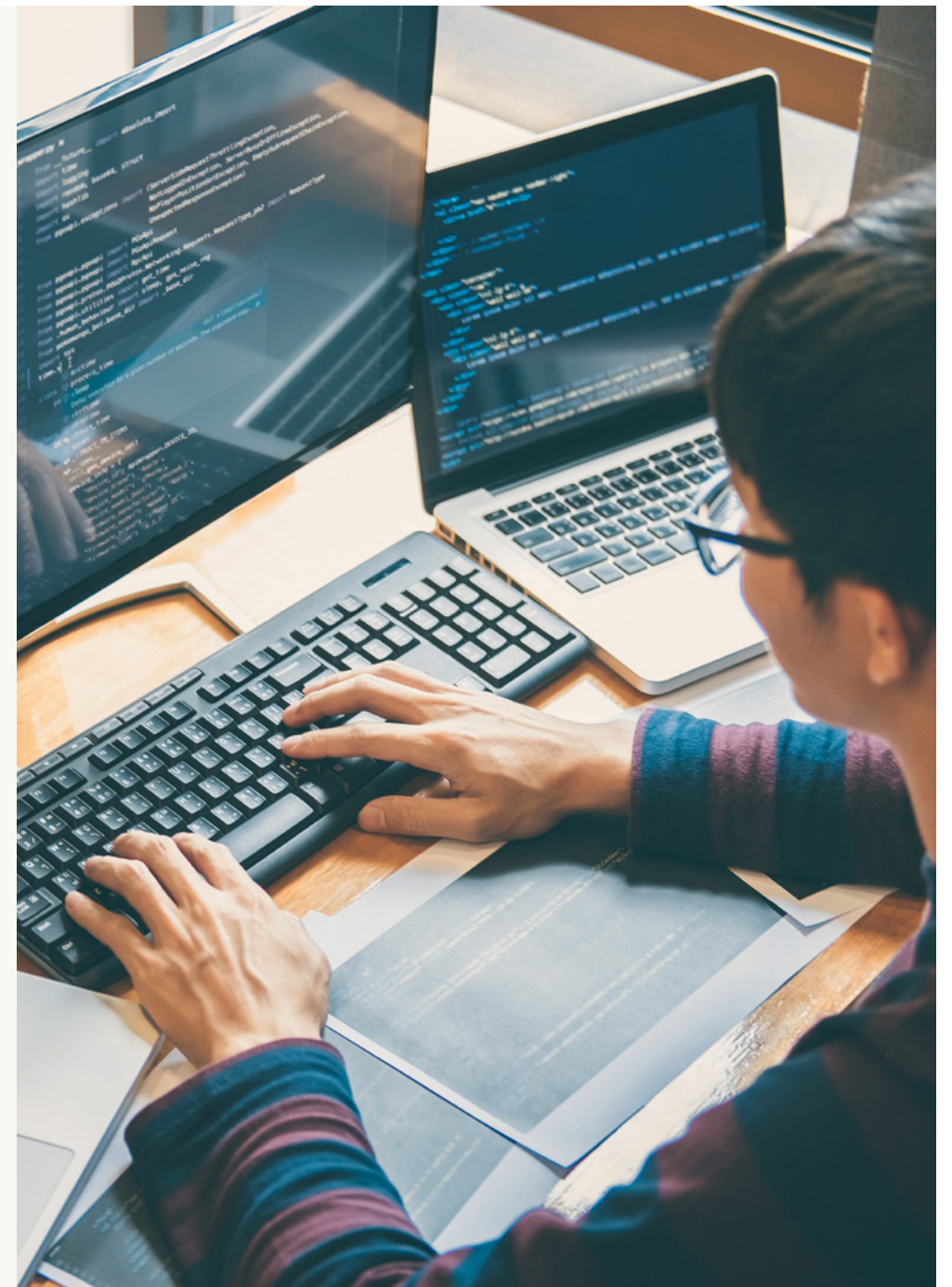


2021 EUROPEAN VIDEO GAMES INDUSTRY INSIGHT REPORT

By European Game Developers Federation (EGDF)
Supported by Video Games Europe



European
Games Developer
Federation



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FOREWORD



From Hendrik Lesser, President of EGDF
and Dr. Olaf Coenen, Video Games Europe Chair,
Vice President Global Partners

This year's report is the first that we have issued post-covid, and that, in itself, is something to acknowledge. We want to take a moment to recognize the fantastic work done by development studios across Europe during the pandemic, and the amazing games and services they continued to deliver. We are lucky to work in and be a part of such a vibrant industry and to be able to bring joy to players around the world.

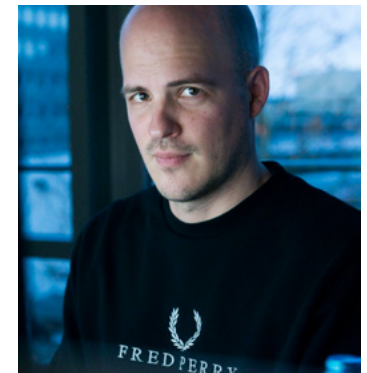
In 2021, despite the still ongoing COVID pandemic, the EU reached 5,500 game developer studios and publishers, employing more than 85,000 people and boasted a combined turnover of €18.3 billion. The revenue is still driven by France and Germany closely followed by Finland and Sweden. However, many other countries, such as Romania and the Czech Republic have continued to grow significantly, reaching more than 30% growth rates in combined industry revenue. Not all countries have seen growth: revenue in Croatia and Poland, for example, declined slightly – highlighting how games industry ecosystems can be vulnerable to shifting economic trends.

In terms of employment, we have seen an unprecedented increase in new jobs. The number of people working in

the industry, in Poland and Lithuania was boosted by an exodus from the Belarusian games industry due to the pre-Ukraine war turmoil. This new talent pool means that with 12 000 industry employees, Poland now has the second largest number of people employed in the video games sector in Europe. In terms of diversity, the sector has continued to increase women's representation which now stands at 23,7% mainly led by southern European countries.

In terms of studios, the overall number has increased. The growth has been particularly rapid in Germany and Belgium - due, in part, to government support for the video games industry. Romania also experienced its second start-up wave, although part of the growth is explained by better methodology for identifying small studios nationwide. Clearer NACE codes for video game development and publishing will further support our efforts to ensure a representative picture of Europe's video game ecosystem.

This report is the result of cooperation between EGDF and Video Games Europe. Industry data is crucial to understand our European ecosystem and its evolution, and the 2021 report shows that from the smallest developer to the largest video game publisher our sector continues to be strong.



Hendrik Lesser

EGDF President
CEO, Remote Control
Productions



Dr. Olaf Coenen

ISFE Chair
VP, Global Commercial
Management, Electronic Arts

INTRODUCTION

For this report, with the support of VGE, EGDF has aggregated national industry data for 2021 from 24 European countries: Belarus, Belgium, Croatia, Czechia, Denmark, Finland, France, Germany, Greece, Iceland, Latvia, Lithuania, Netherlands, Norway, North Macedonia, Poland, Portugal, Romania, Serbia, Slovenia, Slovakia, Spain, Sweden and the United Kingdom.

Please note that aggregated EU level data includes also latest available data points from countries that so far have not collected 2021 data.

The report has two main parts. The first part presents Europe-wide data for 2021 (total numbers, comparative data, etc.). The second part is made up of country-specific information (2018-2021, depending on the available data for each specific country).

EGDF uses methodology that makes the data as comparable as possible between the countries. Different national trade associations use different methodologies for collecting the data. In some countries, data is based on national surveys and in some countries, data is collected from public registers. Some countries have updated some of their data points from previous years based on more accurate recent data better aligned with the industry methodology explained in the annex.

This report uses UK data from TIGA as its source for the main data sets because TIGA methodology matches better with the joint methodology developed for the report. However we have included Ukie data for the historical data as it gives a better overview on the historical development in the UK.

Links to national reports are available on page 59 in this report and at www.egdf.eu/data-and-studies.

EUROPEAN VIDEO GAMES INDUSTRY DATA



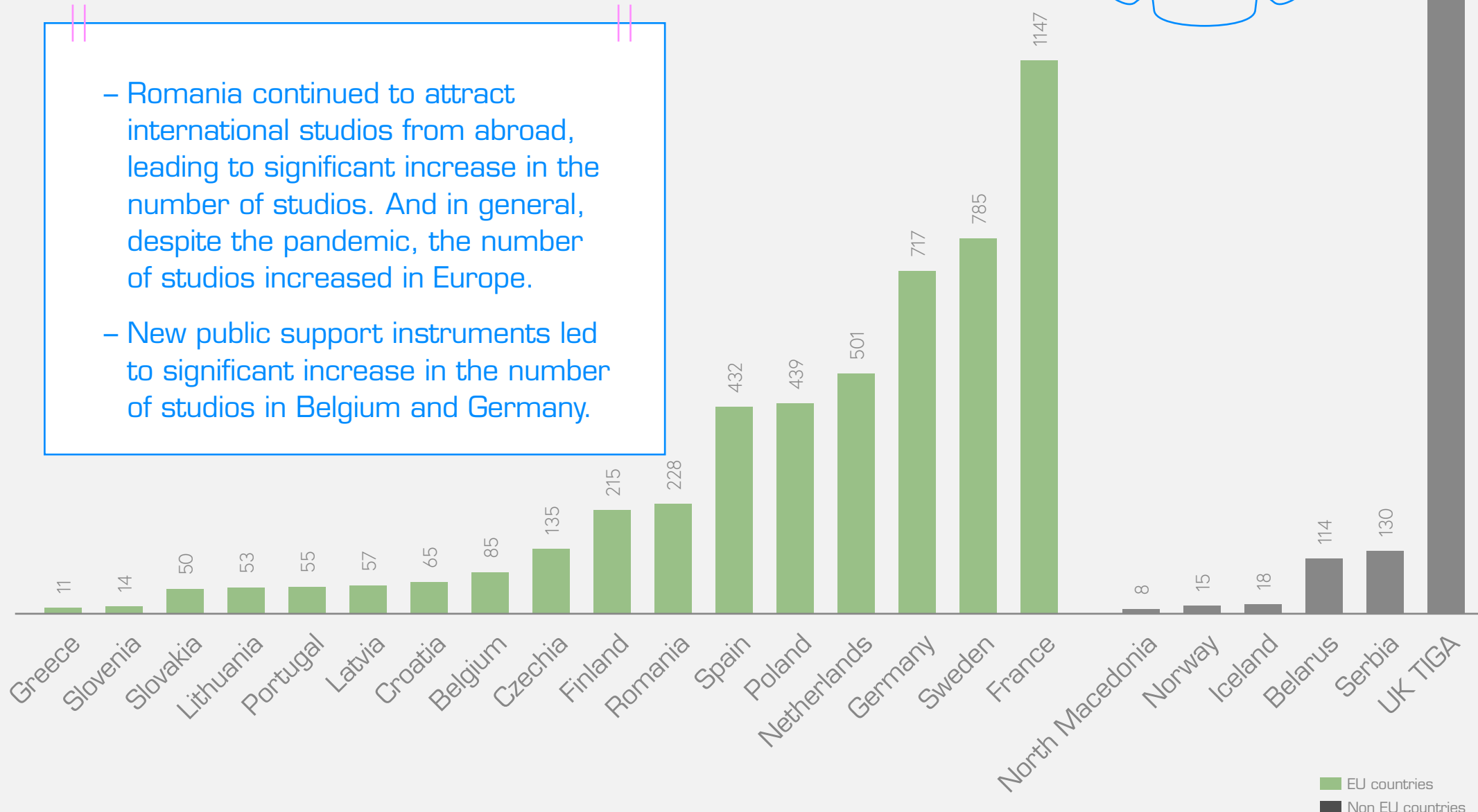
In 2021, the EU was home to 5500 game developer studios and more than 250 game publishers.

Number of game developer studios

2021

5,500
game dev
studios in
the EU

- Romania continued to attract international studios from abroad, leading to significant increase in the number of studios. And in general, despite the pandemic, the number of studios increased in Europe.
- New public support instruments led to significant increase in the number of studios in Belgium and Germany.



What is the total number of active game developer studios in your country in 2021?

