



# LET'S PLAY

CITY OF POZNAN

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## NEW GAME

**540,000** population in Poznan  
**1 million** population in the whole agglomeration  
**190** R&D entities

## CHOOSE THE PLAYER

**112,000** students / **29,000** graduates  
**5,000** information and communications technologies students / **800** graduates  
**The highest annual growth of IT students** in Poland according to Pro Progressio study

**Game Development** – Collegium Da Vinci  
**Faculty of Computing** – Poznan University of Technology,  
Adam Mickiewicz University, Collegium Da Vinci  
**Faculty of Animation, Graphic Arts** – University of the Arts Poznan

## SUPPORT

CITY OF POZNAN INVESTOR RELATIONS DEPARTMENT

Project Manager  
Dedicated sector events  
Ongoing support  
Employer branding  
Scholarships  
Investment promotion

## EXPLORE

**GAME INDUSTRY CONFERENCE**  
(SOURCE: WWW.GIC.GD)

More than **3,200** attendees  
More than **560** companies  
More than **120** talks

## POZNAN GAME ARENA

**ONE OF THE BIGGEST EVENTS IN EUROPE**  
(SOURCE: WWW.GAMEARENA.PL)

**71,000** visitors  
**220** exhibitors  
**45,000** m<sup>2</sup> exhibition space  
**1,500** game stations

## MULTIPLAYER

**GAMING IN POZNAN**

About **30** game development studios  
About **150** games produced in Poznan  
Platforms: **PC, Browser, Mobile, VR**

## BETA VERSION

**WIEDZMIN 2.0 PROJECT**  
**DEVELOPING IT SKILLS AMONG CHILDREN**

**10** schools from Poznan participating in the project  
**€300,000** budget for additional maths  
and IT lessons for high schools students

**100** students in IT classes  
**580** students in maths classes

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