

Let's play
in Wielkopolska



POZnań*

The game is just beginning.



Let's play
in Wielkopolska

The „Let's play in Wielkopolska” project aims to support gamedev studios. We promote local studios at international conferences and fairs. We present the potential of the IT industry in Poznan and Wielkopolska Region.

**Enter the game.
Enter the city.
Poznan.**

Project co-financed by the European Union from the Wielkopolska Operational Program for 2014-2020, Priority Axis 1: Innovative and competitive economy, Measure 1.4 Internationalization of the regional economy, Sub-measure 1.4.2 Economic promotion of the region.

How does the gamedev sector look like in Poznan?

4-16

ABOUT 13 GAMEDEV STUDIOS

That have made about 150 games to this day

17-19

GREAT BUSINESS LOCATION

20-21

WORLDWIDE KNOWN GAMING EVENTS

PGA
GIC

22-23

COOPERATION BETWEEN SCIENCE AND BUSINESS

Collegium Da Vinci
Poznan University of Technology

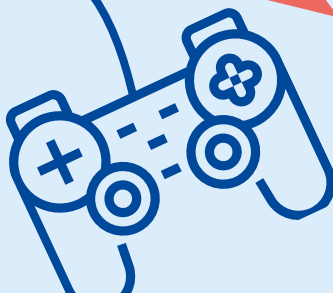
24-25

STRONG COMMUNITY

Game Wizards science club
Poznan Gamers' Guild
Association (Poznańska
Gildia Graczy)
and others!

26-27

SUPPORT OF INVESTOR RELATIONS DEPARTMENT OF THE CITY OF POZNAN





NAME: A2 Softworks

E-MAIL: contact@a2softworks.com

DATE OF ESTABLISHMENT: 2017

SPECIALIZATION: PC/Mac, Consoles, mobile, action, RPG, online, survival, strategy, simulation

PLATFROMS: PC, Mac, Xbox, Playstation, Switch, iOS, Android

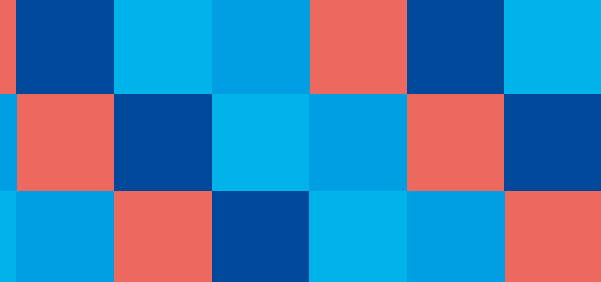
TOP PROJECTS: Gatewalkers, Climber: Sky is the Limit, Drill Deal



SHORT DESCRIPTION:

A Square Softworks (A2S) is an indie gamedev studio placed in Poznan, Poland. Our team comprises of young and ambitious people for whom gamedev is not only a job but first of all a fun and joyful way to express ourselves. We are players, so we usually develop games that we wish to play!

#pc #console #mobile #action #RPG #coop
#online #survival #strategy #simulation



SHORT DESCRIPTION:

We value ideas and innovations, that's why we try to make every game we create truly unique. Our goal? Creating interesting games based on ambitious and sometimes crazy ideas.