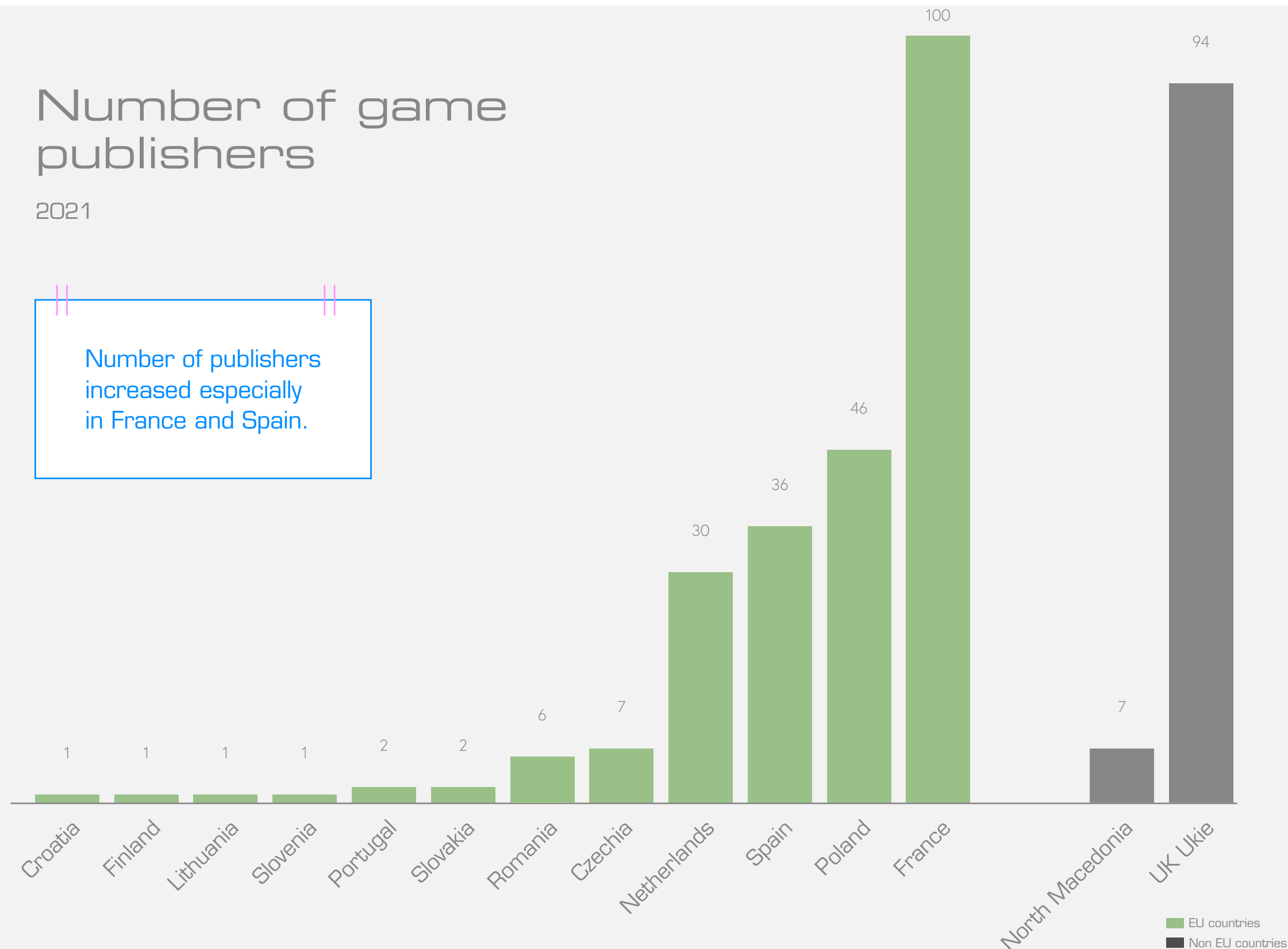
Both studios doing self-publishing or using external publishers are taken into account

Notes: Please note that the UK data from 2021 comes from a different source using a different methodology than the one used in the previous report.

Number of game publishers

2021

Number of publishers increased especially in France and Spain.



What was the number of active third-party publishers located in your country in 2021?

Notes: i) Please refer to page 64 or further details. ii) No data are available for countries not included.

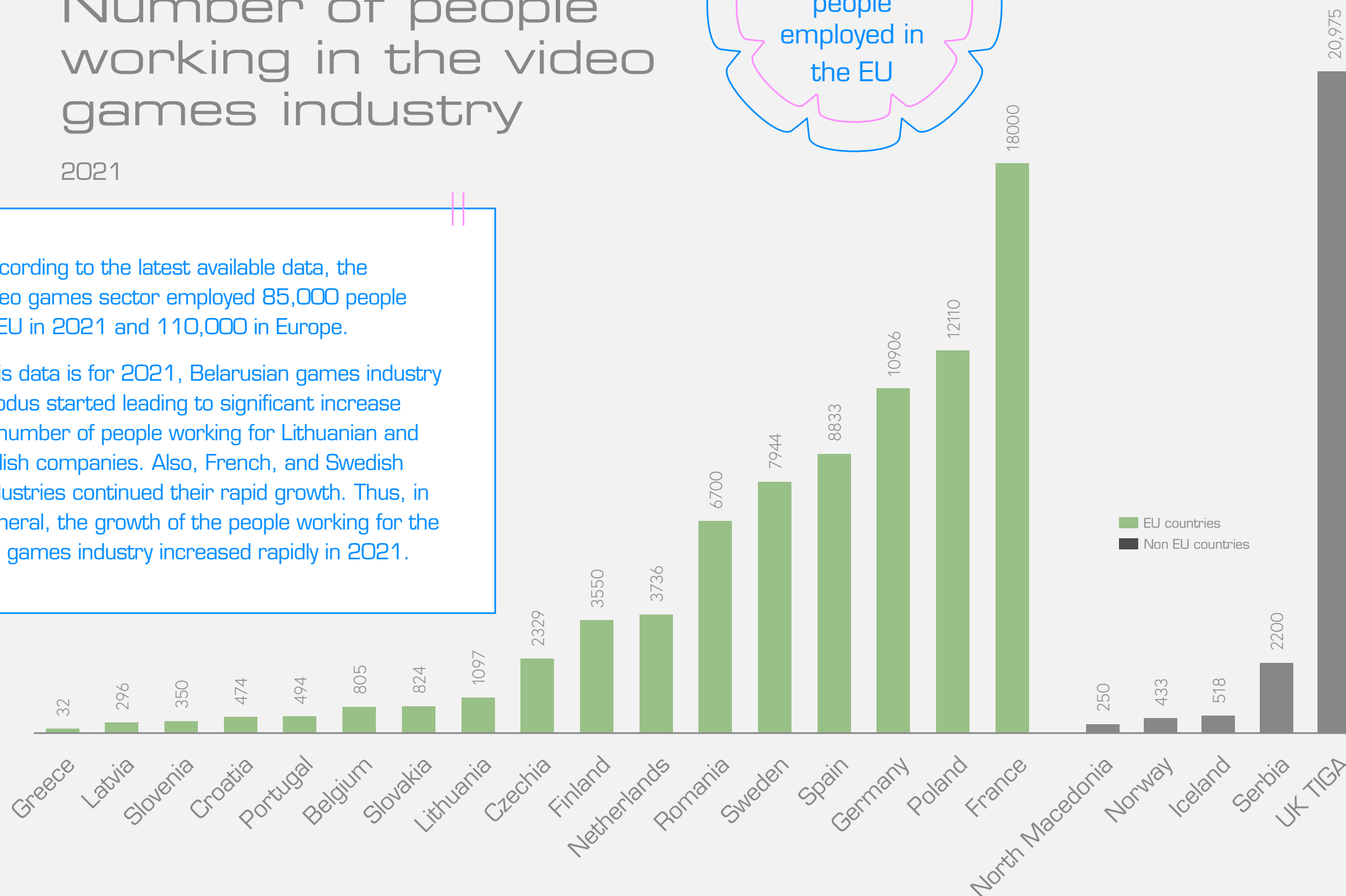
Number of people working in the video games industry

2021

85,000

people
employed in
the EU

- According to the latest available data, the video games sector employed 85,000 people in EU in 2021 and 110,000 in Europe.
- This data is for 2021, Belarusian games industry exodus started leading to significant increase in number of people working for Lithuanian and Polish companies. Also, French, and Swedish industries continued their rapid growth. Thus, in general, the growth of the people working for the EU games industry increased rapidly in 2021.

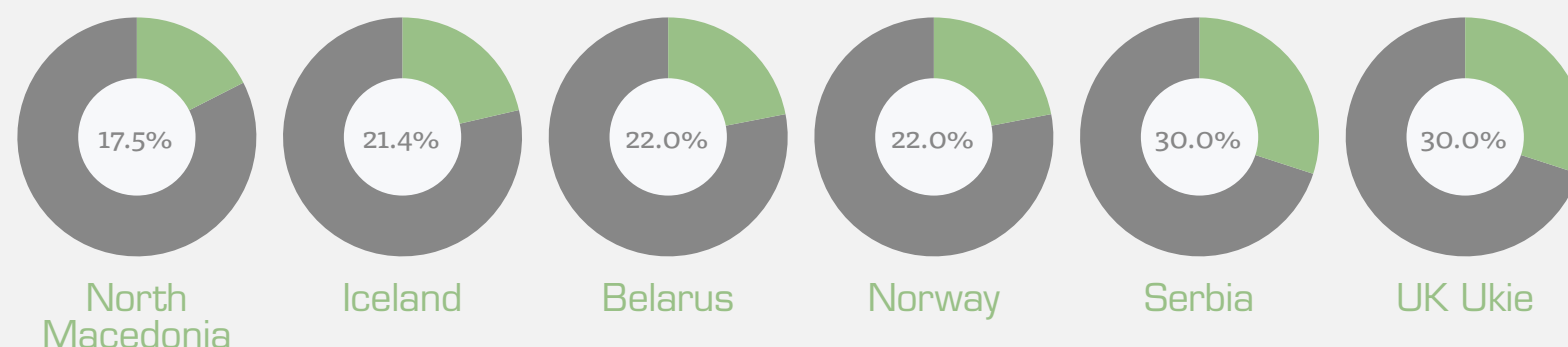
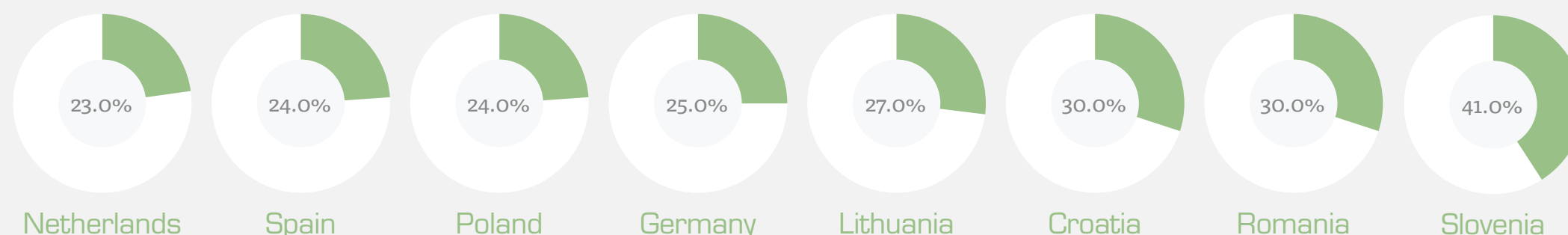
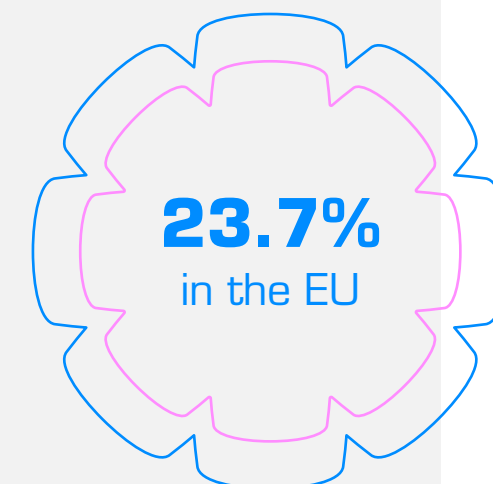
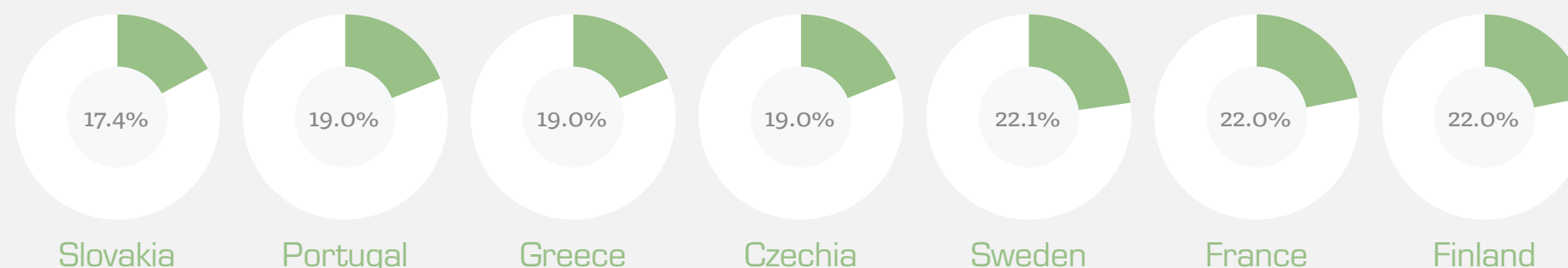


What was the number of people working for game developer studios and publishers in your country in 2021?

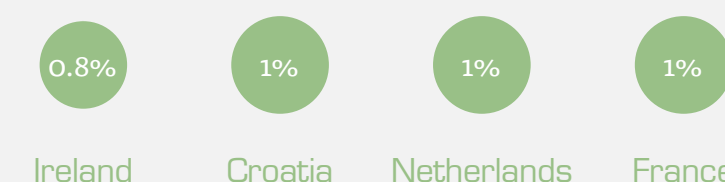
Note: i) Please refer to page 64 for further details. ii) UK data comes from different source than last year

Percentage of women working in the industry

2021



Percentage of people who identify as non-binary | 2021



What percentage of the people, working for the local game developer studios and publishers, were women in 2021?

Notes: i) Please refer to page 64 for further details. ii) Data in grey is from non-EU countries. iii) The Irish non-binary number is a correction to the information presented in 2020 report.

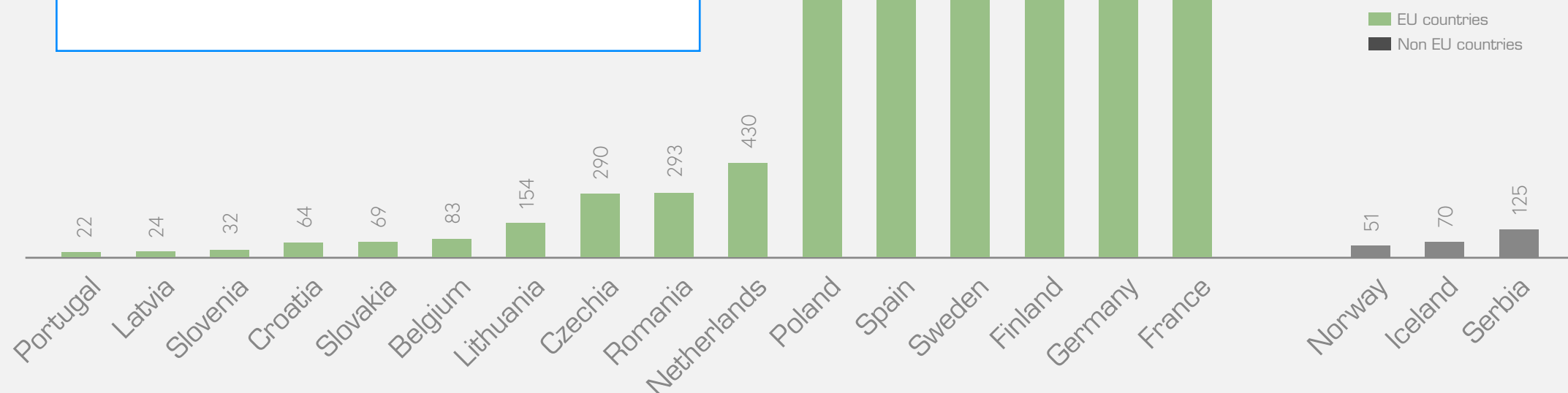
Lithuania and South-Eastern Europe show the way in attracting female talent in the industry.

