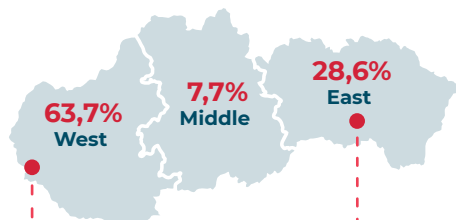


SLOVAK GAME DEVELOPMENT INDUSTRY 2024



COMPANY LOCATION

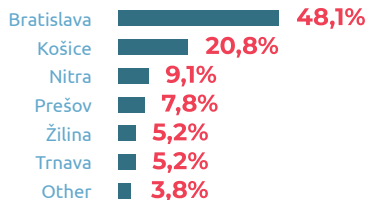
GEOGRAPHICAL LOCATION



LOCATION BASED ON CITY



LOCATION BASED ON REGION

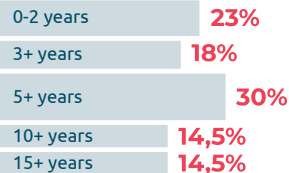


COMPANY PROFILES

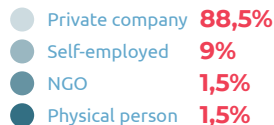
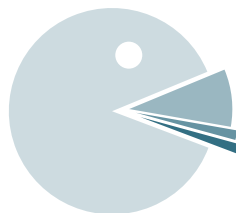
ACTIVE COMPANIES

77

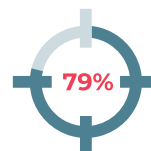
YEARS ACTIVE



LEGAL FORM



PRIMARY FOCUS



Own game development

13%

Outsourcing and co-development

8%

Gamedev-related services and activities

COMMISSIONED WORK AND OUTSOURCING

50,6%

No commissions or outsourcing

24,7%

Outsourcing parts of games and assets

18,2%

Outsourcing parts and full development of game

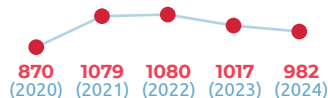
6,5%

Outsourcing parts and full development of games, but no contracts yet



EMPLOYEES

OVERALL NUMBER OF EMPLOYEES



TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

1. Pixel Federation
2. Nine Rocks Games
3. QORPO
4. PowerPlay Studio
5. SuperScale
6. Games Farm
7. Inlogic Software
8. STUDIO 727
9. Noise Artillery
10. Blue Brain Games

NUMBER OF EMPLOYEES IN TOP 10% OF COMPANIES

596

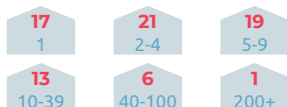
MEDIAN AGE OF EMPLOYEES

30

NEW WORKING POSITIONS OPENED IN 2024

-35 ↓

COMPANY SIZE BASED ON EMPLOYEE HEADCOUNT



WORKING POSITIONS BASED ON SPECIALIZATION



22,1%
Visual artist



21,7%
Programmer



11,1%
Other



10,3%
Game Designer



7,2%
Management



5,9%
Animator



5,5%
Production



4,2%
Tester



4%
Marketing



3,5%
Community /
PR Manager



2,6%
Composer /
Sound Designer



1,6%
Data
Analytic

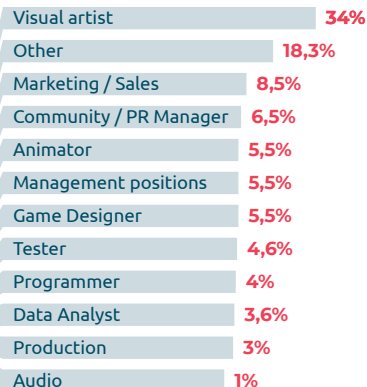
POSITIONS OCCUPIED BY WOMEN

PERCENTAGE OF COMPANIES EMPLOYING WOMEN

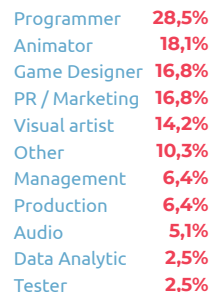
48,5%

WOMEN WORKING IN SK GAMEDEV

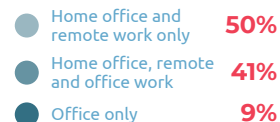
193 (19,65%)



POSITIONS HARDEST TO FILL



REMOTE WORK/OFFICE



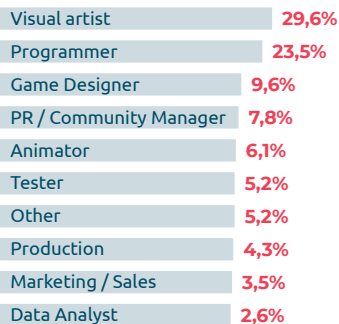


EMPLOYEES

POSITIONS OCCUPIED BY FOREIGN EMPLOYEES

EMPLOYEES FROM ABROAD

114 (11,6%)