ATOMICJELLY

NAME: Atomic Jelly

E-MAIL: info@atomic-jelly.com

DATE OF ESTABLISHMENT: 2016

SPECIALIZATION: simulators, RPG, large projects using Unreal Engine 4

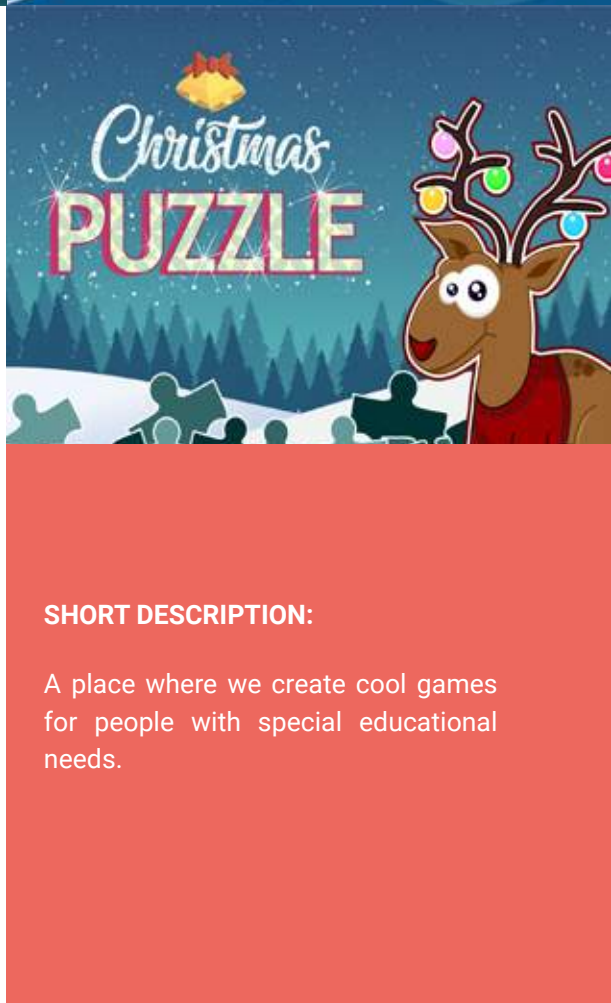
PLATFORMS: PC, Playstation, Xbox, Nintendo Switch

TOP PROJECTS: Project Remedium, 303 Squadron: Battle of Britain, Truck Mechanic: Dangerous Paths

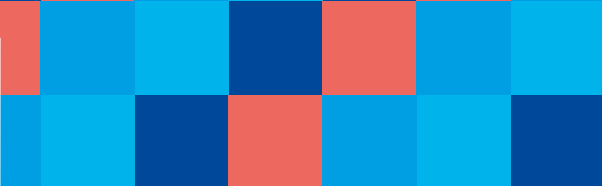
#simulator #unrealengine #ue4
#narrative #RPG #PCmasterrace



Let's play
in Wielkopolska



#eyetracking #therapy #education #children
 #colors #animals #communication #learning #fun



studio bee FLAME

SHORT DESCRIPTION:

13-person studio, working remotely and without a budget. We use free tools and our debut project Grey Skies is created on the Unreal Engine 4. We are connected by the desire to produce and release a game that will fit in with popular tastes as well as with our own story in an original and engaging way.

NAME: BeeFlame Studio

E-MAIL: marcin@grey-skies.com

DATE OF ESTABLISHMENT: 2016

SPECIALIZATION: action/adventure

PLATFORMS: PC, Playstation, Xbox

TOP PROJECTS: We are constantly working on our debut production Grey Skies

#ambitious #remote #clever
#international



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**BLACK
MOON
DESIGN**

NAME: BlackMoon Design

E-MAIL: blackmoonddev@gmail.com

DATE OF ESTABLISHMENT: 2005

SPECIALIZATION: Hyper Casual Browser Games

PLATFORMS: HTML5/Browser Games

TOP PROJECTS: We have reached 100 created and published games!

SHORT DESCRIPTION:

We make small, neat, fun games that you can play anytime and anywhere.

#small #neat #cool #forafridge #croissants
#forchildren #advertising



SHORT DESCRIPTION:

Blindflug Studios is an independent game studio founded in 2014 with headquarters in Poland and Switzerland. Our passion is to create beautiful, fancy and addictive games that are based on the complex problems of the world around us. This mix allows us to create new and interesting game mechanics, as well as create surprising worlds and stories.