The combined national turnover of game developer studios and publishers

2021 (million euros)

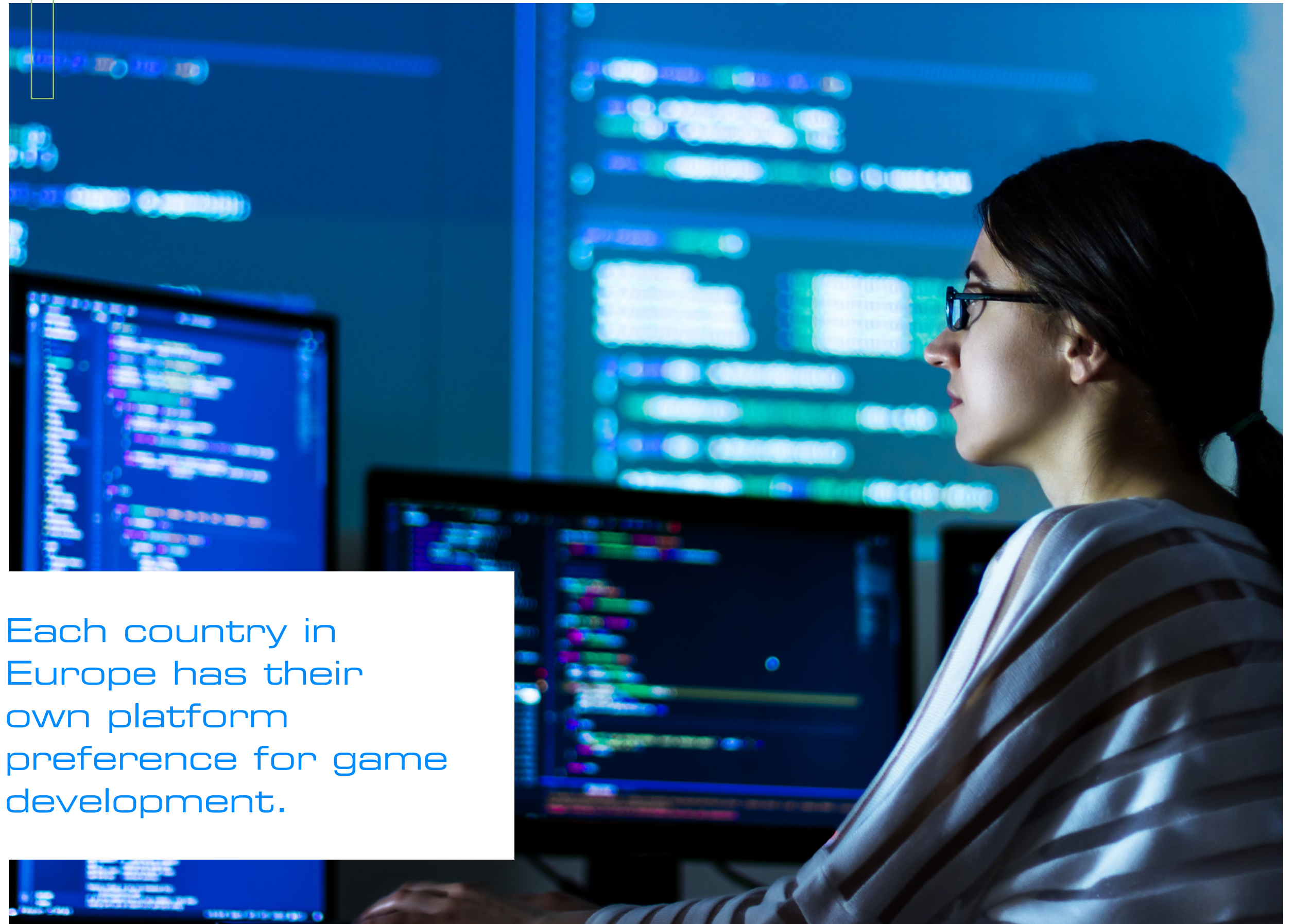
€18.3bn
in the EU

Although, the growth of the industry stagnated in few of the countries (like Norway, Croatia, Slovakia and Lithuania) the rapid growth continued in most of the EU countries.



What was the total turnover of local game developer studios and publishers located in your country in 2021?

Note: France used an improved methodology for 2021



Each country in Europe has their own platform preference for game development.

Number of companies that published new titles | 2021



What was the number of game developer studios located in your country that published new games during 2021?

Number of new titles published by local developers | 2021



How many of these new titles were self-published?

Number of new self-published titles | 2021



What was the number of new titles published by game developer studios in your country in 2021?

Number of companies that published by external publishers | 2021



How many of these new titles were published by an external publisher?

Notes: i) No data are available for countries not included. ii) Please refer to question 4 in the Questionnaire for further details.

Percentage of games developed for various platforms

2021

Table 1: In the countries below, platforms are tracked through a multiple choice question allowing companies to list all platforms platforms they are currently developing games for.

COUNTRY	PLATFORMS						
	YEAR	PC/MAC	CONSOLE	MOBILE/ TABLET	BROWSER	VR/AR	OTHER
Austria	2020	71.7%	33.3%	65%	16.7%	N/A	N/A
Belarus	2021	15.0%	5.0%	85%	6.0%	2%	N/A
Belgium	2021	100%	83%	76%	24%	37%	N/A
Croatia	2021	64%	41%	41%	6%	N/A	N/A
Czechia	2020	64%	N/A	45%	N/A	N/A	N/A
Estonia	2020	65%	14%	28%	N/A	11%	N/A
Finland	2021	64%	33%	66%	N/A	N/A	20%
France	2019	80%	45%	70%	N/A	N/A	N/A
Germany	2021	59%	N/A	51%	20%	20%	N/A
Greece	2021	66%	17%	33%	N/A	N/A	N/A
Ireland	2020	74%	56%	19%	22%	7%	N/A

**What is the percentage of local game developer studios that develop games for the following platforms:
PC/MAC, Console/Handheld consoles, mobile/tablet, browser, VR/AR?**

Notes: i) A single studio may create games for many platforms at the same time. ii) No data are available for countries not included.

Table 1: In the countries below, platforms are tracked through a multiple choice question allowing companies to list all platforms platforms they are currently developing games for.

COUNTRY	PLATFORMS						
	YEAR	PC/MAC	CONSOLE	MOBILE/ TABLET	BROWSER	VR/AR	OTHER
Italy	2018	51.5%	15%	29%	2.5%	N/A	2%
Lithuania	2021	51%	15%	57%	4%	9%	N/A
Netherlands	2018	75%/50%	35%	46%/ 40%	13%	6%	17%
Poland	2021	71.8%	19.1%	11.8%	N/A	N/A	N/A
Portugal	2021	41%	33%	50%	17%	8%	8%
Slovakia	2021	77%	30%	34%	N/A	12%	N/A
Spain	2021	84%	61%	52%	23%	18%	N/A
Sweden	2018	56%	50%	48%/ 27%	N/A	N/A	17%

Table 2: In the countries below, platforms are tracked through a single choice question allowing companies to list the main platform they are currently developing games for (Serbia, Slovenia, UK) or the share is based on the platform of the games released by the local gamedev studios during the year (Romania)

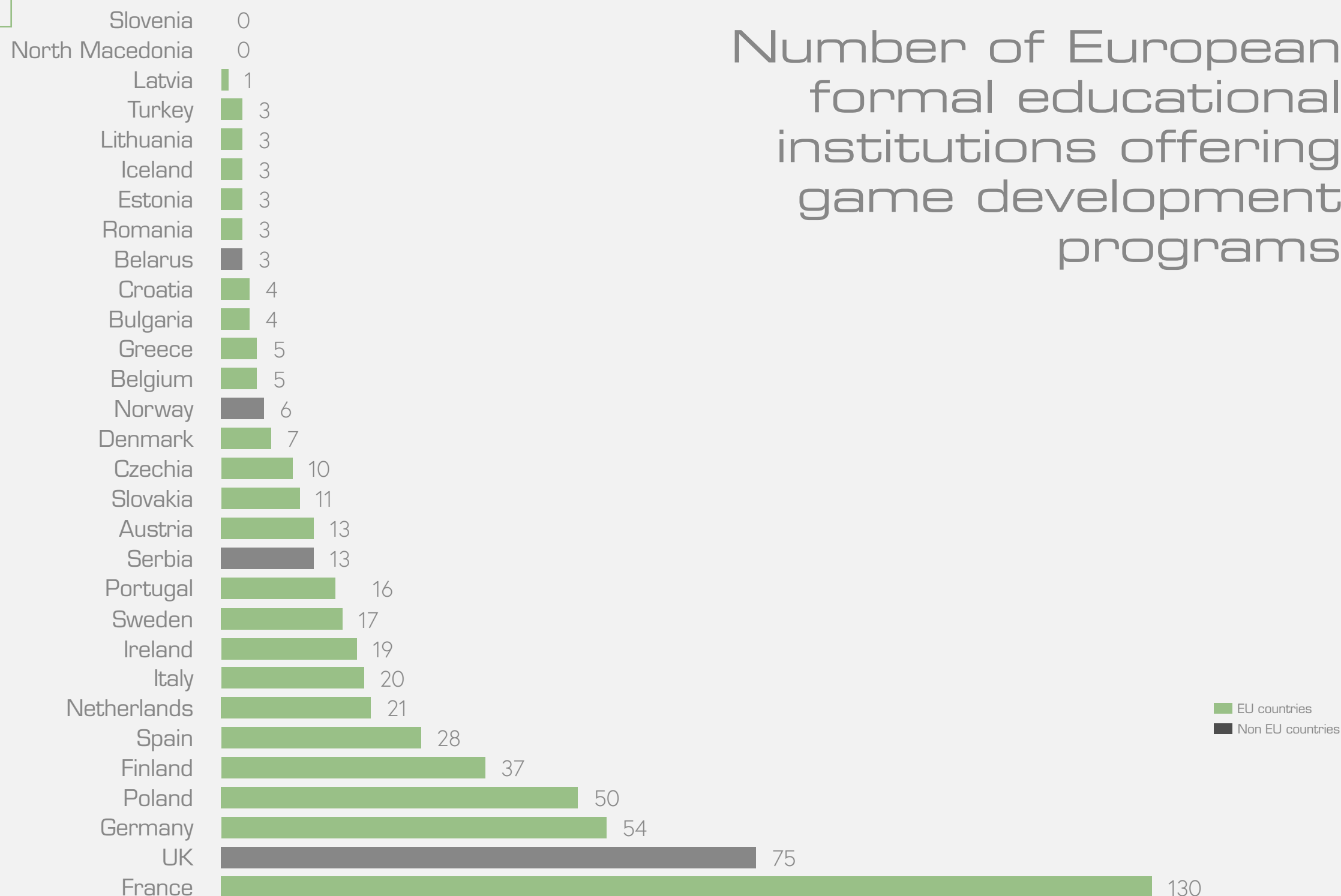
COUNTRY	PLATFORMS						
	YEAR	PC/MAC	CONSOLE	MOBILE/ TABLET	BROWSER	VR/AR	OTHER
Romania	2021	60%	25%	15%	N/A	N/A	N/A
Serbia	2021	42%	6%	39%	9%	6%	N/A
Slovenia	2021	72%	N/A	28%	N/A	N/A	N/A
UK	2021	41%	11%	36%	2%	8%	2%

