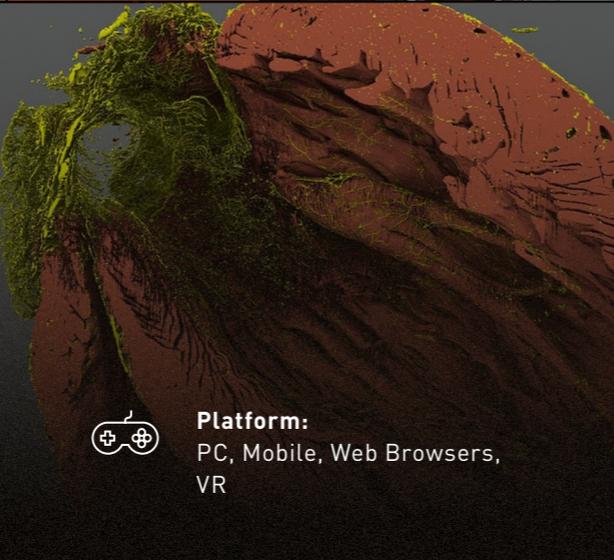
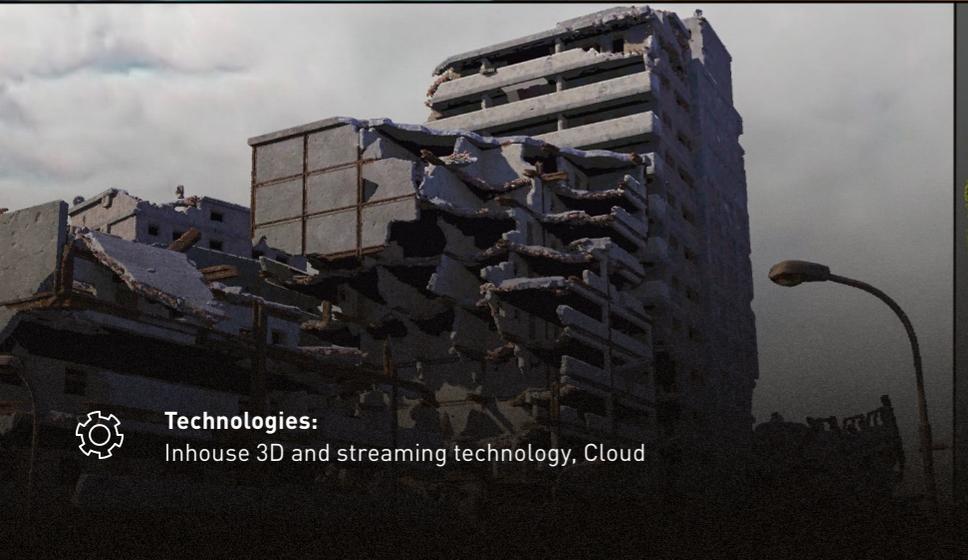
Magnet Run, Squabble



Contact:

info@atomicrealm.com

www.atomicrealm.com



Technologies:
Inhouse 3D and streaming technology, Cloud



Platform:
PC, Mobile, Web Browsers,
VR

Atomontage

Scalable 3D and streaming tech development



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.

Although US-based, our core tech team is located in the pulsating heart of Bratislava (Slovakia). 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: 8



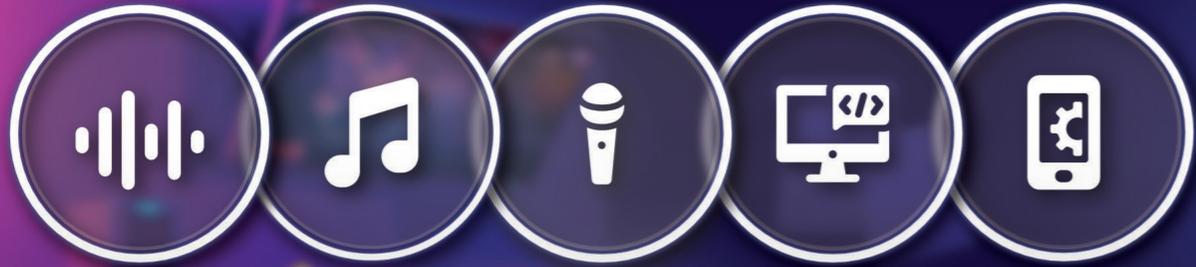
Selected published titles:

-



Contact:
jobs@atomontage.com
www.atomontage.com

START THE



SOUND DESIGN COMPOSITION VOICE OVER IMPLEMENTATION PORTING

AUDIO^{XP} JOURNEY



Technologies:

Wwise, FMOD, Unity3D, Unreal Engine



Platform:

PC, Consoles, Mobile, VR, Browser

Grand Beats

Game Audio



Grand Beats Production is a game audio production studio based in Tomášov (Slovakia) that provides comprehensive game audio services: interactive music, sound design, voiceover recording, audio implementation, optimisation, and porting for various video game projects.