REMOTE WORK / OFFICE FOR FOREIGN EMPLOYEES



INTERNATIONAL EMPLOYEES

42,8% ☒ ⇒ ☒

We **don't employ** them and **are not planning** to employ them in the future

35% ☑ ⇒ ☑

We **employ** them and **plan** to employ more in the future

19,5% ☒ ⇒ ☑

We **don't employ** them, but **are planning** to employ them in the future

2,7% ☑ ⇒ ☒

We **employ** them, but **are not planning** to employ them in the future

COUNTRIES OF ORIGIN OF FOREIGN EMPLOYEES



5%
Brazil

4%
Russia

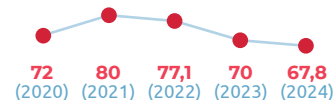
3%
Hungary

39,8%
Other



FINANCE

OVERALL TURNOVER (MIL €)



OVERALL TURNOVER IN 2024

67.847.600 €

ESTIMATED FOR 2025

68.900.000 € ↑

TOP 10 COMPANIES BASED ON TURNOVER

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

TURNOVER OF TOP 10% COMPANIES IN 2024

56.481.000 € (83,24%)



GAMES

OWN FULL-RELEASE GAMES CREATED

83 ^(31*)

* excluding games by Inlogic

GAMES CREATED IN COOPERATION WITH A THIRD PARTY

178

OVERALL NUMBER OF RELEASED AND UNRELEASED PROJECTS BEING WORKED ON

366

PRIMARY TARGET PLATFORM FOR RELEASED GAMES



76,6%
PC (Win, Mac,
Linux)



37,7%
Mobile (iOS,
Android)



24,7%
Xbox



23,4%
Playstation



18,2%
Nintendo



16,9%
PC (Browser
and HTML5)



15,6%
VR / AR



10,4%
Other

PRIMARY TARGET PLATFORM FOR GAME DEVELOPMENT



64,9%
PC (Win, Mac,
Linux)



29,9%
Mobile (iOS,
Android)



14,3%
Playstation



10,4%
Xbox



10,4%
PC (Browser
and HTML5)



10,4%
VR / AR



10,4%
Nintendo



7,8%
Other

GAMES PUBLISHED VIA



* Nintendo, Sony, Microsoft, etc.

DEVELOPED GAMES FINANCED VIA





MISCELLANEOUS

INVOLVEMENT IN SUPPORTING THE DEVELOPMENT OF THE GAMING INDUSTRY IN SLOVAKIA



42,9%

Internships



35,1%

No



31,2%

Organising workshops, lectures and events



28,6%

Other



15,6%

Sponsoring and CSR activities



11,7%

Organising game jams and hackatons



NUMBER OF PLAYERS OF SERIOUS GAMES OR HEALING GAMES IN 2024

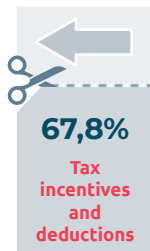


26 067



STATE'S ROLE

WHAT SUPPORT WOULD YOU APPRECIATE MOST?



67,8%

Tax incentives and deductions

62,1%

Traveling and presentation support

61,1%

More public funding

55,1%

R&D funding for creative industries

54,3%

Better education and education support

23,9%

Effective ways of employing foreigners

23,1%

Favorable loans

DID YOU TAKE ADVANTAGE OF THE 2024 CALL FOR SUPPORT FOR GAME CREATION FROM THE SLOVAK ARTS COUNCIL?

We are aware of the call but do not plan to use it

29,9%

We are aware of the call but have not used it yet

18,2%

Yes, and we received the grant

16,9%

Yes, but we did not receive funding

11,7%

We are not aware of the call at all and do not plan to use it

10,4%

We are aware of the call and plan to use it in 2025 or later

9,1%

We were not aware of the call at all but would like to use it

3,9%

DID YOU TAKE ADVANTAGE OF CALLS FOR SUPPORT FROM THE CREATIVE EUROPE OR HORIZON PROGRAMS?

We are aware of the calls but do not plan to use them

26%

We are aware of the calls but have not used them yet

26%

We are not aware of the calls at all and do not plan to use them

13%

We are aware of the calls but are not eligible yet

11,7%

We were not aware of the calls at all but would like to use them

9,1%

We are aware of the calls and plan to use them in 2025 or later

7,8%

Yes, but we did not receive funding

5,2%

Yes, and we received the grant

1,3%



SLOVAK
GAME DEVELOPERS
ASSOCIATION

Contact:
hello@sgda.sk
+421 904 979 440

Download this material
and find out more at:
www.sgda.sk

*All data and statistics
as of 31.12.2024, unless
stated otherwise