FUNDING AND EDUCATION INSTITUTIONS INSIGHTS FOR THE VIDEO GAMES INDUSTRY



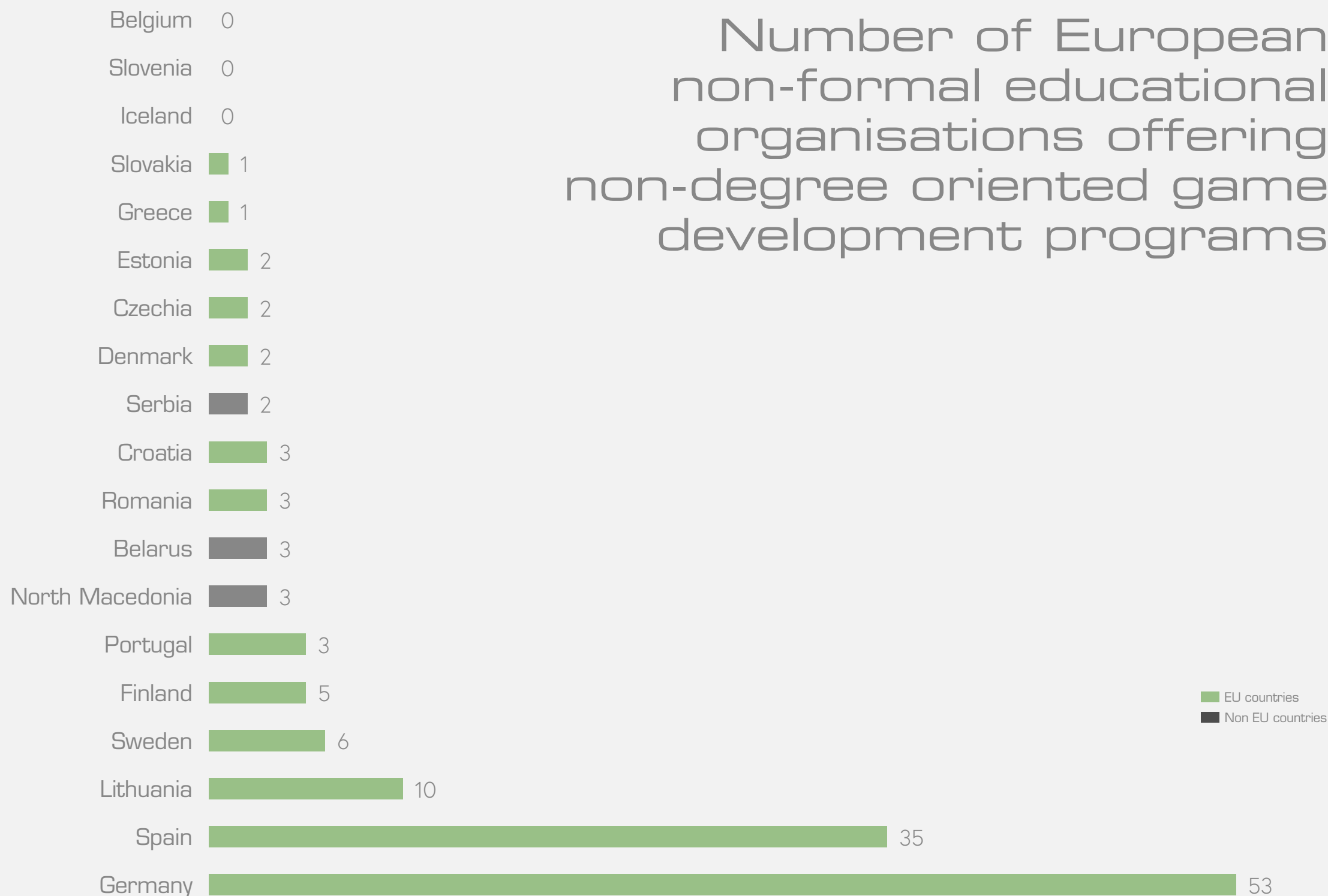
France, Germany
and U.K. have
the most games
education
institutions

Number of European formal educational institutions offering game development programs



Note: The data from the table is the latest data available for each country.
The list of Universities can be found at page 62

Number of European non-formal educational organisations offering non-degree oriented game development programs



Note: The data from the table is the latest data available for each country.



Public funding helps finance new studios as well as research and development.

Cultural aid for game production

COUNTRY	CULTURAL STATE AID FOR VIDEO GAME PRODUCTION								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Austria	✓		✓				✓		
Belgium (all)	✓	<u>VAF/</u>	✓	PMV	✓	Taxshelter	✓	PMV MediaInvest	
		<u>Gamefonds</u>							
Belarus									✓
Croatia	✓	<u>Croatia Audiovisual Centre</u>							
Czechia	✓		✓						
Denmark	✓	<u>Spilordningen</u>					✓		
Estonia	✓		✓		✓		✓		
Finland	✓								
France	✓	<u>FAJV</u>	✓	<u>FPJV</u>	✓	<u>Crédit d'Impôt Jeu Vidéo</u>	✓	✓	
Germany	✓	<u>Computer-spiele-förderung des Bundes</u>	✓				✓		
Greece		<u>Cash Rebate Digital Games</u>							
Iceland									✓
Italy		<u>First playable fund COVID19 support</u>				✓			

COUNTRY	CULTURAL STATE AID FOR VIDEO GAME PRODUCTION								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Ireland	✓				✓				
Italy									
Latvia									✓
Lithuania	✓								
Netherlands	✓	<u>Stimulerings-fonds Creatieve Industrie</u>							
North Macedonia	✓		✓						
Norway	✓	<u>Norwegian film institute</u>	✓		✓		✓		
Poland	✓	<u>Development of creative industries</u>	✓						
Portugal	✓								
Romania									✓
Serbia	✓		✓						
Slovakia	✓	<u>Slovak Art Council</u>			✓				
Spain		✓		<u>CREA-SGR (COVID19 support)</u>			✓		
Sweden	✓		✓						
Slovenia	✓								
Turkey	✓						✓		
UK	✓	<u>UK Games Fund</u>		<u>Creative England</u>	✓	<u>Game Tax Relief</u>			

R&D aid for game developer studios

COUNTRY	R&D AID FOR INNOVATION								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Austria					✓		✓		
Belgium	✓	VLAIO			✓	Innovatieaftrek			
Belarus									✓
Croatia	✓		✓				✓		
Czechia	✓								
Denmark	✓				✓				
Estonia	✓		✓		✓				
Finland	✓	Business Finland Funding For Game Business Development	✓	Business Finland Funding For Game Business Development					
France	✓	FAJV	✓	✓	✓	✓	✓	✓	
Germany	✓		✓		✓				
Greece	✓								
Iceland	✓								
Ireland	✓				✓				
Italy	✓				✓				

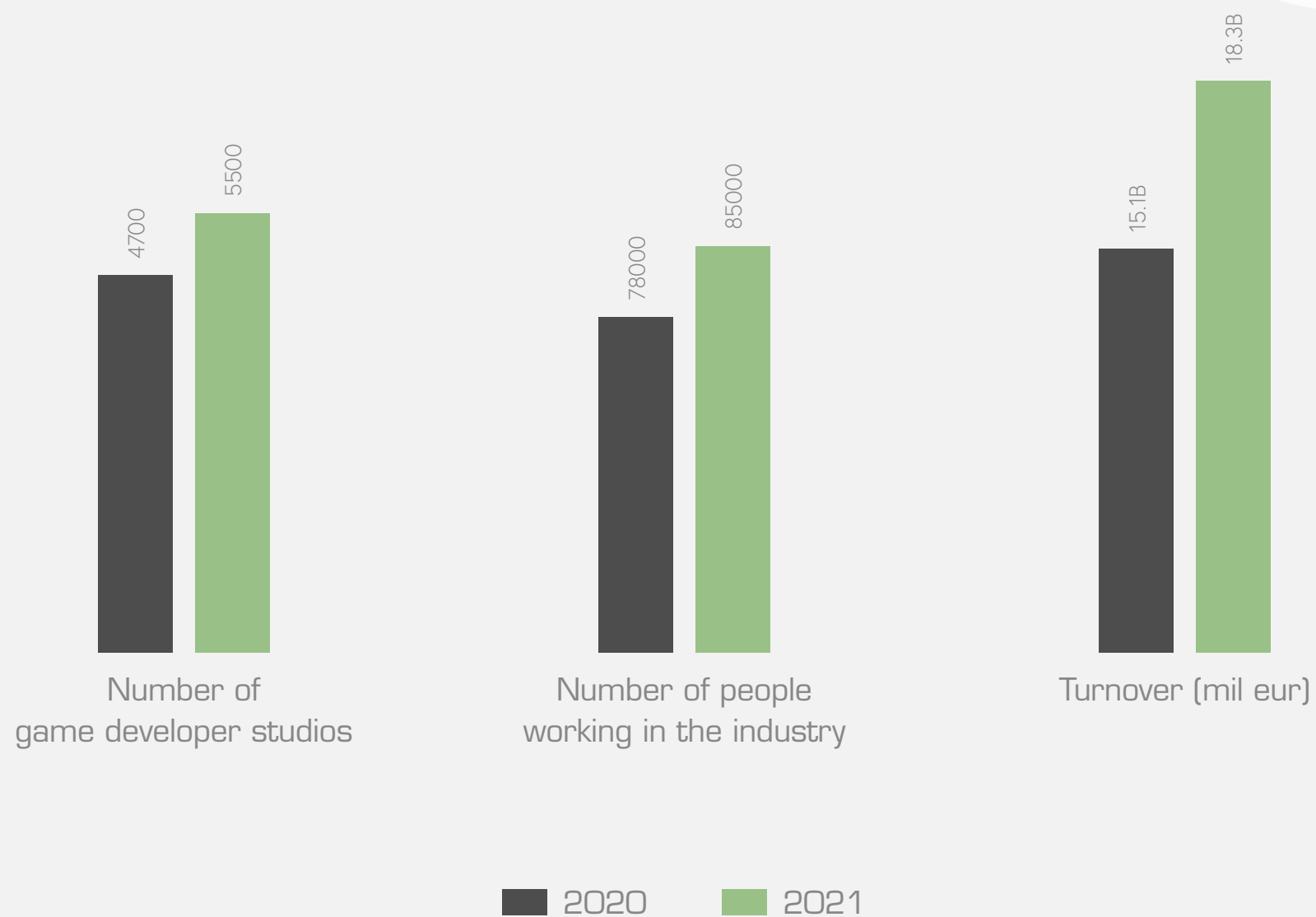
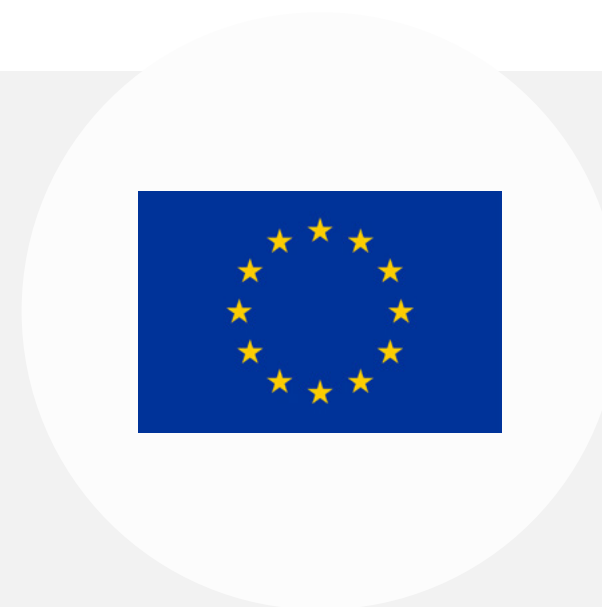
COUNTRY	R&D AID FOR INNOVATION								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Latvia	✓								
Lithuania	✓		✓						
Netherlands	✓		✓		✓		✓		
North Macedonia	✓		✓				✓		
Norway	✓		✓				✓		
Poland	✓		✓		✓		✓		
Portugal	✓				✓				
Romania					✓				
Serbia	✓				✓				
Slovakia	✓		✓						
Slovenia	✓		✓				✓		
Spain		✓			✓	✓			
Sweden					✓				
Turkey	✓		✓		✓				
UK	✓				✓				

Aid for SMEs for launching a new studio

COUNTRY	SME AID FOR LAUNCHING A NEW STUDIO								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Austria	✓						✓		
Belgium	✓		✓	PMV	✓		✓	ForsVC and INVIGA	
Belarus									✓
Croatia	✓	Ministry of Culture-Entrepreneurship in Culture					✓		
Czechia	✓								
Denmark	✓		✓				✓		
Estonia			✓		✓				
Finland	✓								
France	✓	✓	✓	✓	✓	✓	✓	✓	
Germany	✓		✓				✓		
Greece	✓	Cash Rebate Digital Games		Cash Rebate Digital Games		Tax Relief			
Latvia									✓
Lithuania	✓		✓		✓				
Iceland									✓

COUNTRY	SME AID FOR LAUNCHING A NEW STUDIO								
	Grants		Loans		Tax credits		Equity funding		None
	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	General	Dedicated to game dev studios	
Ireland	✓						✓		
Italy			✓						
Poland	✓		✓		✓		✓		
Portugal			✓				✓		
Netherlands			✓		✓		✓		
North Macedonia	✓		✓		✓				
Norway	✓		✓				✓		
Romania	✓								
Serbia	✓		✓		✓		✓		
Slovakia	✓								
Slovenia	✓						✓		
Spain	✓		✓				✓		
Sweden									✓
Turkey	✓		✓		✓		✓		
UK	✓	UK Global Screen Fund							

2021 VIDEO GAMES INDUSTRY KEY NUMBERS



COUNTRY FOCUS

In the following pages, we share available country-specific data. However, work is in progress to ensure common methodology across all countries in the future.