The studio works with game developers to create effective solutions that are natural, immersive, and allow players to traverse through the 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: 8



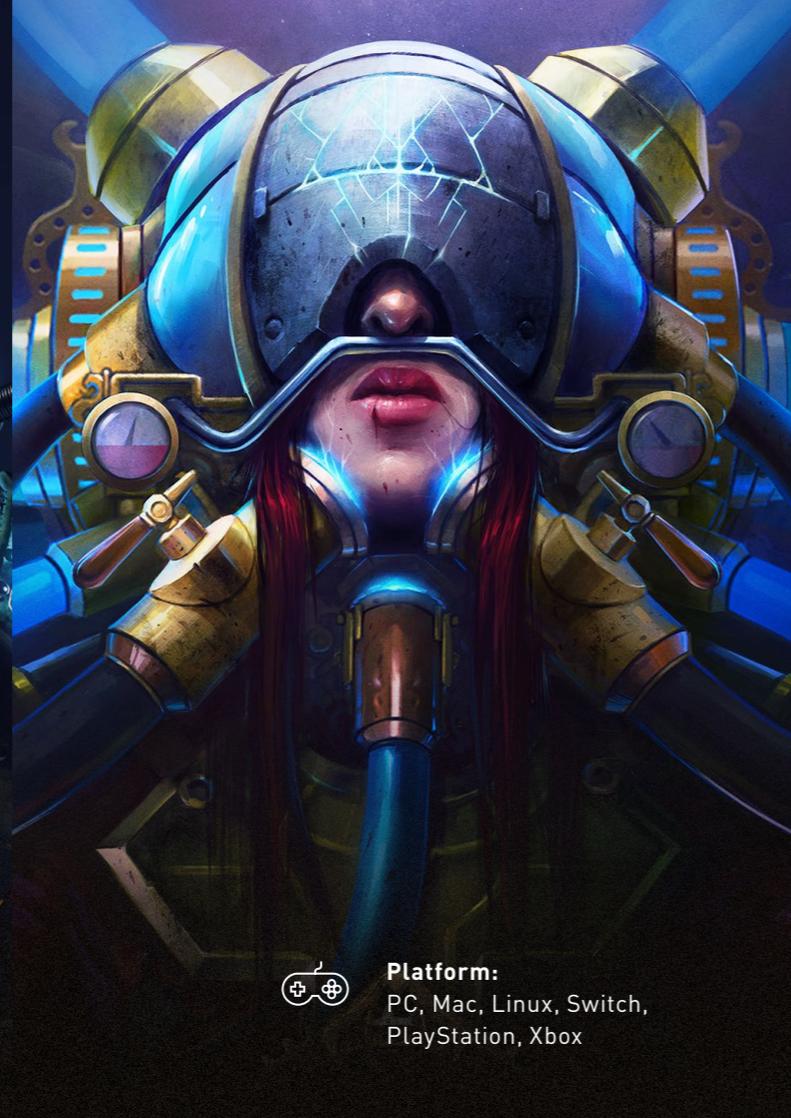
Selected published titles:

Mafia: Definitive Edition,
Meteoric VR, Smashing Four



Contact:

info@grandbeats.sk
www.grandbeats.com



Technologies:
Unity Game Engine



Platform:
PC, Mac, Linux, Switch,
PlayStation, Xbox

Fatbot Games

Game Development, Porting, Game Design, Prototyping, Concept Art



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.

Fatbot Games can deliver a game product in any development stage, from prototype to release version for both desktop and console platforms. Apart from development, we can also produce detailed game design documentation based on a customer's ideas and suggestions, along with art direction featuring concept art and illustrations.



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



Selected published titles:
Vaporum,
Vaporum: Lockdown



Contact:
info@fatbot-games.com
www.fatbot-games.com



Technologies:

Unity, Unreal Engine, Adobe Creative Cloud



Platform:

PC, PlayStation, Xbox,
Nintendo Switch

Grindstone

Game production and publishing



Grindstone is a game production and publishing company that discovers new talent, unlocks 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 Game Days - an international games conference.

Building on our game developers' experience, we know what they face. We're here to build opportunities and support game developers in any area - from funding a promising project idea, through resources sharing and production guidance, to go-to market.



Based in: Košice

Founded in: 2015

Number of employees: 5



Selected published titles:

Die by the Blade,
Hellmut: The Badass from Hell



Contact:

grindstone@grindstone.sk
www.grindstone.sk

Matej Lančarič

Helping several talented developers across the globe with multi-channel user acquisition strategies, soft launch and global launch planning and general marketing/business advisory.



USER ACQUISITION

AD MONETISATION

APP STORE OPTIMISATION

CREATIVE PRODUCTION

SOFT LAUNCH & GLOBAL LAUNCH STRATEGY AND PLANNING



Technologies:
Facebook, Google, Unity, etc.



Platform:
Android, iOS, Amazon, Samsung, Huawei

Lancaric.me

User Acquisition



UA consultant & director of user acquisition for multiple companies with 9+ years of experience. I develop multi-channel acquisition strategies and marketing campaigns that are designed to drive overall growth for our partners. I have been helping several talented developers across the globe with multi-channel user acquisition strategies, soft launch and global launch planning, and general marketing/business advisory.

- Train & mentor user acquisition teams
- Setup of marketing creative process for game developers
- Develop strategic, multi-million dollar sustained user acquisition campaigns, driving continued high-quality volume to mobile games, optimized return on ad spend
- Soft launch & global launch strategy and planning of games
- Launching, scaling and daily management of mobile user acquisition campaigns across free and paid channels: Facebook, Google Adwords & Ad Networks



Based in: Bratislava
Founded in: 2014
Number of employees: 3



Selected published titles:
Angry Birds 2, Merge Mayor, Goat Simulator



Contact:
matej@lancaric.me
www.lancaric.me



How we do it?

