



62% GAME DEVELOPERS



60+ INDIE TEAMS



84% FROM EUROPE



140+ SPEAKERS



100+ SESSIONS



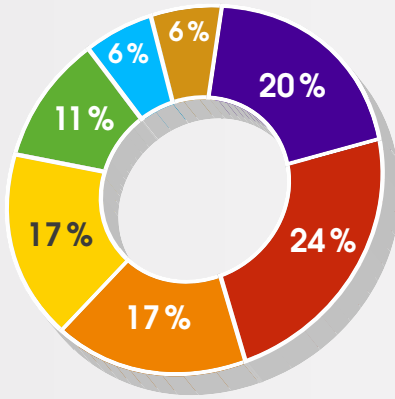
9 STAGES



**250+ JOURNALISTS
FROM 65 COUNTRIES**

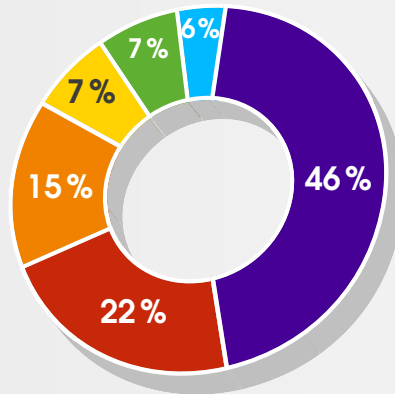


OUR ATTENDEES' ROLE IN THE GAMES INDUSTRY



PRODUCTION RELATED ROLE

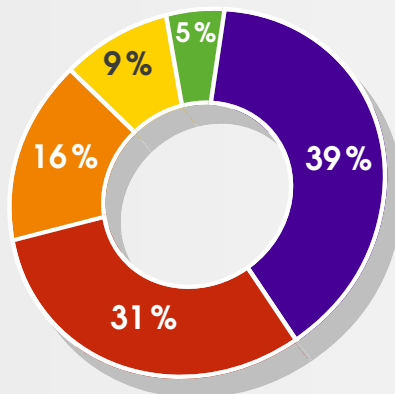
- Programmers
- Designers
- Artist
- Production and Project Management
- Writer
- Music and Sound
- Animator



NONE PRODUCTION RELATED ROLE

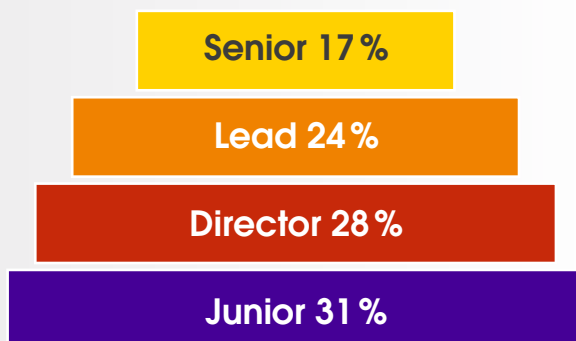
- Management
- Marketing and PR
- Sales and Business Development
- HR and Events
- Legal and Finance
- Localization and QA

THE MAIN PLATFORMS OUR ATTENDEES ARE WORKING ON



- Multiplatform
- PC
- Mobile
- Console
- AR/VR

YOUR SENIORITY



OUR ATTENDEES' COMPANIES' SIZE