BLINDFLUG STUDIOS

NAME: Blindflug Studios

E-MAIL: distribution@blindflugstudios.com

DATE OF ESTABLISHMENT: 2014

SPECIALIZATION: strategy/action games

PLATFORMS: PC, Playstation, Xbox, Nintendo Switch, Android, iOS, HTML5/Browser Games, Mac, Apple TV

TOP PROJECTS: First Strike, Stellar Commanders, Airheart

#strategy #RTS #indie #action
#airplanes #flying #multiplayer
#complex #realworld #colorful



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doji

NAME: DOJI

E-MAIL: jakub.ryfa@doji.com.pl

DATE OF ESTABLISHMENT: 2013

SPECIALIZATION: serious games,
economic games, gamification in business

PLATFORMS: PC, web

TOP PROJECTS: Coffee Noir

SHORT DESCRIPTION:

DOJI meets halfway between game design and the EdTech industry. We specialize in creating our own serious games and educational solutions and applications with elements of games for our clients.

#seriousgames #educationalgames
#gamebasedlearning



GAME DUST

NAME: Gamedust

E-MAIL: office@gamedust.co

DATE OF ESTABLISHMENT: 2017

SPECIALIZATION: video games for all kinds of platforms (VR and non-VR)

PLATFORMS: i.a. Oculus Go, Oculus Rift, HTC Vive, Playstation VR, Playstation 4, Nintendo Switch, Xbox One, PC

TOP PROJECTS:

Neverout - a unique puzzle with an innovative gameplay system and a disturbing atmosphere. The game throws you into a small, claustrophobic cube - with one single exit.

Overflight - arcade simulation of dogfighters in VR, offering both single-player and multiplayer modes.

Spuds Uearthed - have you ever created a flamethrower, commanded an army of potatoes and conquered planets in virtual reality? If your answer is no, it's time to change it and play Spuds Uearthed!

SHORT DESCRIPTION:

Gamedust was established in 2017 as a separate video game studio derived from the VR division in a software house - Setapp. We are a team of enthusiasts who turn their unconventional ideas into games. Our vast knowledge about Unity engine, porting and certification processes on multiple platforms allows us to be an independent studio.

#VR #PC #Consoles #immersive
#Unity #porting #selfpublishing



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UNIQUELY
EXHILARATING
AESTHETICS



**MINDSENSE
GAMES**

NAME: Mindsense Games

E-MAIL: contact@mindsensegames.com

DATE OF ESTABLISHMENT: 2018

SPECIALIZATION: publishing house

PLATFORMS: Android, iOS

TOP PROJECTS: Logic Path!, Tiny Tomb,
Death Move

SHORT DESCRIPTION:

We're always on the lookout for exceptional, high-quality games that will astonish our audience. Our team strives to accomplish ambitious goals while avoiding high costs. Each detail is equally important to us - from narrative to graphics. When working with us, you can be confident of getting high quality support without stretching the budget. We'll be happy to hear from you if you feel like you could work with us!

#mobile #publishing #gaming



SHORT DESCRIPTION:

Monster Couch is an independent studio from Poznan. Our goal is to create games that you can play together with friends.

NAME: Monster Couch

E-MAIL: contact@monstercouch.com

DATE OF ESTABLISHMENT: 2016

SPECIALIZATION: PC/Console development, porting and publishing

PLATFORMS: PC, Playstation, Xbox, Nintendo Switch, Android, iOS

TOP PROJECTS: Wingspan, Die for Valhalla!

#pc #console #boardgames
#porting #publishing



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NAME: MuHa Games

E-MAIL: contact@muhagames.com

DATE OF ESTABLISHMENT: 2010

SPECIALIZATION: strategies, RPG, survival

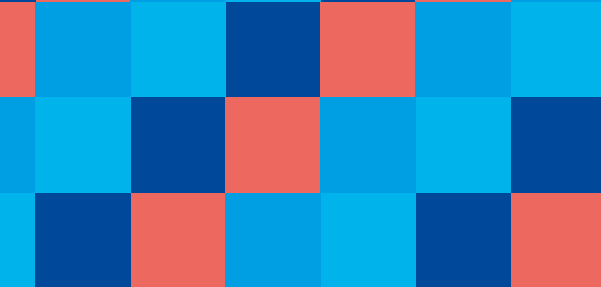
PLATFORMS: PC, Playstation, Xbox, Nintendo Switch

TOP PROJECTS: Thea: The Awakening, Thea 2: The Shattering

SHORT DESCRIPTION:

MuHa Games is a small, independent studio in which 6 enthusiasts roast delicious games.