- 1 Guidance:** We advise you how to standardize distribution of your content, to make all of our subscribers happy.
- 2 Testing:** We review your content thoroughly to make sure it is a good fit for the specific market.
- 3 Marketing support:** We prepare necessary marketing assets for each store. That's 36 various aspect ratios for the banners!

- 4 Time To Market:** We are fast. Our refined approach prevents any unnecessary delays - and your content is launched in the shortest possible time!
- 5 Promotions:** We give your content a promotional boost repeatedly - this ensures high revenue in the long run.



Technologies:



Platform:
AMobile

TuuT

Publishing



TuuT was created in 2017 by a team of mobile content industry enthusiasts, who combine their strong knowledge of marketing and data analytics together with delicate understanding of the dynamics of this particular segment of mobile content distribution.

We have built a unique method to distribute mobile content which skyrocketed us into the exclusive club of top 3 publishers on the market in no time.



Based in: Košice
Founded in: 2020
Number of employees: 4



Selected published titles:
Bridge Constructor Portal,
My Boo, Lulu's Fashion World



Contact:
info@tuut.sk
www.tuut.games

STUDIO 727

Full service 3D-asset creation: from sourcing to post-production.
Photogrammetry scanning specialists.



We are experts at producing outstanding 3D digital assets for clients in the global gaming industry, movies, TV, VR and AR.



Technologies:

Motion Controls, Motion Capture, Reality Capture, Houdini, Maya, Full Body Scan, Photogrammetry, UNITY, Unreal Engine



Platform:

All platforms



Based in: Bratislava

Founded in: 1997

Number of employees: 47



Selected published titles:

VR4D.com, currently - B2B partnership



Contact:

studio@727.sk
www.727.sk

Noise Artillery

Digital asset creation, trailers, 3D animation



Noise Artillery is a game outsourcing and post-production company with focus on feature films and games. We worked on many game projects: Mafia 3, Euro/American Truck Simulator, Assassin's Creed Online: Alliance, Heroes Arena, Tom Clancy's Elite Squad, Commandos 4, Port City, Trainstation 2, etc. Our services include concept art, rendered/realtime cinematics, low/hi-poly characters, textured 3D models (props, vehicles, buildings and complete level parts), clothes and animations. Since 2021 we've also been providing motion capture.



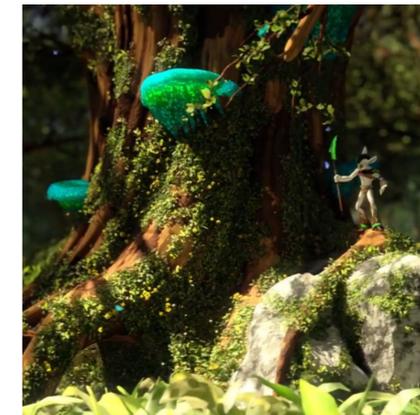
Technologies:

Xsens motion capture suits and software, virtual production studio with realtime-tracked camera and LED wall



Platform:

Platform agnostic



Based in: Bratislava

Founded in: 2014

Number of employees: 38



Selected published titles:

Mafia 3, Euro Truck Simulator 2, Trainstation 2



Contact:

info@noiseartillery.sk
www.noiseartillery.sk



60fps is a graphics studio founded in 2014 in Bratislava by three ex-colleagues from Cauldron, the computer games development studio. Our game industry experience enables us to provide high quality digital art production. 60fps is mainly focused on the outsourced production of assets and game environments for PC, console and mobile games, creating 3D art for product marketing and commercials, and developing photo-realistic real-time architectural visualizations.

**Technologies:**

-

**Platform:**

PC, Console, Mobile

**Based in:** Bratislava**Founded in:** 2014**Number of employees:** 28**Selected published titles:**

Mafia III, American Truck Simulator, Euro Truck Simulator 2

**Contact:**nunuk@60fps.sk
www.60fps.sk

Bohemia Interactive Simulations (BISim) is a global software company at the forefront of simulation training solutions for defense and civilian organizations. We use the latest game-based technology and a large, experienced in-house team of engineers to develop high-fidelity, cost-effective training and simulation software products and components for defense applications.

**Technologies:**VBS4, VBS Blue IG, Mantle
ETM, TerraTools**Platform:**

PC

**Based in:** Košice**Founded in:** 2018**Number of employees:** 24**Selected published titles:**VBS4, VBS Blue IG, Mantle
ETM, TerraTools**Contact:** www.bisimulations.com/company/contact-us

www.bisimulations.com



We craft engaging and immersive experiences that are sure to captivate players. Our development team takes pride in attention to detail and commitment to create unique and exciting games that stand out in today's competitive market. Our most recent project is Delivery INC, a fast-paced time management game where you'll be challenged with quick decision making and planning. Build a fleet of vehicles and drivers. Make deliveries before the customer's patience runs out.