Austria

PGDA - Pioneers of Game Developers Austria -
Verband österreichischer Spieleentwickler



90

Number of video game
developer studios (2020)

500

Number of people working
in the industry (2020)

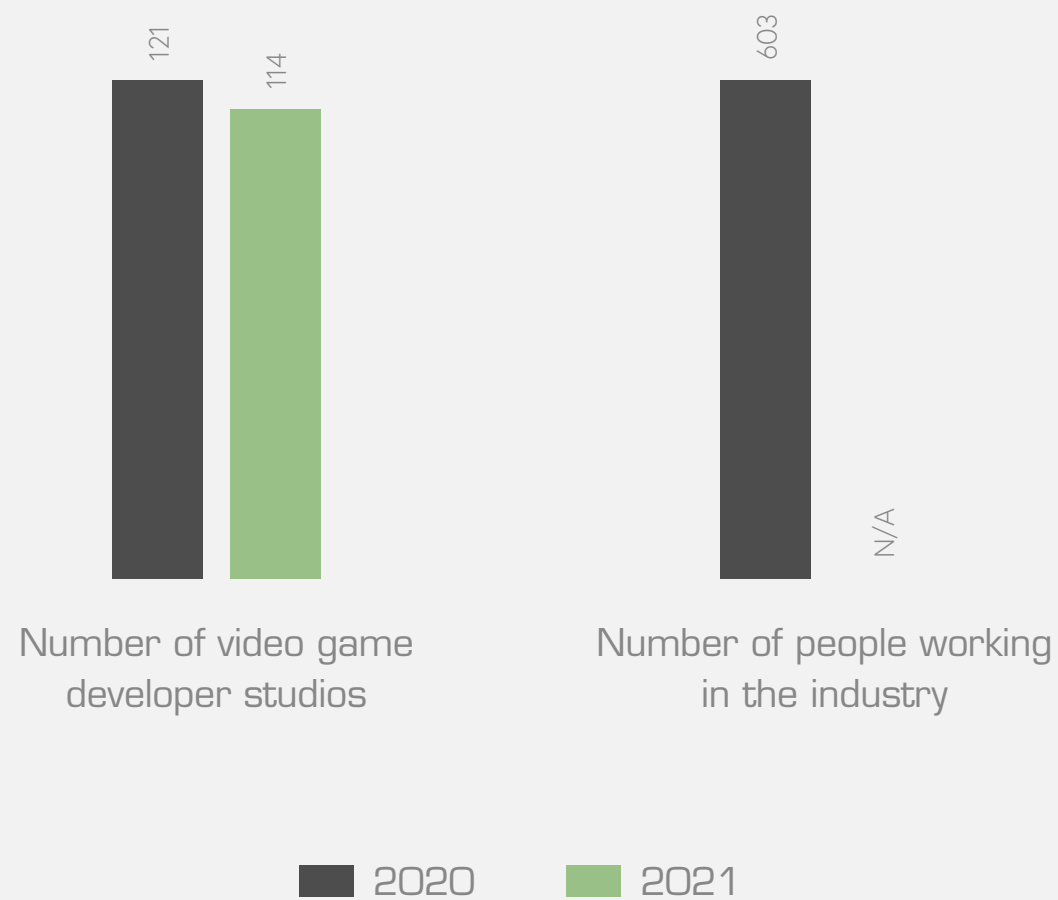
25

Turnover (mil euro)
(2020)

Belarus

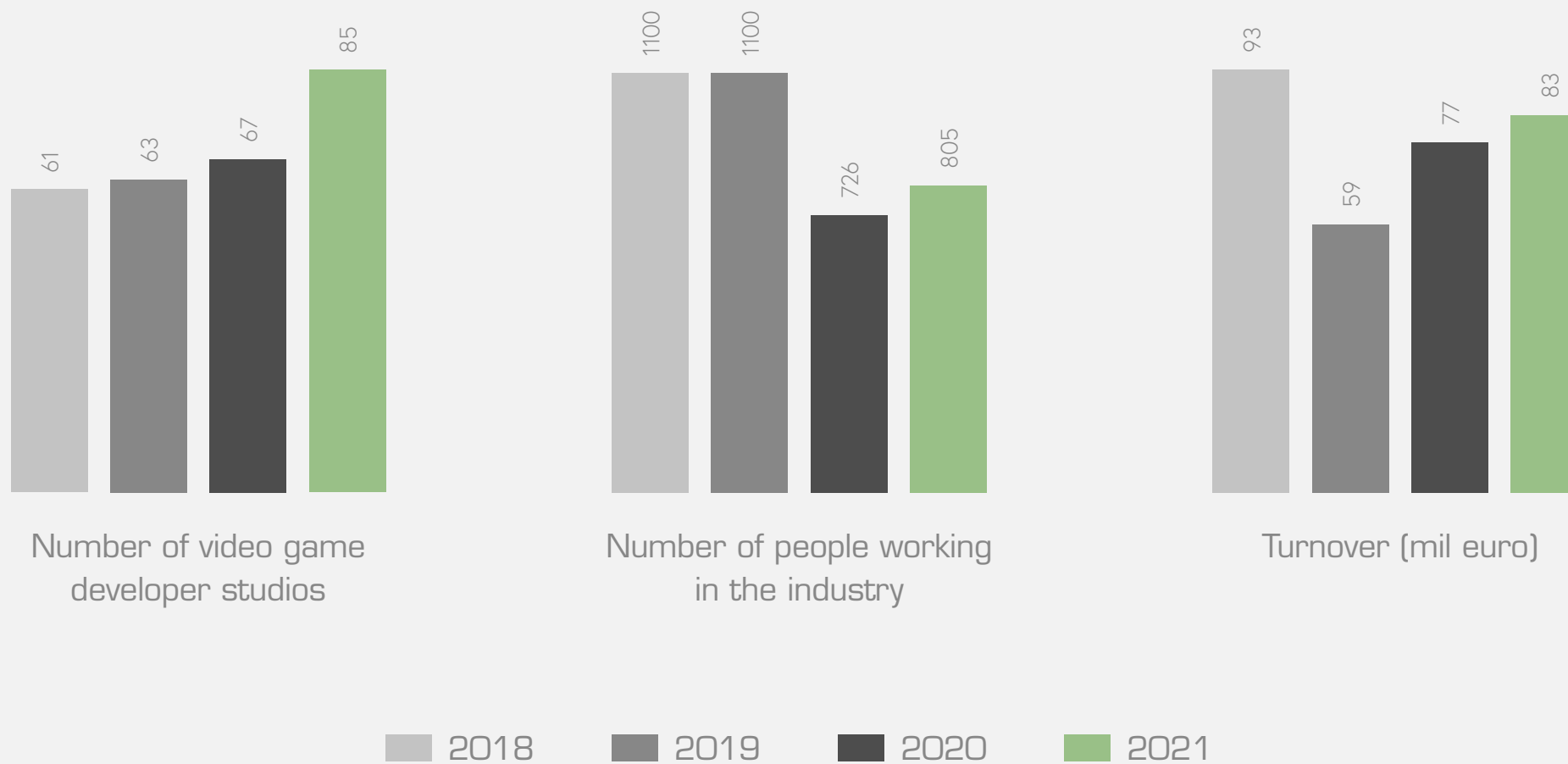
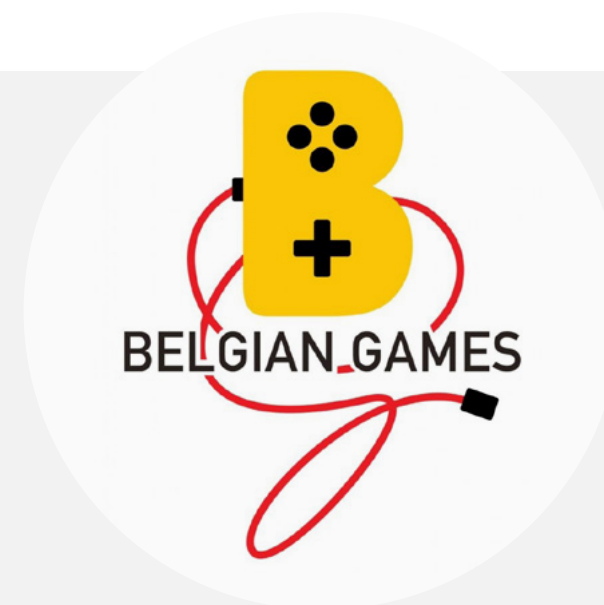
BelGameDev

BEL·GAME·DEV



Belgium

BelgianGames (FLEGA, WALGA and games.brussels)

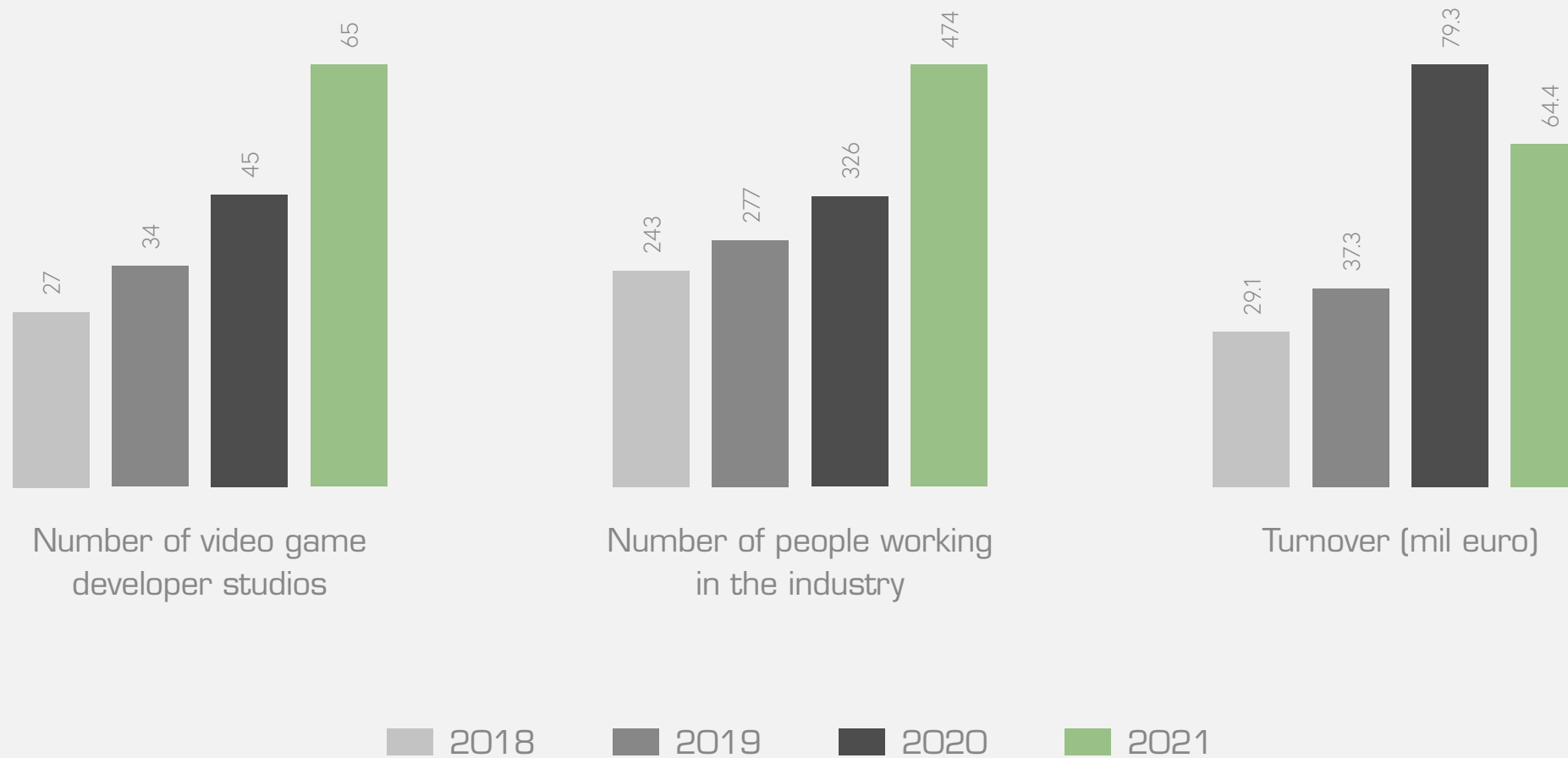


Find more information in the full report [📄](#)

Croatia

Croatian Game Development Alliance

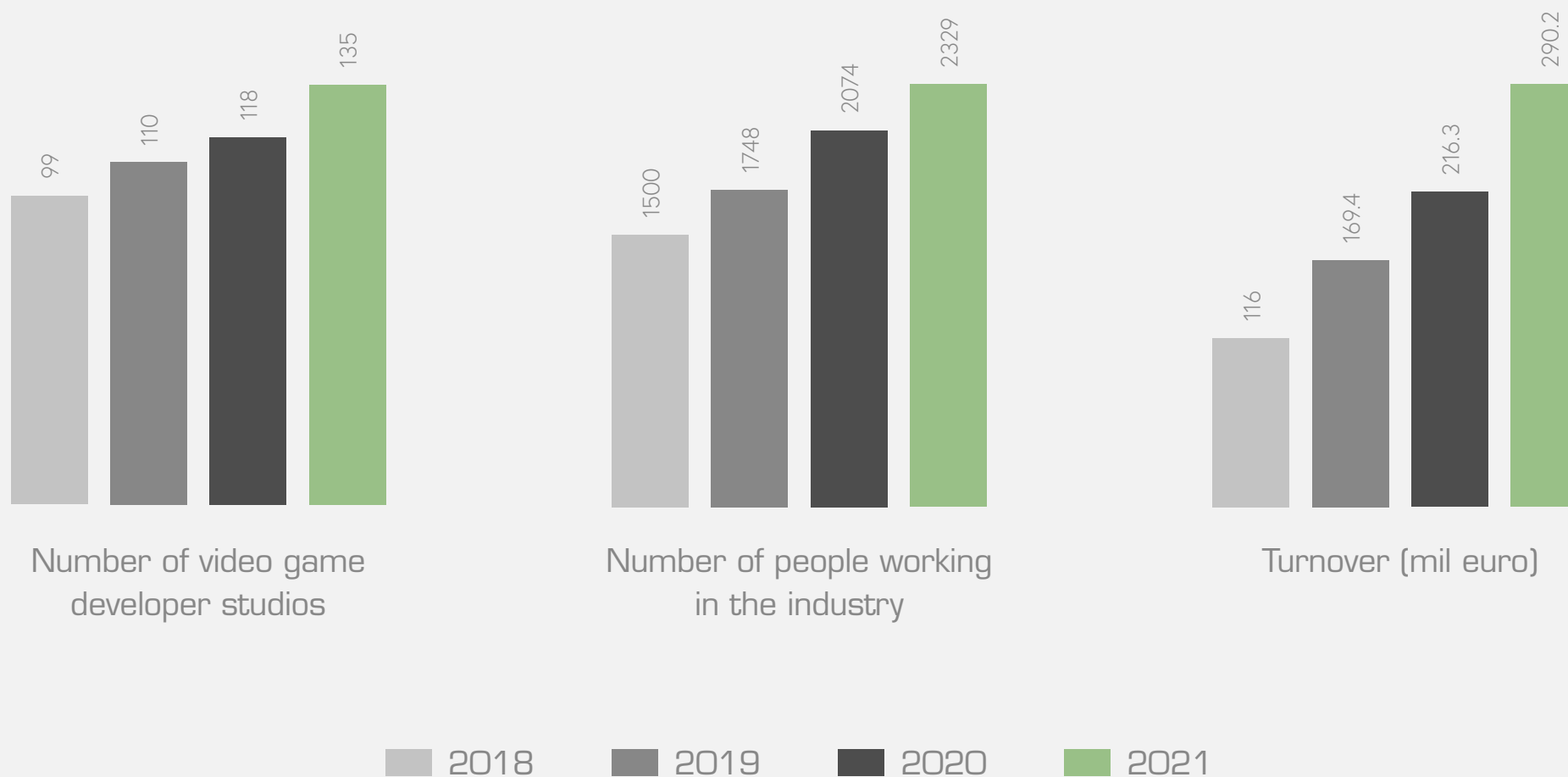
CGDA



Find more information in the full report [📄](#)