**#fly #flies #indie #strategies
#turks #Slavic #survival**



SHORT DESCRIPTION:

Pixel Perfect Dude is an independent studio from Kalisz (the city in Wielkopolska Region), specializing mainly in mobile games.



NAME: Pixel Perfect Dude

E-MAIL: contact@pixelperfectdude.com

DATE OF ESTABLISHMENT: 2011

SPECIALIZATION: driving games, mobile games, VR

PLATFORMS: PC, Playstation, Xbox, Nintendo Switch, Android, iOS

TOP PROJECTS: #DRIVE, Ski Jump

#drive #skijump #pixel
#mobilegames



Let's play
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NAME: Robot Gentleman

E-MAIL: hello@robotgentleman.com

DATE OF ESTABLISHMENT: 2012

SPECIALIZATION: adventure, story-driven and rogue-lite games

PLATFORMS: PC, PlayStation, Xbox, Nintendo Switch, Android, iOS

TOP PROJECTS: 60 Seconds! Reatomized, 60 Parsecs!, 60 Seconds!

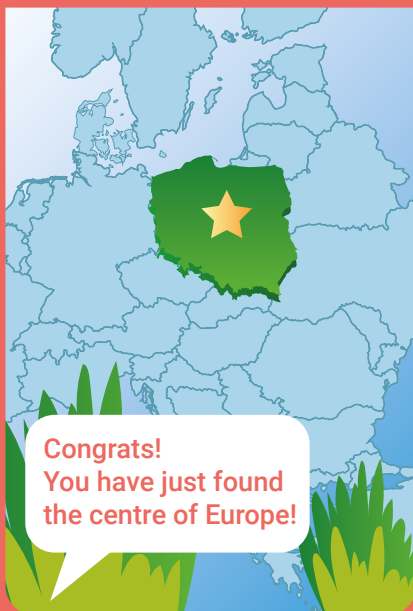


SHORT DESCRIPTION:

Robot Gentleman is the independent games developer based in Poznan, Poland, easily recognizable by their signature headgear. If you've ever seen a robot in a top hat, that's probably one of us! The studio is known for the warmly received dark comedy atomic adventure 60 Seconds! and its spiritual successor - 60 Parsecs!

**#RobotGentleman #60SecondsReatomized #60Parsecs
#IndieGameDev #PyramidaHub**

Geography



Poznan is located in the west of Poland. It has favorable flight connections with European hubs, including Frankfurt, Munich, London or Copenhagen. You can also reach Poznan via the A2 highway which connects Warsaw with Berlin.

Poznan.
**The game
is just
beginning.**



Business

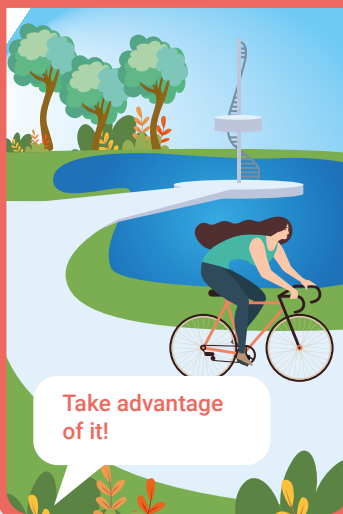


Your business
can succeed
in Poznan.

Poznan is in second place in Poland in terms of GDP per capita (EUR 21,500). Poznan has a diverse economy and unemployment is the lowest in the country. Over 110,000 companies operate here.

Large green areas in every part of Poznan. There are many places for recreation. Poznan gastronomy is also at a very high level.

Quality of Life



Take advantage
of it!