 **Technologies:**
Unity

 **Platform:**
PC



 **Based in:** Nitra
Founded in: 2017
Number of employees: 12

 **Selected published titles:**
Transport INC, Pixel Car Racer

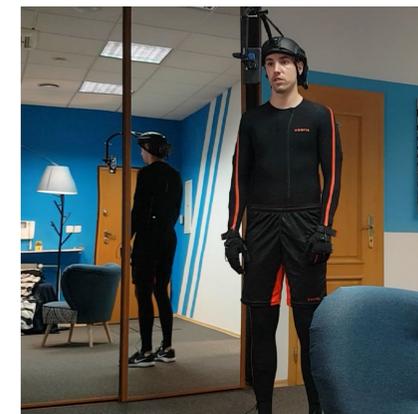
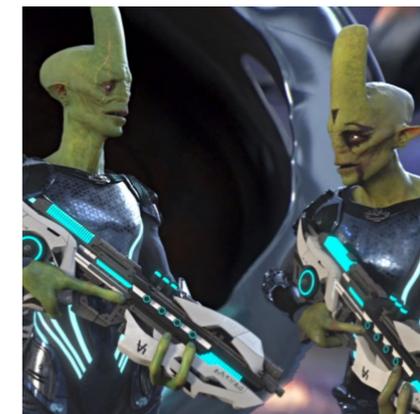
 **Contact:**
hello@digifox.tech
www.digifox.games



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, Die by the Blade, and Shadows: Awakening. We use the best Xsens inertial motion capture suites, 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.

 **Technologies:**
Maya, Unreal, Unity, Houdini

 **Platform:**
PC



 **Based in:** Bratislava
Founded in: 2010
Number of employees: 10

 **Selected published titles:**
Die by the Blade, Shadows:
Awakening, NBA 2k

 **Contact:**
info@blue-faces.com
www.blue-faces.com



Artzenal is a Slovak company that creates high-quality and interactive 2D and 3D digital content for marketing and film/game production, as well as virtual reality (VR).



Technologies:

-



Platform:

PC, Console, Mobile



Based in: Bratislava, Vienna
Founded in: 2019
Number of employees: 5+



Selected published titles:

-



Contact:
firstcontact@artzenal.com
www.artzenal.com



Capturing Reality develops RealityCapture: the photogrammetry software that is changing the industry. It is a state-of-the-art photogrammetry software which is 10 times faster than anything else on the market, bringing great freedom to your work and allowing you to focus on your business targets. Create geo-referenced maps, orthographic projections, virtual reality scenes, movie assets, textured 3D meshes, and much more from images and/or laser scans completely automatically.



Technologies:

RealityCapture, RealityScan



Platform:

PC



Based in: Bratislava
Founded in: 2013
Number of employees: 5+



Selected published titles:

-



Contact:
www.capturingreality.com/contact
www.capturingreality.com

EastWorks

2D/3D Art, 2D/3D Animation, Programming



We're a game development and outsourcing company based in Slovakia. Over our 13 years, we've constantly delivered high-quality and on-time services customers including Saber, Amazon, 2K, IOI, Bohemia Interactive, Giants, TaG Games, City Interactive, Kung Fu Factory, Team 6, Play Wing, Square Enix, etc. We've participated in 50+ game projects.



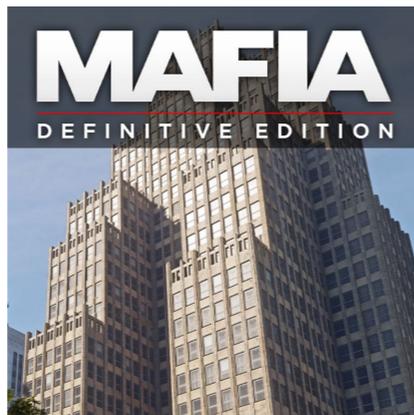
Technologies:

Unreal Engine, Unity



Platform:

PC, PS5, Xbox, Mobile, Nintendo



Based in: Košice

Founded in: 2011

Number of employees: 5+



Selected published titles:

Hitman 2, Mafia: Definitive Edition, Vigor



Contact:

eastworks@eastworks.eu
www.eastworks.eu

Mad Cookies Studio

Game & web development, prototyping



MAD COOKIES
STUDIO

As well as creating our original IP, we are also involved in outsourcing: creating full custom games, rapid prototypes, and web apps. For the third year, we have organized annual quizzes focused on language and environmental topics in cooperation with the non-profit organization E@I.



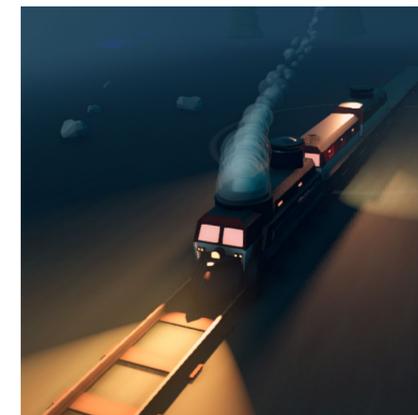
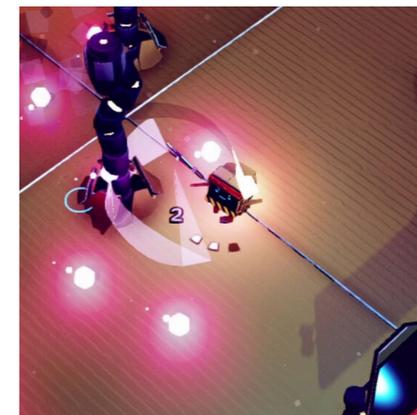
Technologies:

Godot, Unity, Affinity Suite, Blender, Davinci Resolve, Figma



Platform:

PC, Mobile, VR



Based in: Bratislava

Founded in: 2020

Number of employees: 4



Selected published titles:

Cargo Ship Stacking, LingvaKvíz, EkoKvíz



Contact:

contact@madcookies.games
www.madcookies.games



Outerra World Sandbox gives you the whole world to use as a canvas to create, explore and share. Create terrain and share it online or download others' creations to explore on foot or in any transportation that you and the community create.



