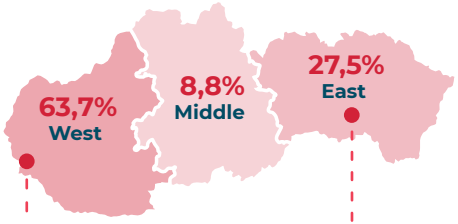
SLOVAK GAME DEVELOPMENT INDUSTRY 2025

COMPANY LOCATION

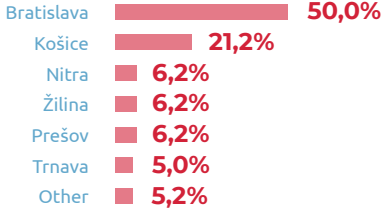
GEOGRAPHICAL LOCATION



LOCATION BASED ON CITY

45,0%	18,8%	36,2%
Bratislava	Košice	Other

LOCATION BASED ON REGION

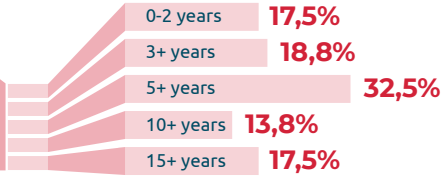


COMPANY PROFILES

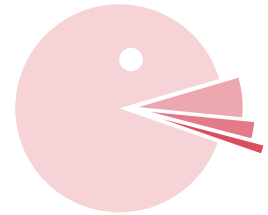
ACTIVE COMPANIES

80

YEARS ACTIVE

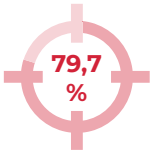


LEGAL FORM



Private company	90,0%
Self-employed	6,2%
Physical person	2,5%
NGO	1,2%

PRIMARY FOCUS



Own game development

11,6% Gamedev-related services and activities

8,7% Outsourcing and co-development

COMMISSIONED WORK AND OUTSOURCING

50,7% No commissions or outsourcing

21,7% Outsourcing parts and full development of game

26,1% Outsourcing parts of games and assets

1,4% Outsourcing parts and full development of games, but no contracts yet

EMPLOYEES

OVERALL NUMBER OF EMPLOYEES

870 (2020)	1079 (2021)	1080 (2022)	1017 (2023)	982 (2024)	840 (2025)

TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

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

NUMBER OF EMPLOYEES IN TOP 10% OF COMPANIES 521 ↓

MEDIAN AGE OF EMPLOYEES 32

NEW WORKING POSITIONS OPENED IN 2025 -142 ↓

COMPANY SIZE BASED ON EMPLOYEE HEADCOUNT

18	29	14
1	2-4	5-9
12	**4**	**1**
10-39	40-60	200+

WORKING POSITIONS BASED ON SPECIALIZATION

- **21,0%** Visual artist
- **19,1%** Programmer
- **7,0%** Other
- **11,5%** Game Designer
- **9,7%** Management
- **7,2%** Animator
- **5,5%** Production
- **3,9%** Tester
- **5,7%** Marketing
- **3,6%** Community / PR Manager
- **2,8%** Composer / Sound Designer
- **2,9%** Data Analytic

POSITIONS HARDEST TO FILL

Programmer	29,0%
Animator	23,2%
PR/Marketing	20,3%
Game Designer	17,4%
Visual artist	15,9%
Production	7,2%
Management	5,8%
Other	5,8%
Audio	5,8%
Tester	4,3%
Data Analytic	1,4%

POSITIONS OCCUPIED BY WOMEN

PERCENTAGE OF COMPANIES EMPLOYING WOMEN 49,3% ↑

WOMEN WORKING IN SK GAMEDEV 208 (24,8%)

Visual artist	28,5%
Other	17,8%
Marketing/Sales	9,8%
Game Designer	8,4%
Animator	7,5%
Community/PR Manager	6,5%
Management positions	4,7%
Production	4,2%
Tester	4,2%
Programmer	3,7%
Data Analyst	3,3%
Audio	1,4%

REMOTE WORK/OFFICE

- Home office and remote work only **49,3%**
- Home office, remote and office work **42%**
- Office only **8,7%**

EMPLOYEES

POSITIONS OCCUPIED BY FOREIGN EMPLOYEES

EMPLOYEES FROM ABROAD
88 (10,5%)

Visual artist	34,3%
Programmer	20,0%
Game Designer	12,9%
Other	10,0%
Animator	5,7%
Audio	5,7%
Production	4,3%
Marketing/Sales	4,3%
PR/Community Manager	1,4%
Tester	1,4%

REMOTE WORK / OFFICE FOR FOREIGN EMPLOYEES

- Home office and remote work only **52,3%**
- Home office, remote and office work **40,9%**
- Office only **6,8%**