Creativity

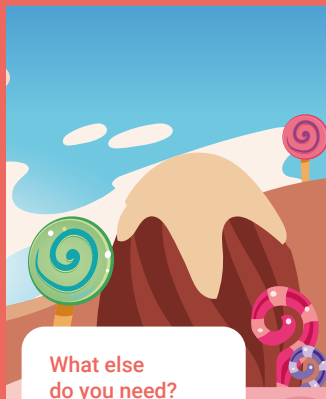


You will find
here a lot of
inspiration.

Poznan is a place of creative people. The city attracts artists and creators of independent art. Creativity is supported by the University of Arts and Collegium Da Vinci.

The metropolitan area of Poznan has over 1 million population, and the city itself has 540,000. Every 5th citizen of the City is a student. In total there are almost 110,000 students at 22 universities. Over 100 thousand talented young people who are characterized by ambition and creativity.

Talent Pool



What else do you need?

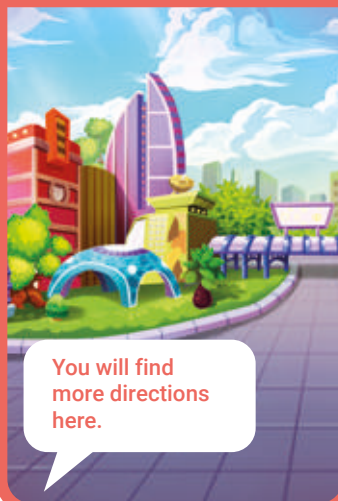
New Technologies



Technological knowledge is a resource that cannot be missed.

The IT sector in Poznan is developing dynamically. Allegro (the Polish „E-bay”) as well as branches of international giants such as Capgemini and TomTom are located here.

City Support



You will find more directions here.

You can count on the support of people who know people in Poznan. Start your adventure in Poznan with the Investor Relations Department - you can read about it on page 26.

- the largest gaming and multimedia entertainment fair in Poland and this part of Europe
- 10-year history
- over 220 exhibitors
- about 80,000 game fans
- 1,600 gaming stands
- 10 pavilions full of multimedia attractions
- 130 Polish and foreign titles in the indie game zone
- 500 media representatives, including 50 foreign journalists

Poznan Game Arena means an extensive entertainment program, game premieres, eSports tournaments, stars of Twitch and gaming YouTube, outstanding cosplayers, hundreds of attractions and - most importantly - many fantastic exhibitors with the best offer prepared especially for our visitors.





Game Industry Conference, along with Poznan Game Arena, forms the biggest European game event east of Cologne.

- **professional knowledge exchange (workshops, roundtables, summits)**
- **more than 1,400 business meetings by +500 industry representatives**
- **Geek Careers recruitment zone**
- **over 3,600 attendees from more than 640 companies and 53 countries**
- **29 business exhibitors**
- **+160 talks with various advancement levels**
- **networking side events**

Game Industry Conference - we support the growth of game developers, both regionally and globally.





**COLLEGIUM
DA VINCI**

THE PLACE FOR THE CURIOUS

- founded in 1996
- place where students develop curiosity, acquire knowledge and practical experience
- innovative teaching programs created in cooperation with business partners and based on trends in the global economy
- primarily a practical university - graduates are valued and sought after by local employers

**„GAMES AND INTERACTIVE MEDIA”
SPECIALIZATION**

- part of the Information Technology program
- about 60 students since 2018
- in the study program: programming, game design, game art, animation and many other game and technology-related topics
- the specialization partnering with local independent gamedev companies such as Robot Gentleman or Atomic Jelly
- cooperation with PGA and Pixel Magazine
- the program is supervised by Jarosław Kowalczyk, a veteran of the gamedev industry, who spent most of his life in the United States working, among others, on Medal of Honor and Call of Duty