Technologies:
Outerra World Sandbox



Platform:
PC



Based in: Bratislava
Founded in: 2010
Number of employees: 2



Selected published titles:
Outerra World Sandbox,
B-17 Flying Fortress



Contact:
contact@outerra.com
www.outerra.com



EDUCATION

- 114 Hemisféra
- 116 Game Development and Design

- 118 Skyro private high school
- 119 OpenLab
- 120 Digital Games Department at FMK UCM Trnava
- 121 Game Design Department at VSMU Bratislava
- 122 VFX Department at VSMU Bratislava
- 123 Digital Arts at the Academy of Fine Arts and Design Bratislava
- 124 MediaLab* at Academy of Fine Arts and Design Bratislava
- 125 Comenius University in Bratislava
- 126 Private Vocational School Postupimská 39, Košice
- 127 Secondary Technical School Hálova 16, Bratislava
- 128 Vocational Art School Jakobyho 15, Košice
- 129 Vocational Art School, Košice
- 130 Gamifactory
- 131 EDIX



Kurzy pre
základoškolákov



Tábory pre deti
od 7 do 15 rokov

TECH
ART *
CAMP

Bootcamp
pre študentov
od 13 do 18 rokov



Letná škola
tvorby hier
pre dospelých



LevelUp

Kurzy pre
stredoškolákov
a vysokoškolákov



Kurzy na mieru pre
technologické
firmy

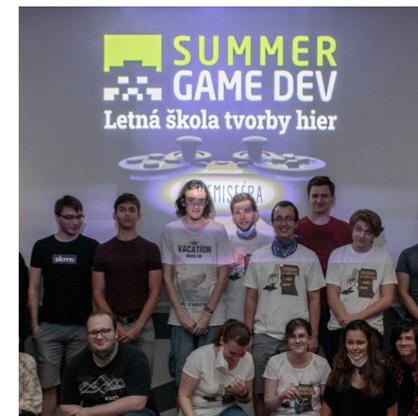
Hemisféra

Education



Hemisféra has been providing comprehensive education in game development for eight years. It offers diverse game development education activities: summer camps for kids (7 to 17 years old), a video game development course for kids (8 to 15 years old), and an educational programme in digital game development for youth aged 15- 28 who want the skills to enter the game development industry like LevelUp your skills and Summer Game Dev - a 5-week development course over the summer.

Hemisfera runs several projects and educates students from the age of 7.



City: Bratislava, Košice, Prešov,
Žilina, Banská Bystrica, Trnava,
Pezinok, Senec, Online



Programs: GameCraft, GameCamp,
TechArt Camp, LevelUp, Summer
Game Dev, ArtCraft, EduStudio



Contact:
info@hemisfera.sk
www.hemisfera.sk



Game Development and Design

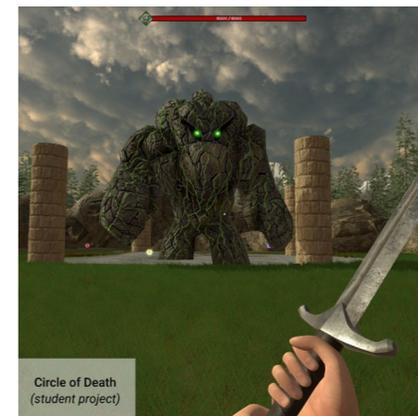
Education



STU
FIIT

The course is aimed primarily at programming games in Unity, and offers a wider look at how game engines work and teaches students the basics of game design. Students are graded based on a semestral project - prepared design documentation, a functioning prototype made in Unity, and a YouTube video highlighting gameplay.

Game Development and Design is a course taught at two universities simultaneously - at the Faculty of Mathematics, Physics and Informatics of Comenius University in Bratislava, and at the Faculty of Informatics and Information Technology of Slovak University of Technology in Bratislava.



Circle of Death
(student project)



Dower Tefense
(student project)



City:
Bratislava



Faculty: Faculty of Mathematics,
Physics and Informatics,
Faculty of Informatics and IT



Contact:
michalferko1@gmail.com
www.gamedev.flamingchain.com

Skyro private high school

Education



Skyro is a high school that presents a new outlook on education in IT. Its focus is to allow its students to freely express themselves and focus on their individual qualities. Skyro employs experts with extensive backgrounds in their fields while educating their students through practical work, such as group projects.

Skyro students can specialize in game development, where they will learn advanced techniques of programming, game design and art, also by utilizing the power of AI.



City:
Bratislava



School / faculty / department:

-



Contact:
www.skyro.ai

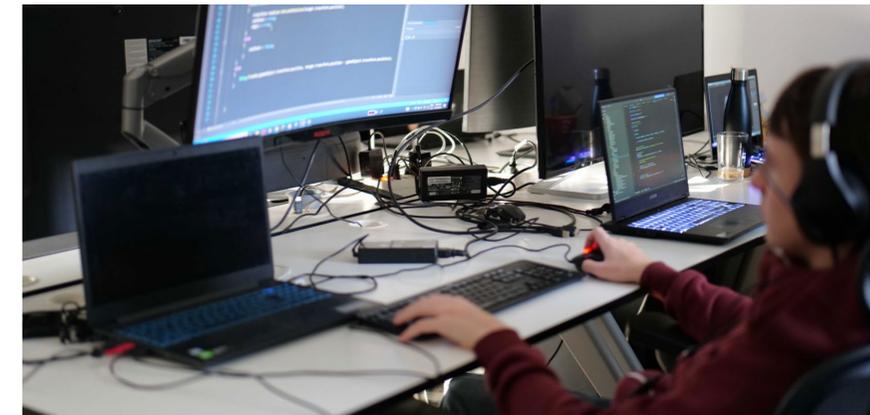
OpenLab

Education



OpenLab provides professional vocational education focused on IT for high schools in innovative educational centers, setting a new standard for formal education. OpenLab offers education in 3 specializations: development of hybrid apps, mobile apps and digital games.