Czech Republic

Czech Game Developers Association



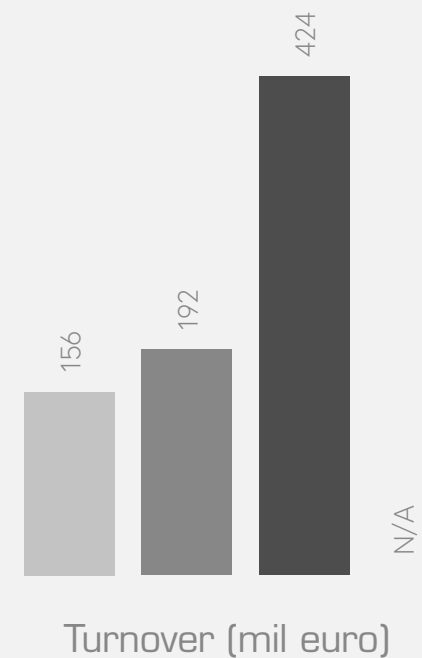
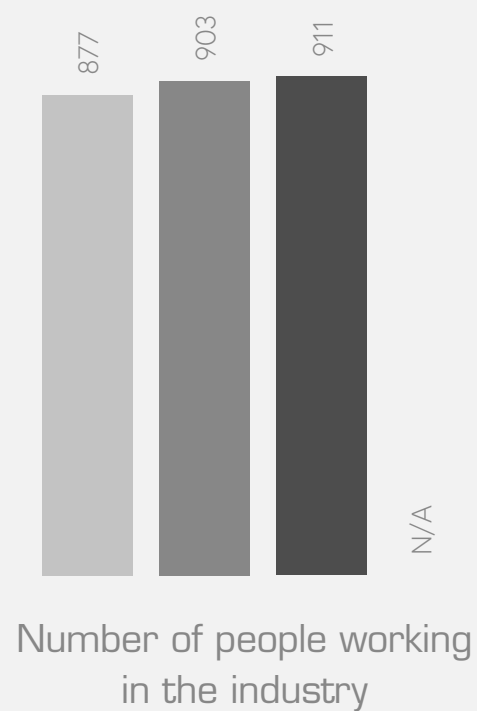
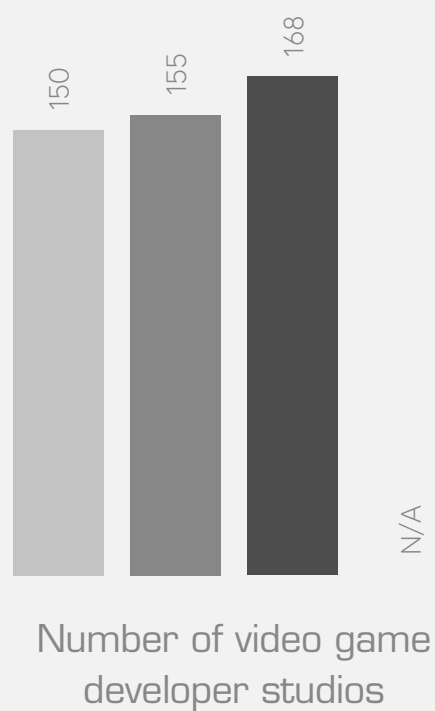
Find more information in the full report [📄](#)

Denmark

Danish Producers' Association



Danish
Producers'
Association



2018 2019 2020 2021

Estonia

GameDev Estonia MTÜ



37

Number of video game
developer studios (2020)

304

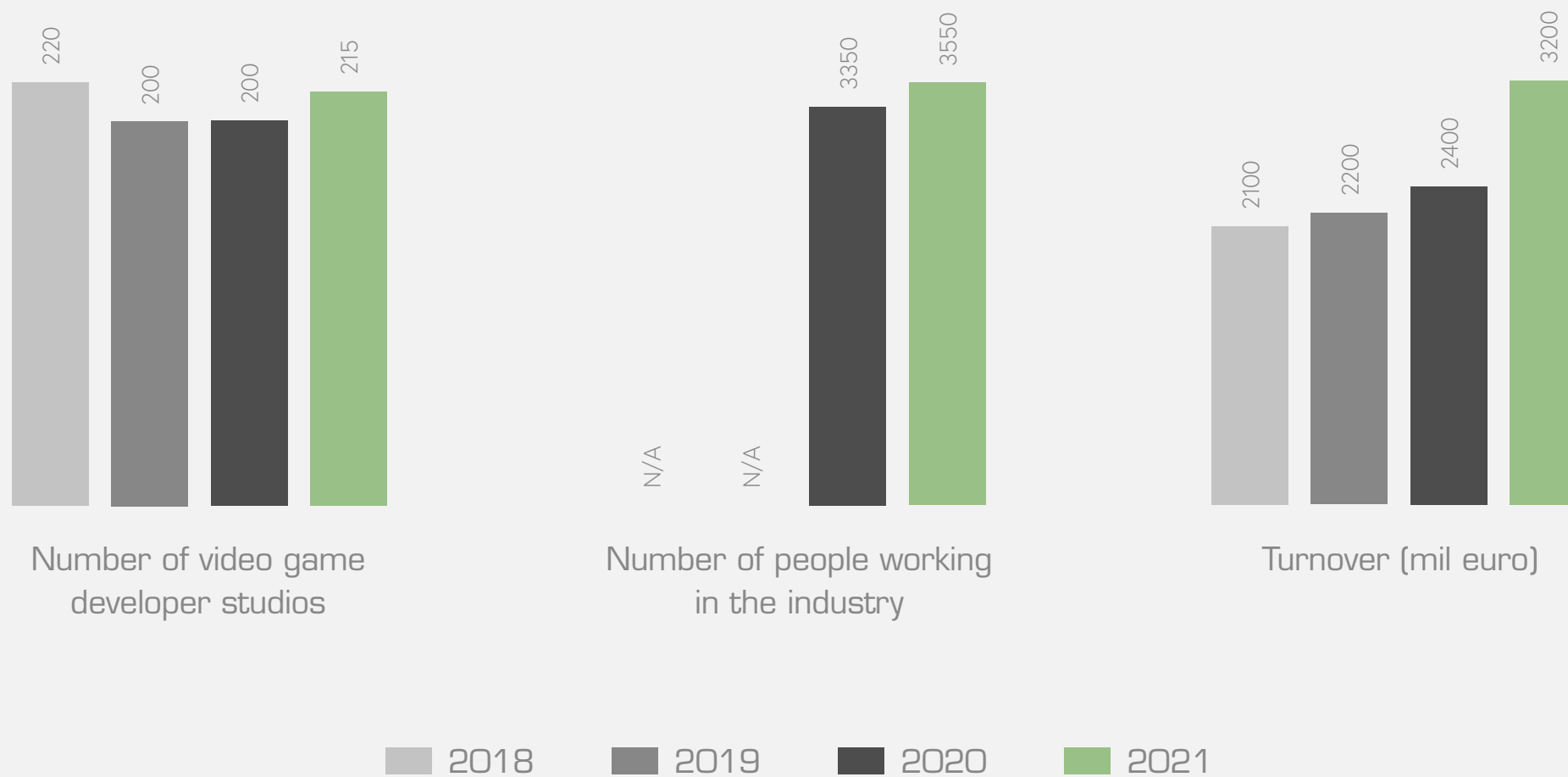
Number of people working
in the industry (2020)

37,2

Turnover (mil euro)
(2020)

Finland

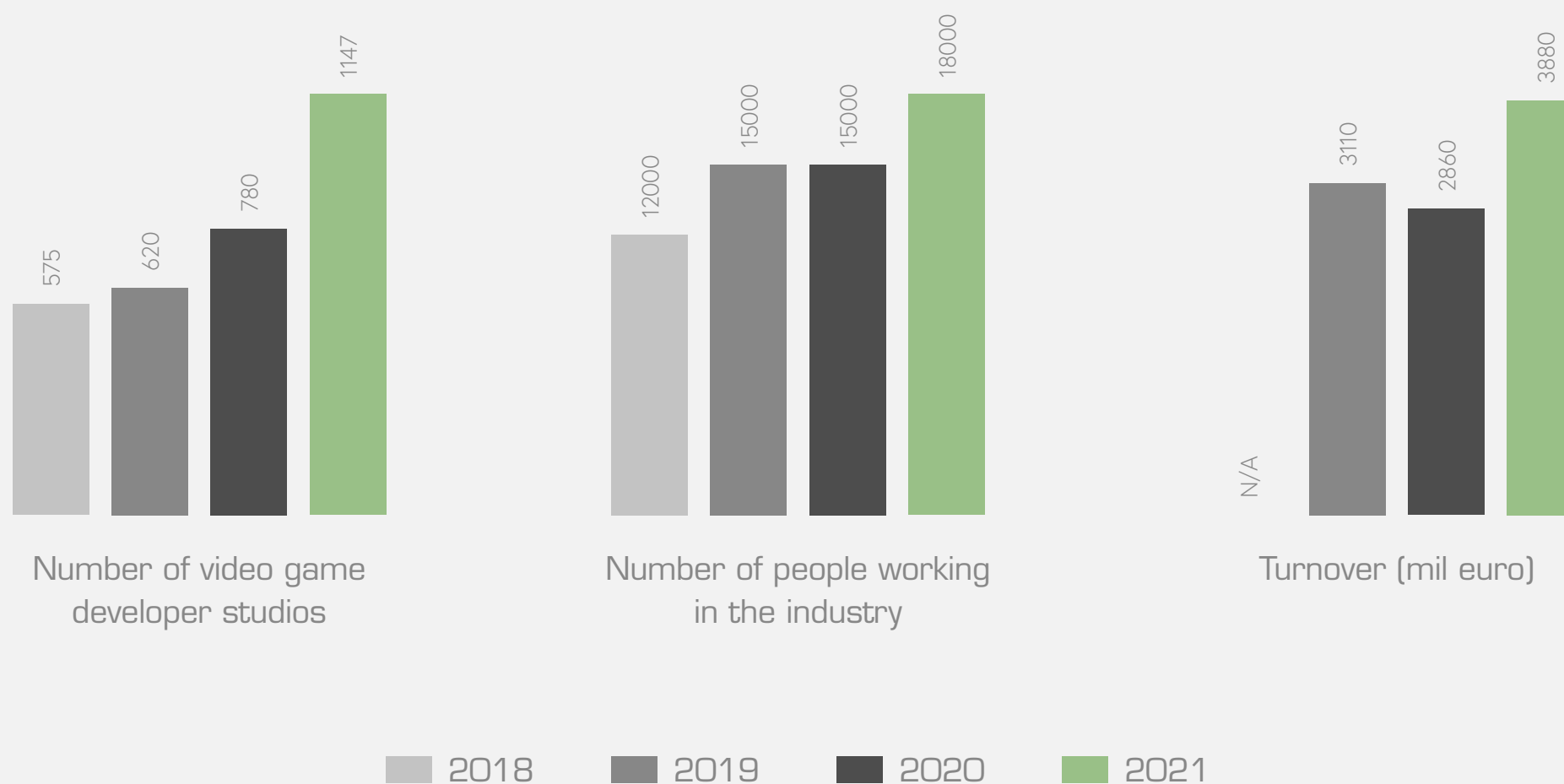
Neogames Finland Assn.