- the Faculty of Computing and Telecommunications is a part of the Poznan University of Technology
- 211 teachers and researchers
- 2,580 students
- 5 majors: Bioinformatics, Electronics and Telecommunications, Computer Science, Artificial Intelligence, Teleinformatics
- cooperation and exchange of students with numerous renowned European universities
- the highest category A awarded in every evaluation by the Committee for Evaluation of Scientific Institutions or position in Shanghai Ranking in the field of Computer Science & Engineering as only one of two Polish universities
- game design is one of the teaching subjects and fields of activity of the Institute of Computing Science, the Institute offers an MSc program of Games and Internet Technologies - a program that recently had the highest number of students' applications
- 7 other specializations: software engineering and development, networks and distributed systems, data processing and databases, mobile systems and more
- science club dedicated to game development - regular meetings and lectures by industry professionals
- the Institute hosts the Global Game Jam site, with around 100 participants every year

„DEVELOPING MATH AND IT SKILLS AMONG PUPILS” EU PROJECT

- 10 school participating
- 300,000 EUR budget for additional math and IT classes for high school students
- 100 students in IT classes
- 580 students in math classes
- cooperation with teachers of the Faculty of Computing and Telecommunications at the Poznan University of Technology

STRONG GAMEDEV COMMUNITY WITH MANY INITIATIVES



GAME WIZARDS SCIENCE CLUB AT COLLEGIUM DA VINCI

- lectures
- game design
- development workshops
- game jams and game competitions (for example, three editions of MageJam)
- „Interactions” - series of the game industry and IT-related open lectures created by Mr Łukasz Szałankiewicz. Guests are Polish game developers, technology industry professionals and companies: SOS, AMD, Game Dust, 11 Bit Studio, HTC and many others.

**WE ARE PASSIONATE ABOUT CREATING GAMES,
FOCUSING ON LEARNING REAL SKILLS,
INNOVATION AND CREATIVITY.
WE COMBINE LEARNING WITH FUN AND PASSION.**





POZNAN GAMERS' GUILD ASSOCIATION

- associates video game players from Poznan and the surrounding area in order to conduct educational and cultural activities
- organizer of annual game jam - PGG JAM: All Play (the only event in Poland devoted entirely to the idea of creating video games tailored to the needs of people with disabilities, focusing for example on using the eyetracking technology)
- www.gildiagraczy.pl

www.gamedev.poznan.pl

- everything you need to know about Poznan gamedev in one place
- database of companies, employees, organizations, groups and events
- created by the Poznan Gamers' Guild Association team

Poznan Unreal Engine Group - Poznan local Unreal Engine enthusiasts' group for anyone who is using Unreal Engine 4 in any area: computer graphics, game development, visualisation etc.

Unity User Group in Poznan - Since 2015; an integration platform for enthusiasts and professionals of Unity. Creates the opportunity to share knowledge through organized events (lectures, presentations and networking).

Pyrkon - one of the biggest fan convention in Europe, held annually in Poznan. Dedicated to an integration of Science fiction fandom and a promotion of science fiction/fantasy literature, comics, film, television, video games, RPG, LARP, board games, collectible card games and miniature wargaming.

THE INVESTOR RELATIONS DEPARTMENT - THE FIRST CONTACT FOR INVESTORS IN POZNAN

HOW CAN WE HELP YOU?

- we offer project manager support for selected sectors - also for gamedev!
- we provide investors with necessary data about Poznan, we create reports and publications about Poznan
- we promote Poznan during international fairs and conferences
- we remain in steady contact and provide assistance to investors operating in Poznan
- we jointly shape a positive image of the Poznan companies (we engage investors in CSR activities organized by the City of Poznan, we co-organize many business events)
- we have current information about the Poznan office market, and we can provide it to you
- we connect business and science, we cooperate with universities and their career offices to find the best talents!
- we are ready to cooperate and adjust to your needs

We are present in social media - contact us via
Facebook and LinkedIn

 @Invest in Poznan

 @Invest in Poznan



POZNAN INITIATIVES



BSS Forum and the Gala Outsourcing Stars 2020 - Poznan was a co-organizer of the most important events for the modern services sector. During Outsourcing Stars Gala 2020 Poznan won the statuette for the sixth time in the City category.