In OpenLab, students collaborate with companies on real projects to gain practical skills and adopt an approach that can propel the world of technology and society forward. We provide students with great freedom while guiding them towards responsibility and independence, teaching them the principles of a collaborative approach, teamwork, self-reflection and encouraging creativity.



City:
Bratislava



School / faculty / department:

-



Contact:
info@openlab.sk
www.openlab.sk



The Digital Games program aims to reflect trends in interactive digital media formats and help students understand how and why people play games, while preparing them to work both within and outside the games sector. The topics and courses are in three categories: Creation and Development, Distribution and Consumption, Research and Reflection. Students are also involved in a wide range of co-curricular activities, such as organizing events, making games in TEDI Games Studio, and participating in the TEDI Bears esports organization and the TEDI_Watch streaming channel.



City:
Trnava



School / faculty / department:
Faculty of Mass Media Communication, University of Ss. Cyril and Methodius



Contact:
tedi@fmk.sk
www.fmk.sk/tedi



The GAME DESIGN study program is full-time at FTF VŠMU. The study aims to award a university professional qualification in game design. It is about developing talent, abilities, and skills in using current practices in the gaming industry in Slovakia and globally. Emphasis is placed on mastering the practical skills of working with game programs, media aesthetics, and emerging procedures for telling game stories with an emphasis on the game industry's future reach into the film industry.



City:
Bratislava



Programs: Film and Television Faculty, Academy of Performing Arts, Bratislava



Contact:
gasparcova@vsu.sk
www.ahd.avfx.sk



The Visual Effects study plan is one of the Film and Television Faculty of the Academy of Performing Arts in Bratislava's 11 study programs. Visual effects can be studied at all three university levels of education based on various professional disciplines that from the first to last year of study document the professional growth of students.



City:
Bratislava



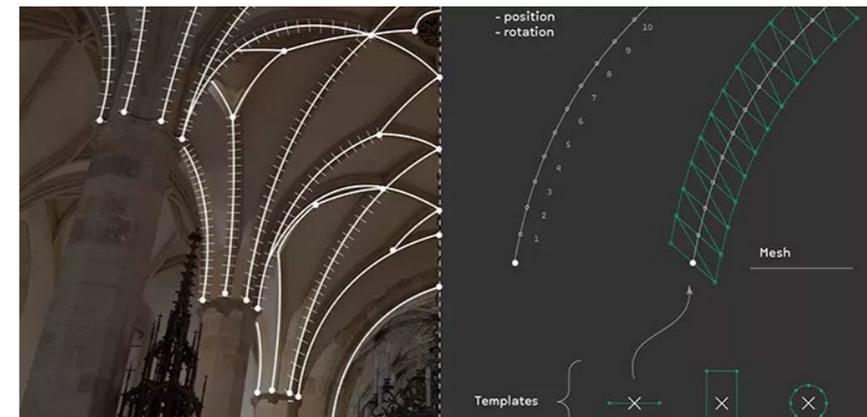
School / faculty / department:
Film and Television Faculty,
Academy of Performing Arts



Contact:
gasparcova@vsmu.sk
www.avfx.sk



The program provides knowledge, skills and abilities to combine various artistic creativity with new competencies in digital culture, computer thinking, and design and programming.



City:
Bratislava



School / faculty / department:
Digital Arts



Contact:
novotny@vsvu.sk
www.digitalneumenia.sk



The Academy of Fine Arts and Design in Bratislava is an autonomous public institution that performs creative, artistic, educational, scientific, research, development and cultural activities. Educational activities are based on contemporary art, scientific knowledge and technical background for a wide range of artistic activities. Such activities are closely connected with the artistic creation and research activities of AFAD pedagogues, research employees and students who keep informed about the latest related developments.



City:
Bratislava



School / faculty / department:
Visual Communication



Contact:
medialabsk@gmail.com
www.medialab.sk



FACULTY OF ARTS
Comenius University
Bratislava

Software localization courses are designed to walk students through various stages of the localization process: translation, proofreading, QA, terminology work, style guide usage, and teamwork. The courses focus on specific theoretical and practical problems that can arise during localization (e.g. variables, lack of context, localization vs. translation). The courses focus on the localization of software, video games, and websites. Students can select localization courses during their master studies in philology with a focus on translation and interpreting.



City:
Bratislava



School / faculty / department:
Department of British and American Studies at the Faculty of Arts



Contact:
marian.kabat@uniba.skz
www.fphil.uniba.sk/kaa

Private Vocational School Postupimská 39, Košice

Education



Our special professional curriculum is designed as a dynamic system that focuses on the practical creation of digital animation, visual effects, photo & video, graphics design, web design (advertising), drawing, VR visualization of interiors/exterior, 3D modeling & sculpting, and 3D painting & texturing assets for the game industry. In the theoretical field, we concentrate on the history of art and design.