Find more information in the full report [📄](#)

France

Le Syndicat National du Jeu Vidéo

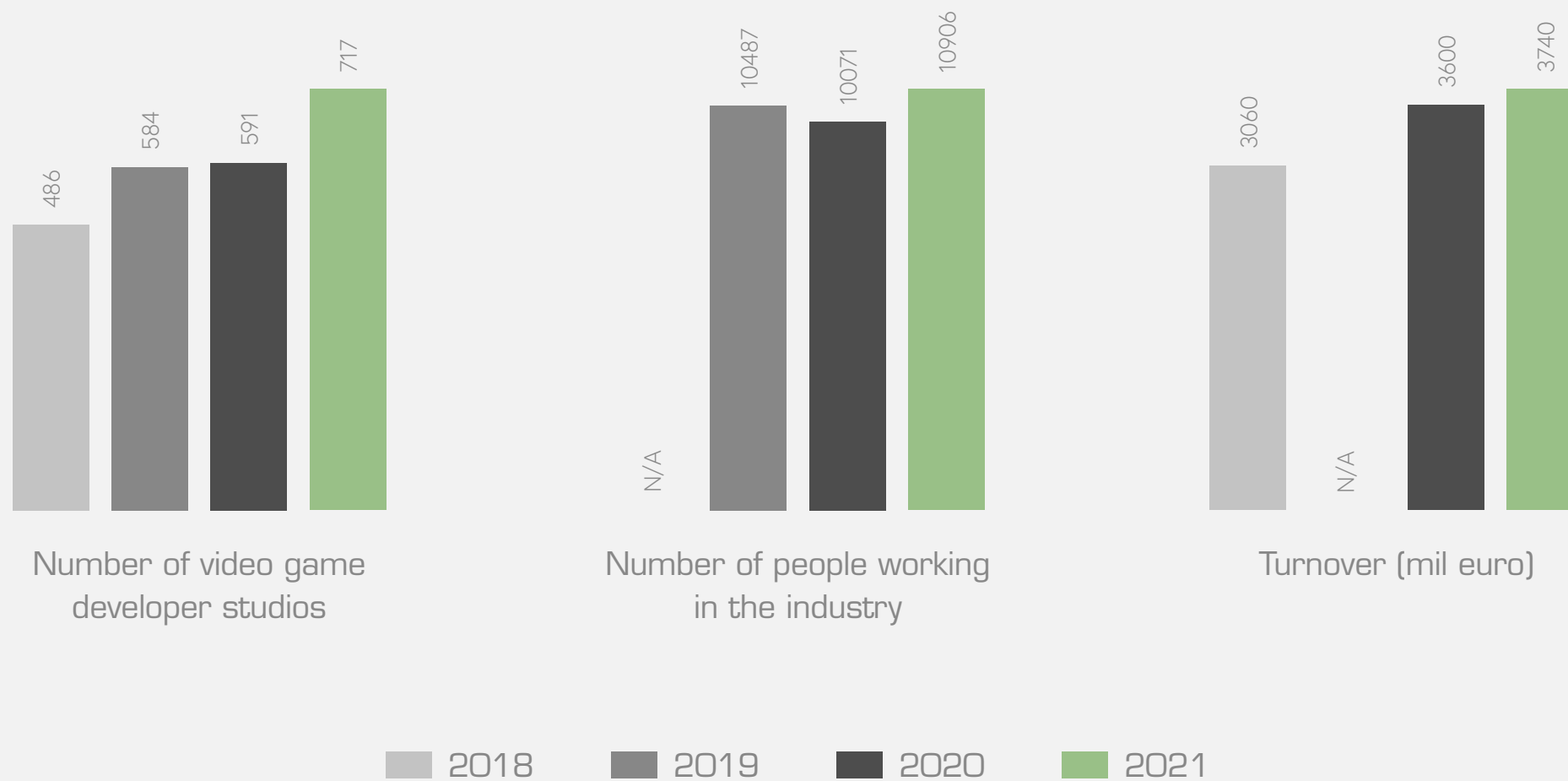


Find more information in the full report [📄](#)

France had reviewed the methodology of calculating their turnover in 2021 and for that reason the turnover for 2019 and 2020 is different from the previous edition of the report.

Germany

game - Verband der deutschen Games-Branche e.V



Find more information in the full report [📄](#)

Greece

Game Developers Association Greece



11

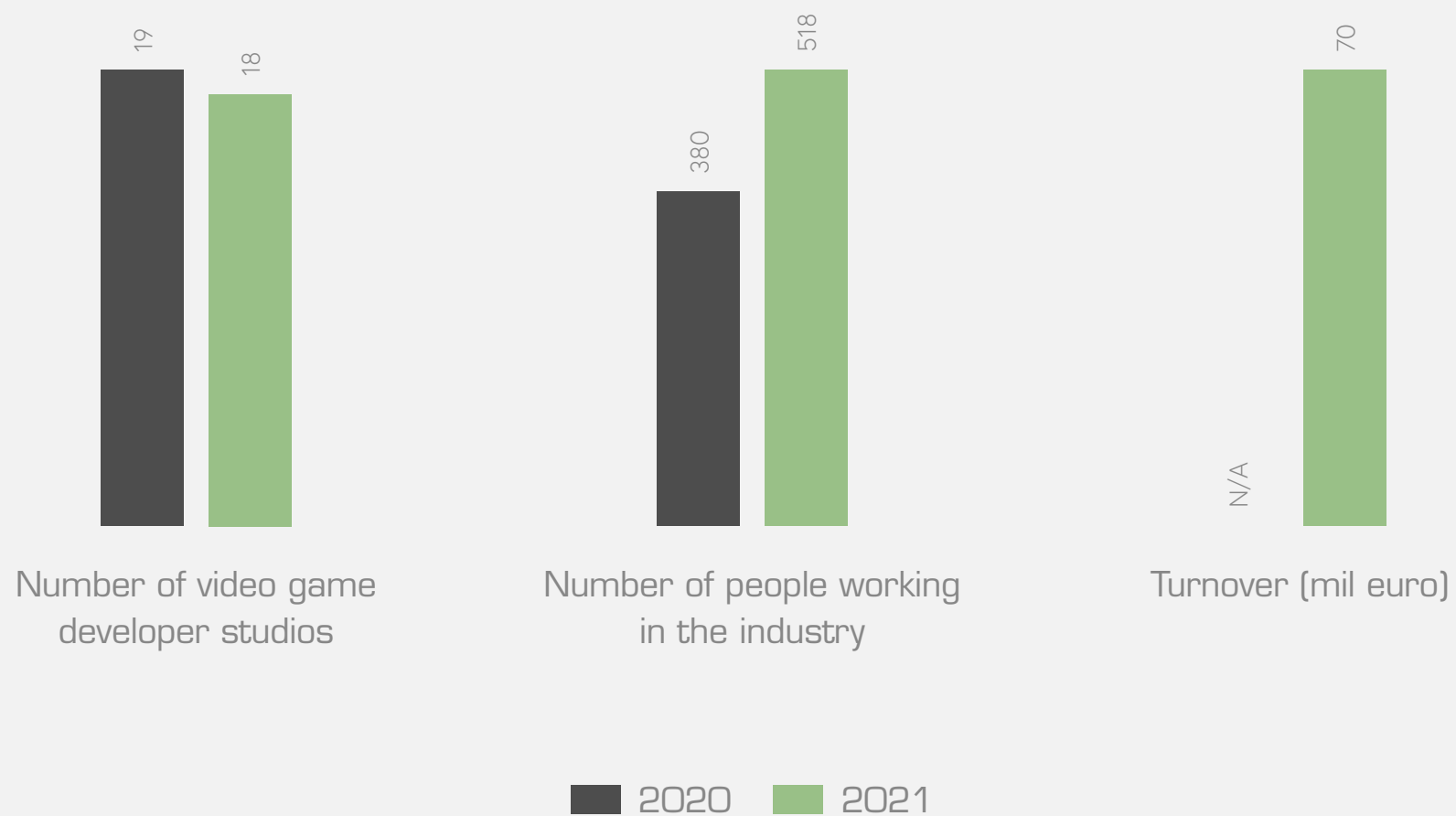
Number of video game
developer studios (2021)

32

Number of people working
in the industry (2021)

Iceland

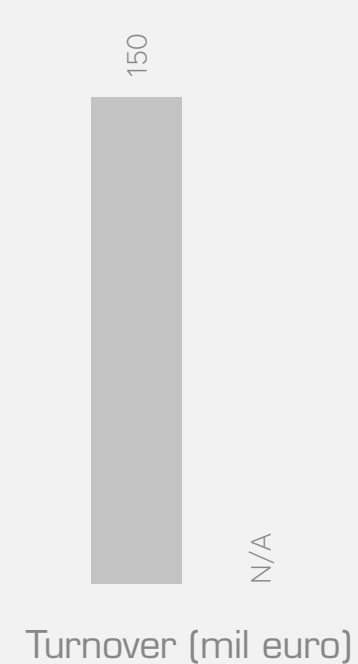
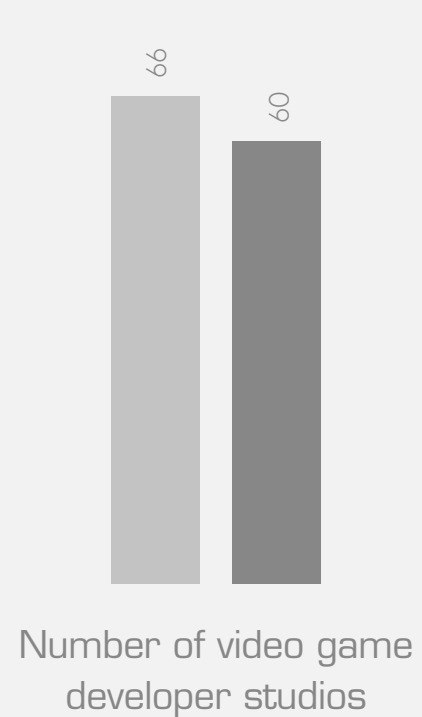
Icelandic Game Industry