#pozitivetechnologies conference 2019 - Conference for IT sector co-organized by the City of Poznan and IT companies from Poznan.

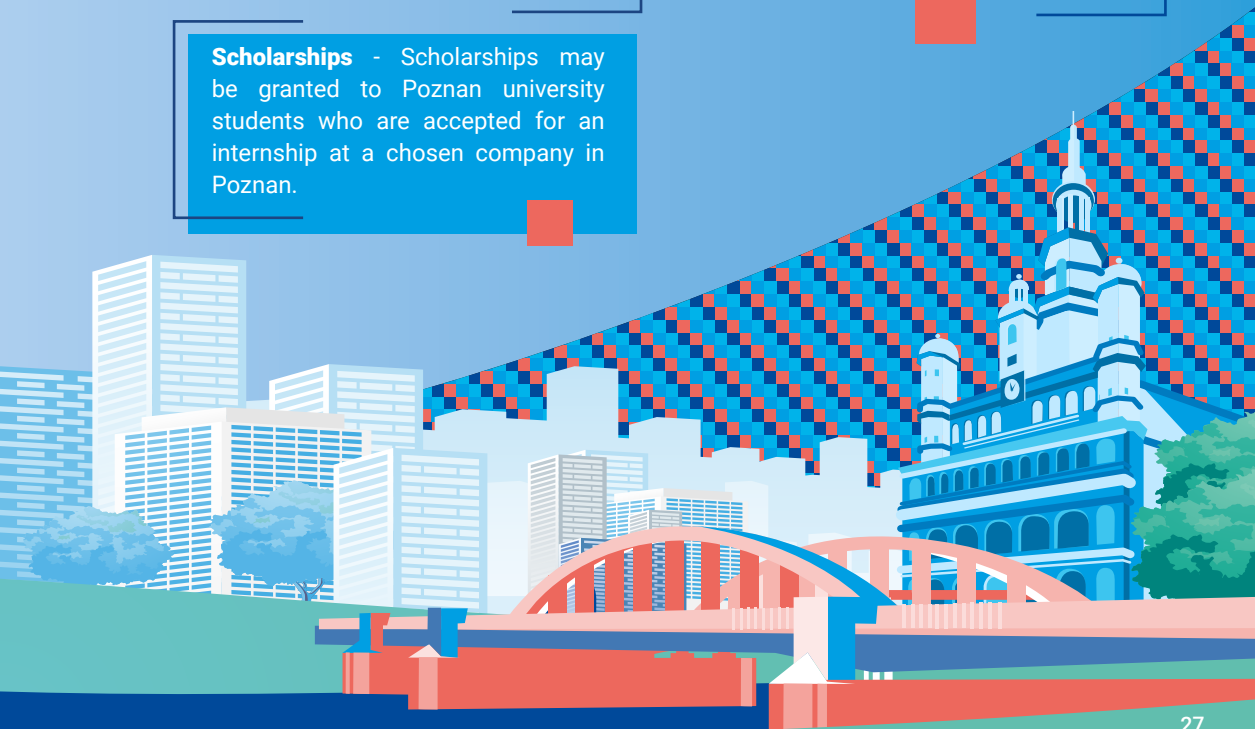
BPO/SSC Week - Workshops for high school students to make them familiar with the opportunities offered by the modern service sector (BPO/SSC).

German language promotion - A number of initiatives that are designed to motivate young people to learn German language.

Scholarships - Scholarships may be granted to Poznan university students who are accepted for an internship at a chosen company in Poznan.

Firma warta Poznania (A Company Worth Knowing) - Series of posts on the @Invest in Poznan fanpage, in which we present Poznan employers, their teams, offices and initiatives. We also invite gamedev studios!

EU projects - „Let's play in Wielkopolska” is the first project we coordinate, but this is only the beginning!





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Investor Relations Department**

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www.poznan.pl/invest**