City:
Košice



Department: Graphics of Digital Media, Graphic & Interior Design, founded on 2011, 4/2-year study



Contact:
ssos.kosice@gmail.com
www.ssoske.sk

Secondary Technical School Hálova 16, Bratislava

Education



Studying at SPŠ Hálova is an excellent choice for high quality high school studies in information technology and electrical engineering. SPŠ Hálova's modern building has above-standard technical equipment for theoretical and practical education in 4-year study fields of 2567 M multimedia and 2573 M programming of digital technologies. Successful graduates complete their studies with a school-leaving examination.



City:
Bratislava



School / faculty / department:
-



Contact:
skola@spsehalova.sk
www.spsehalova.sk

Vocational Art School Jakobyho 15, Košice

Education



Digital Painting – Concept Art/Animation and Art/Design of Digital Application. VAS has 11 art departments, all study programs last four years and are completed 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 modeling and UX design. The AA provides skills and knowledge in traditional and digital animation, character design and 3D modeling. The DDA provides skills and knowledge in web and app design, UI and UX design.



City:
Košice



School / faculty / department:
Digital Painting – Concept Art/
Animation and Art/Design of
Digital Application



Contact:
supke@supke.sk
www.supke.sk

Vocational Art School, Košice

Education



The four-year Digital Painting – Concept Art is designed for students interested in digital painting and illustration, 2D/3D animation, 3D modeling, UX design, and game creation: character and environment design for computer art and games. Studies include traditional and digital drawing, and painting skills based on thorough knowledge of artistic expression. Studies are completed with a school-leaving exam. The curriculum of each grade reflects current trends and employment requirements.



City:
Košice



School / faculty / department:
Digital Painting – Concept Art



Contact:
supke@supke.sk
www.supke.sk

gamifactory

Gamifactory by Impact Games brings education to games and play to schools. Gamifactory is a unique educational platform full of games and tutorials for game-based learning.

Do you create educational games? Gamifactory provides a unique distribution opportunity to showcase your work: connect with us and distribute your games to hundreds of schools in Slovakia and abroad. Join us in making a positive educational impact through games.



City:
Online



School / faculty / department:

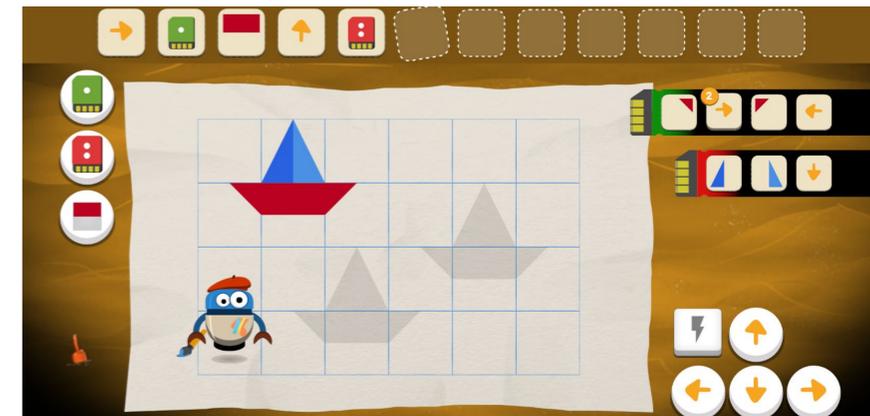
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Contact:
gamifactory@impactgames.eu
www.gamifactory.eu



EDIX is a game studio with a focus on educational content and games. For the last nine years we've worked on educational games such as Robot Emil 3, Robot Emil 4, Výlety šaša Tomáša, etc. which are well known in Slovakia and the Czech Republic. Based on extensive product-testing in schools and know-how, we aim to produce meaningful edu games that target the right audience.



City:
Bratislava



School / faculty / department:

-



Contact:
contact@edix.sk
www.edix.sk



EVENTS

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Game Days

Events



Game Days is an international video game festival and conference held in Slovakia. It aims to pass on the valuable experience of leading foreign and domestic creators in progressive video game creation to professional and lay audiences. The intention is to positively influence public opinion about games, provide invaluable information about the process of creating the most exceptional contemporary works in this field, and create a space for regular meetings or forming new professional relationships.



City:
Košice



Periodicity: Annually
Dates: October/November



Contact:
hello@gamedays.sk
www.gamedays.sk

Games Gathering Bratislava

Events



Games Gathering Bratislava is an international game conference that targets upgrading work skills, helping to find business partners/investors, and providing job opportunities.



City:
Bratislava



Periodicity: Annually
Dates: September



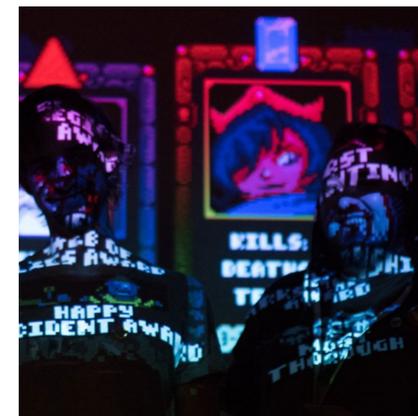
Contact:
irina.syomka@ggconference.com
www.ggconference.com

Arcade Watch

Events



Arcade Watch connects Slovak video game online and offline communities through local events such as Level Majstrov - a regular series of small indie games tournaments, as well as biannual Golden BiT Awards where the best Slovak games from the past two years are selected, awarded and praised. Arcade Watch members also make podcasts, interviews, and streams with local game developers and other interesting figures that cover the whole spectrum of video games, and support a thriving community of game fans on their Discord channel.