INTERNATIONAL EMPLOYEES

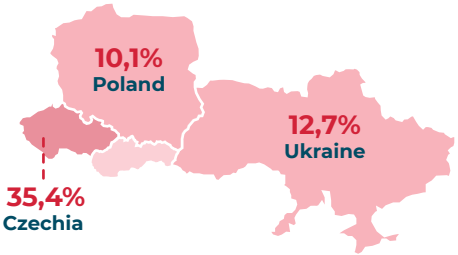
42,0%
We **don't employ** them and **are not planning to** employ them in the future

30,4%
We **employ** them and **plan to** employ more in the future

26,1%
We **don't employ** them, but **are planning to** employ them in the future

1,4%
We **employ** them, but **are not planning to** employ them in the future

COUNTRIES OF ORIGIN OF FOREIGN EMPLOYEES



- 3,8% Russia
- 3,8% Belarus
- 3,8% Philip-pines
- 30,4% Other

FINANCE

OVERALL TURNOVER (MIL €)

72	80	77,1	70	67,8	75,2
(2020)	(2021)	(2022)	(2023)	(2024)	(2025)

OVERALL TURNOVER IN 2025
75.164.722 €

ESTIMATED FOR 2026
85.000.000 €

TOP 10 COMPANIES BASED ON TURNOVER

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

TURNOVER OF TOP 10% COMPANIES IN 2025

63.596.000 € (84.6%)

GAMES

OWN FULL-RELEASE GAMES CREATED

110 (50*) ↑

* excluding games by Inlogic

GAMES CREATED IN COOPERATION WITH A THIRD PARTY

126 ↓

OVERALL NUMBER OF RELEASED AND UNRELEASED PROJECTS BEING WORKED ON

401 ↑

PRIMARY TARGET PLATFORM FOR RELEASED GAMES

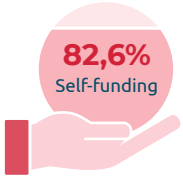
- **78,3%** PC (Win, Mac, Linux)
- **33,3%** Mobile (iOS, Android)
- **26,1%** Xbox
- **24,6%** Playstation
- **23,2%** Nintendo
- **11,6%** VR / AR
- **8,7%** PC (Browser and HTML5)
- **7,2%** Other

PRIMARY TARGET PLATFORM FOR GAME DEVELOPMENT

- **73,9%** PC (Win, Mac, Linux)
- **29,0%** Mobile (iOS, Android)
- **15,9%** Playstation
- **13,0%** Xbox
- **13,0%** Nintendo
- **10,1%** VR / AR
- **7,2%** PC (Browser and HTML5)
- **5,8%** Other

GAMES PUBLISHED VIA

DEVELOPED GAMES FINANCED VIA



- **36,2%** Public funding
- **20,3%** Commision
- **18,8%** International publisher
- **13,0%** Slovak investor
- **10,1%** Other
- **7,2%** Bank loans
- **4,3%** International investor
- **2,9%** Local publisher
- **1,4%** Platform holders*

* Nintendo, Sony, Microsoft, etc.

MISCELLANEOUS

INVOLVEMENT IN SUPPORTING THE DEVELOPMENT OF THE GAMING INDUSTRY IN SLOVAKIA

Internships	44,9%
Other	36,2%
No	31,9%
Organising workshops, lectures and events	26,1%
Sponsoring and CSR activities	18,8%
Organising game jams and hackatons	14,5%
Organising open doors days	4,3%

NUMBER OF PLAYERS OF SERIOUS GAMES OR HEALING GAMES IN 2025

98.600

STATE'S ROLE

WHAT SUPPORT WOULD YOU APPRECIATE MOST?

Tax incentives and deductions	4,26
More public funding	4,12
Better education and ed. support	4,12
R&D funding for creative industries	4,02
Traveling and presentation support	3,66
Favorable loans	2,81
Effective ways of employing foreigners	2,70

DID YOU TAKE ADVANTAGE OF THE 2025 CALL FOR SUPPORT FOR GAME CREATION FROM THE SLOVAK ARTS COUNCIL?

We are aware of the call but do not plan to use it	33,3%
We are aware of the call but have not used it yet	17,4%
We are aware of the call and would like to use it if relaunched	15,9%
Yes, and we received the grant	14,5%
We are not aware of the call at all and do not plan to use it	7,2%
We were not aware of the call at all but would like to use it	7,2%
Yes, but we did not receive funding	4,3%

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

We are aware of the calls but have not used them yet	27,5%
We are aware of the calls but do not plan to use them	20,3%
We are aware of the calls and plan to use them in 2026 or later	14,5%
We were not aware of the calls at all but would like to use them	11,6%
We are not aware of the calls at all and do not plan to use them	8,7%
We are aware of the calls but are not eligible yet	7,2%
Yes, but we did not receive funding	7,2%
Yes, and we received the grant	2,9%