City:
Bratislava



Periodicity: Weekly
Dates: -



Contact:
arcade.watch@gmail.com
www.arcadewatch.sk

Bratislava Game Jam

Events



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 both individuals and interdisciplinary teams, giving a unique opportunity to experiment with bold game design and showcase skills.



City:
Bratislava



Periodicity: Annually
Dates: October



Contact:
hello@bratislavagamejam.sk
www.bratislavagamejam.sk

Košice Game Jam

Events



Košice Game Jam is an annual game development extravaganza dedicated to fostering creativity, collaboration, and camaraderie among students, universities and professional developers. The event gathers aspiring game designers, programmers, artists, and storytellers for an exhilarating weekend of game creation.



City:
Košice



Periodicity: Annually
Dates: April



Contact:
hello@gamedays.sk
www.gamejam.gamedays.sk

Game Developer Meetups Bratislava

Events



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.



City:
Bratislava



Periodicity: Bi-monthly
Dates: -



Contact:
hello@sgda.sk
www.sgda.sk

Game Developer Meetups Košice

Events



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.



City:
Košice



Periodicity: Bi-monthly
Dates: -



Contact:
grindstone@grindstone.sk
www.gamedevkosice.sk

Orange Slovak Esports Championship

Events



MAJSTROVSTVÁ SR
V ELEKTRONICKÝCH ŠPORTOCH

Orange MSR is the 6th national esports championship, this year held at Agrokomplex Nitra alongside the Autosalon - Autoshow Nitra. From October, over 140,000 onsite visitors can watch the best Slovak and Czech teams and players compete for the official national champion title across four popular esports titles. Orange MSR delivers the biggest esports competition in Slovakia and a great gaming festival with a wide-ranging program, attractions and guests.



City:
Nitra



Periodicity: Annually
Dates: October



Contact:
info@ygames.sk
yzone.sk

SECTOR.sk Game Salon

Events



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



City:
Bratislava



Periodicity: Twice a year
Dates: June



Contact:
sector@sector.sk
www.gamesalon.sk

Gamefair Košice

Events



Gamefair is a Košice-based gaming-technology festival where fans of e-sports, technology, IT, and the latest gadgets meet. It includes tournaments for computer, mobile and console games, as well as gaming attractions such as VR and a gaming zone. We also have several workshops and discussions about esports, cybersecurity, IT, technology, etc.



City:
Košice



Periodicity: Annually
Dates: November



Contact:
samuel.parlagi@21games.sk
www.21games.sk

The Global Game Jam

Events



The Global Game Jam® (GGJ) is the world's largest game jam event - since 2018 Slovakia has joined 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.



City:
Trnava



Periodicity: Annually
Dates: -



Contact:
info@godot.sk
www.globalgamejam.org

Trnava Game Jam

Events



The event is usually held during or shortly before the summer in Trnava. Participants have 48 hours for game development, and the jam is accompanied by workshops and mentors from game development companies. Trnava Game Jam is an attractive event full of fun, good food and innovative games. It is supported by the Slovak Art Council and FMK UCM in Trnava.



Find everything about
Slovak game developers at
www.sgda.sk

&

- DISCORD:** discord.gg/Kz2PSx64
- INSTAGRAM:** [instagram.com/sgdask/](https://www.instagram.com/sgdask/)
- NEWSLETTER:** eepurl.com/gilu7L
- FACEBOOK:** [facebook.com/svkgda](https://www.facebook.com/svkgda)
- TWITTER:** twitter.com/svkgda
- YOUTUBE:** [youtube.com/user/TvorimeHry](https://www.youtube.com/user/TvorimeHry)
- LINKEDIN:** [linkedin.com/company/20291554/](https://www.linkedin.com/company/20291554/)



City:
Trnava



Periodicity: Annually
Dates: -



Contact:
info@godot.sk
fb.com/godotsk



Slovak Arts Council: Public Funding for Digital Games in Slovakia

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 programs in art, culture and the creative industry; and grants for individuals who contribute to the development of arts and culture either creatively or academically.

The Slovak Arts Council's support for gaming and non-gaming multimedia work began in 2017. Digital game developers can apply for non-repayable grants at various stages of the digital game creation process, with grants from a EUR 400,000 pool available for all projects in 2023. The Slovak Arts Council supports digital game creation in three consecutive phases - with a one-year deadline for each respective phase.

If a submitted application results in a beta final, the game must be released at the latest within three years for the scholarship and within four years for the grant.

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 that an applicant must source from alternative channels. 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 allows 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 that showcase high artistic value, educational aspects, and innovation - with preference given to added-value projects that enhance overall digital game quality in Slovakia. The Council's multimedia sub-program - with annual budget increases - is also very popular: 148 supported projects since 2017 and over EUR 2,560,000 allocated.

The Slovak Arts Council also supports digital game events. Within the sub-program, support is aimed at organisers of shows, festivals, and one-off events for creating and presenting digital games, as well as educational events (workshops, summer schools, courses, lectures, etc.) with nationwide or international importance and activities directly related to these events (i.e. costs related to an event's roll-out, professional materials, and the participation of Slovak and foreign creators).

The creative industry sub-program also supports the opportunity to translate digital games into/from Slovak. It also enables multimedia educational activities, and the development/implementation of online educational tools related to digital game creation.

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

Game Days



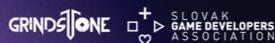
Lectures • Workshops • Showcase
Jobfair • Matchmaking • Dev Contest

Biggest game development conference in Slovakia



Kosice, Slovakia

www.gamedays.sk



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