Find more information in the full report

Ireland

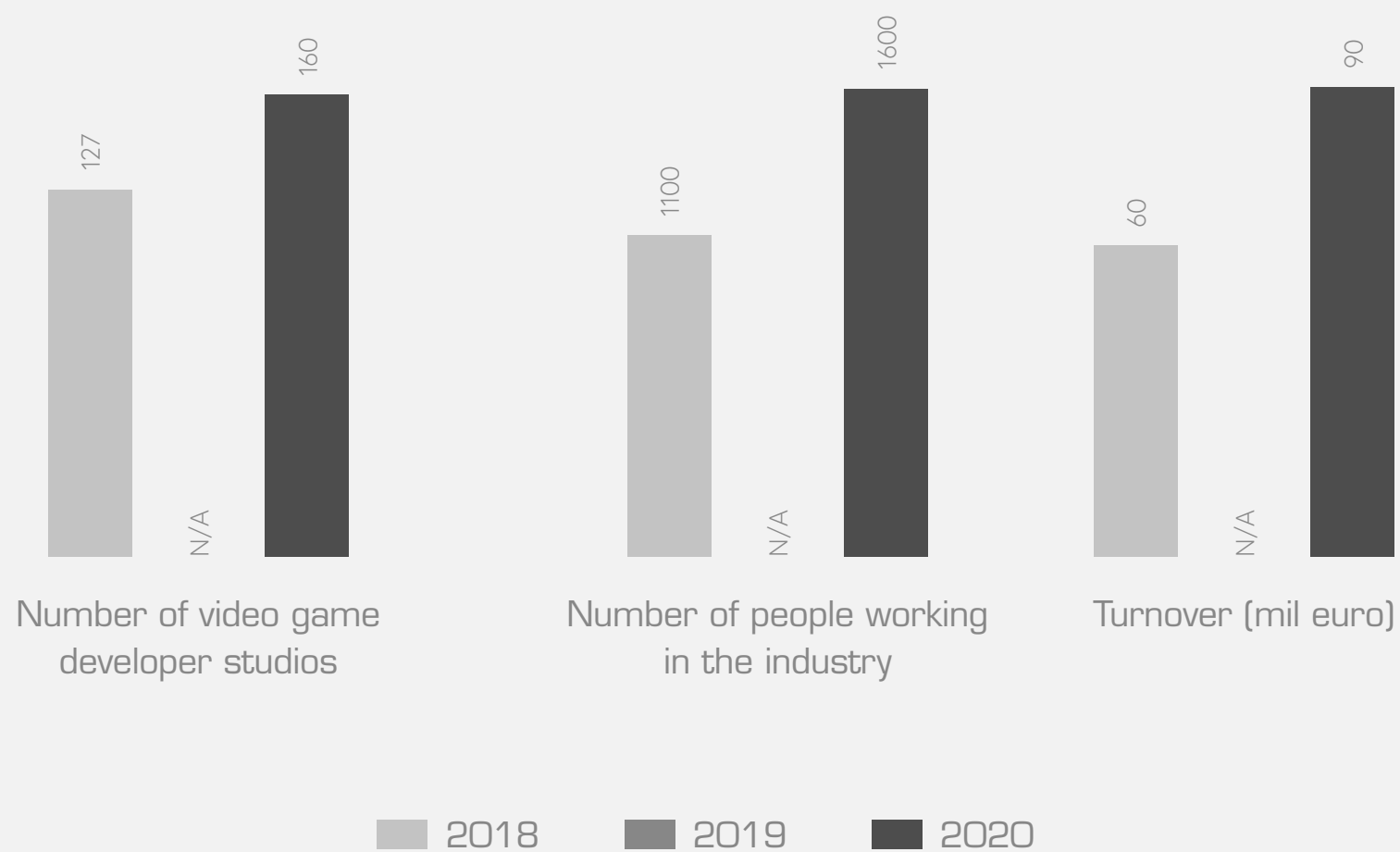
IMIRT - Irish Game Makers Association



2018 2019

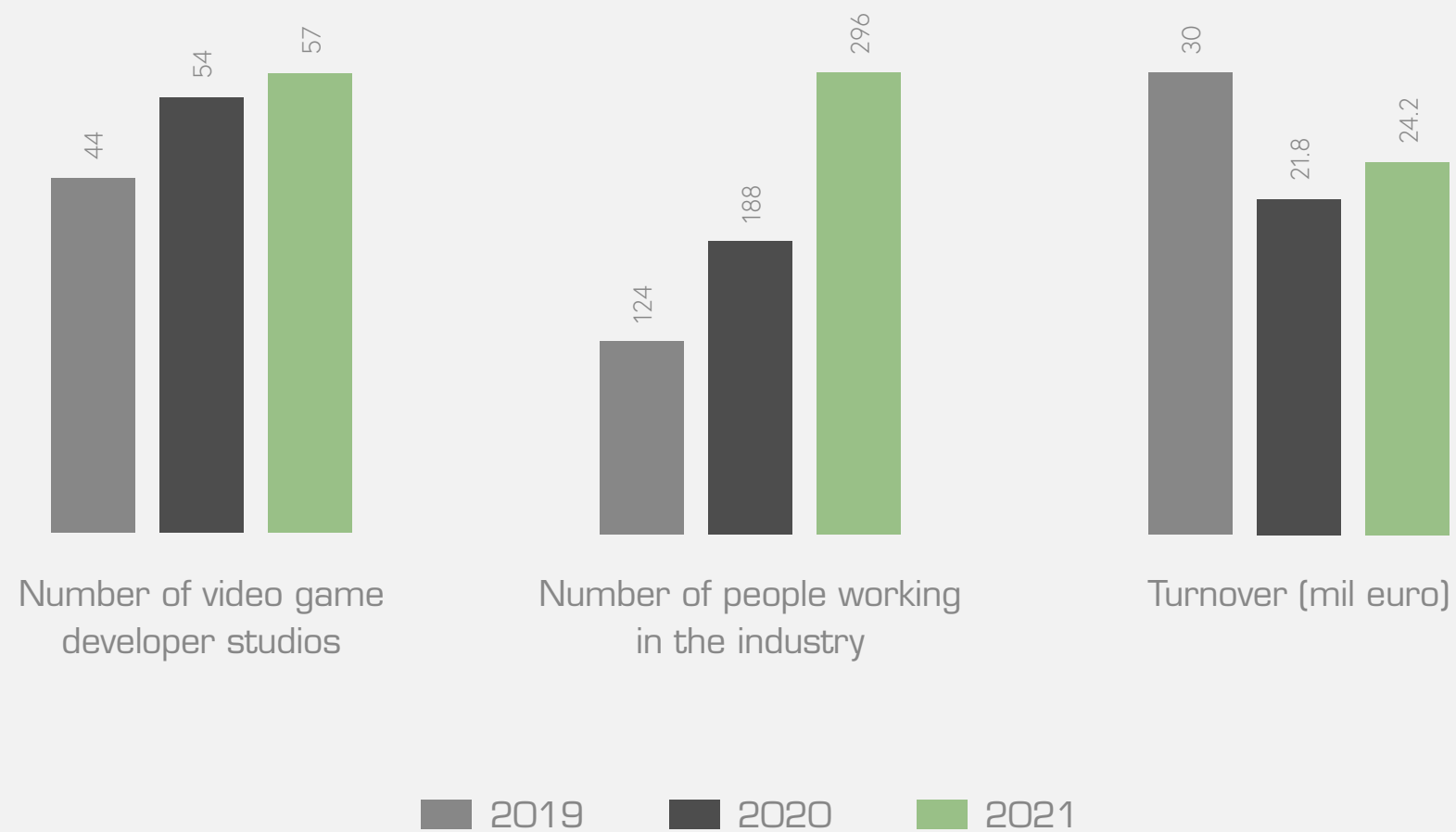
Italy

IIDEA - Italian Interactive & Digital Entertainment Association



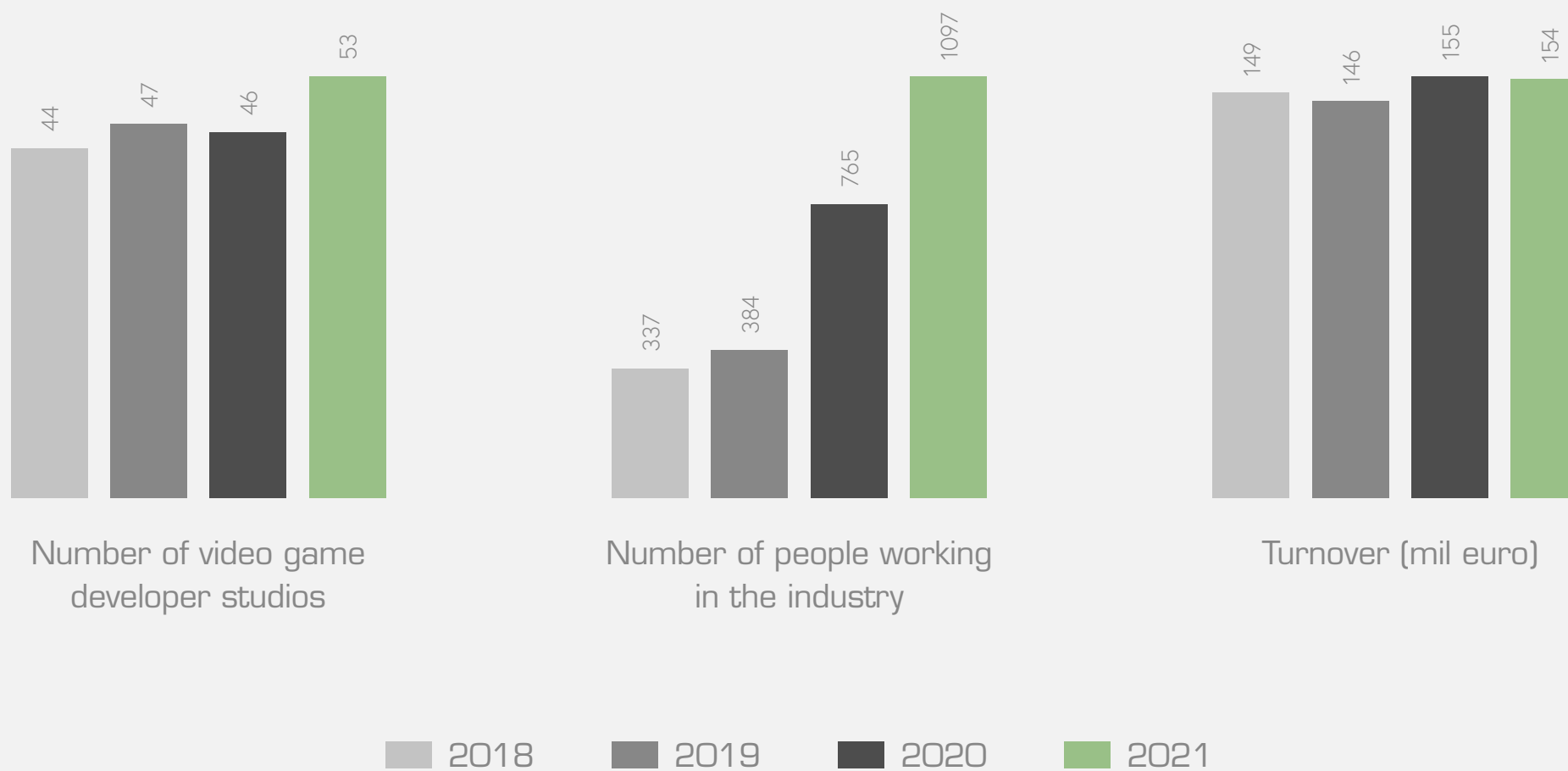
Latvia

Latvian Game Developers Association



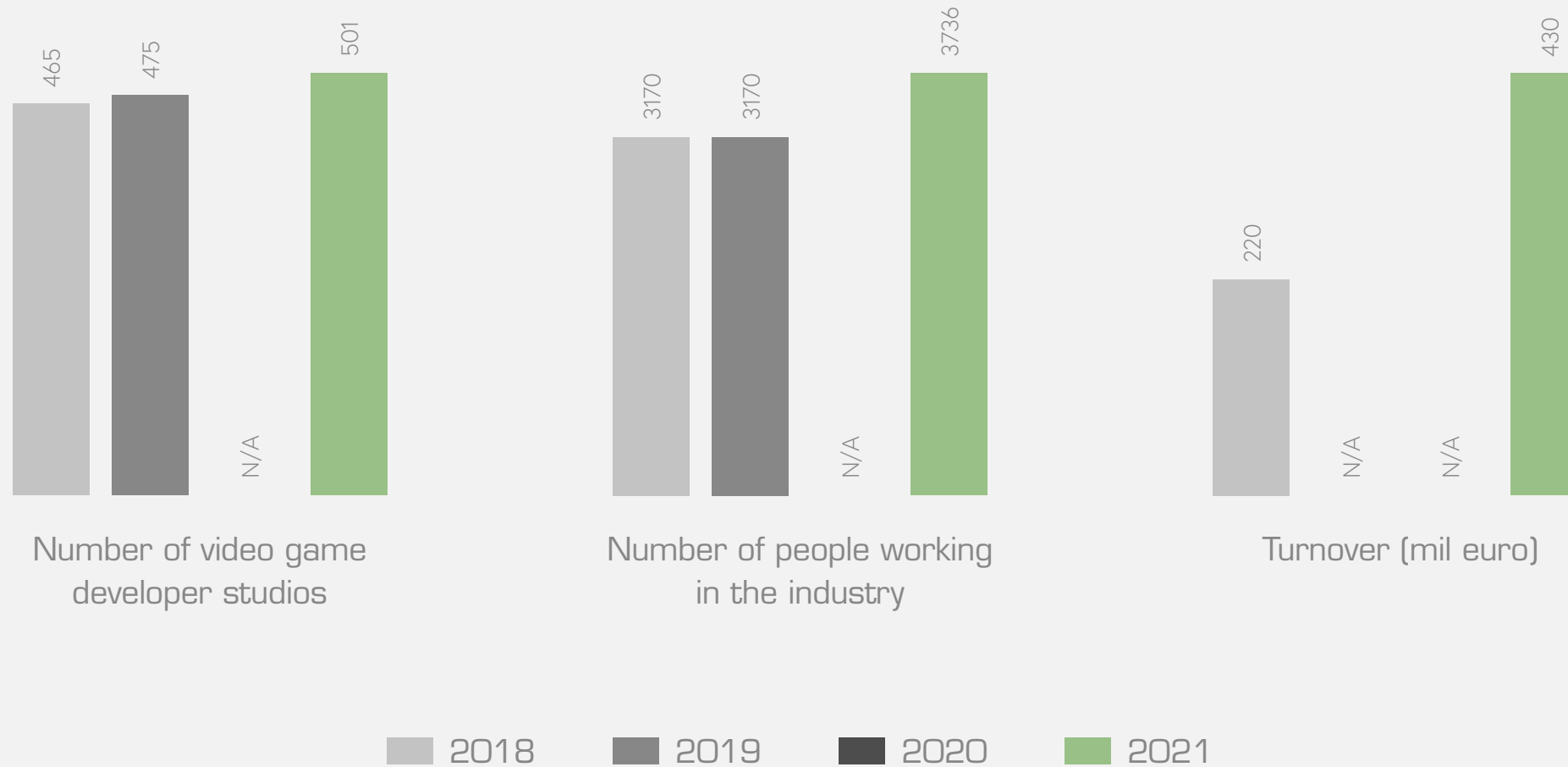
Lithuania

Lithuanian Game Developers Association



Netherlands

The Dutch Games Association



North Macedonia

Macedonian Game Developers Association



8

Number of video game developer studios (2021)

250

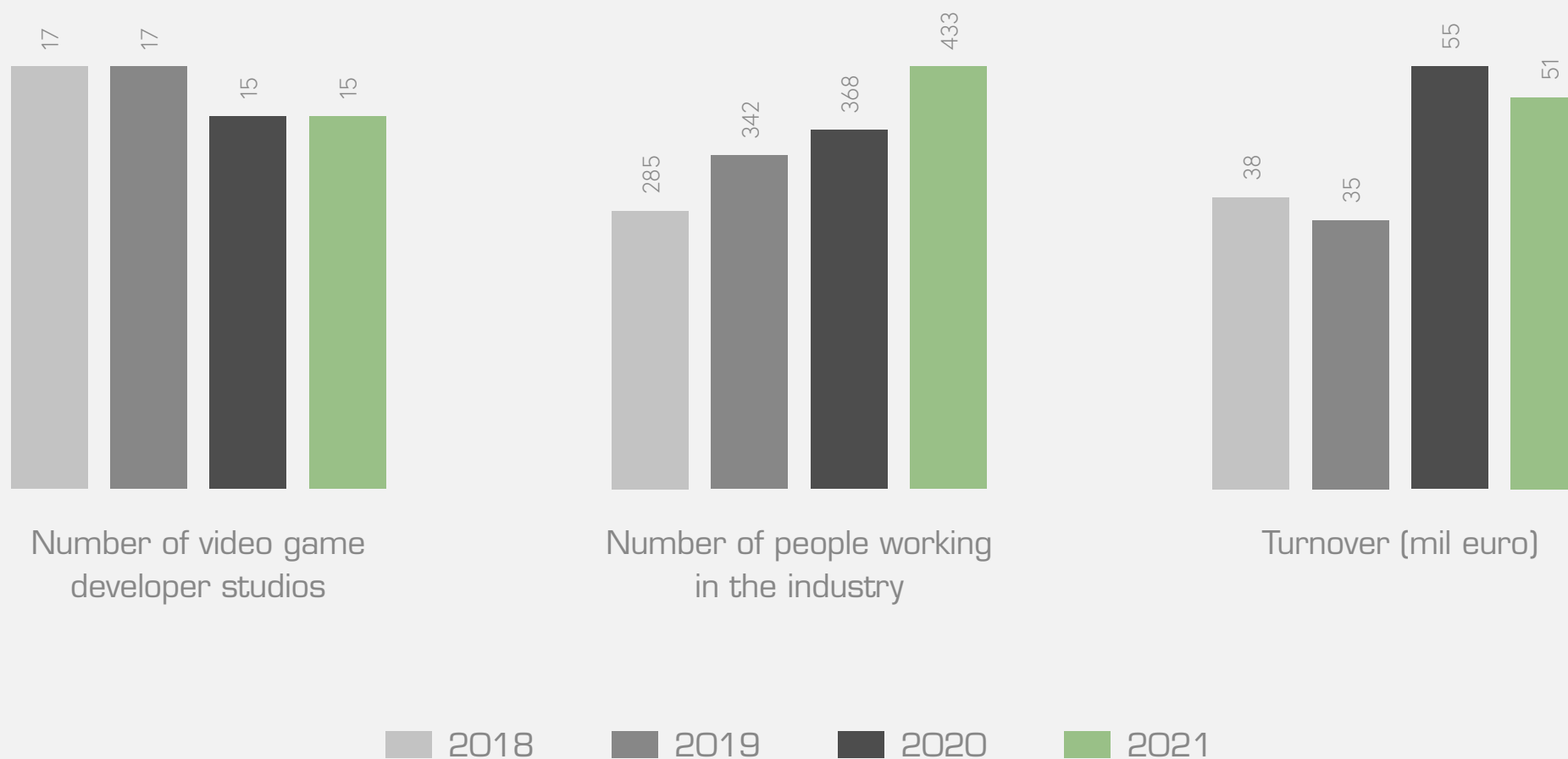
Number of people working in the industry (2021)

N/A

Turnover (mil euro) (2021)

Norway

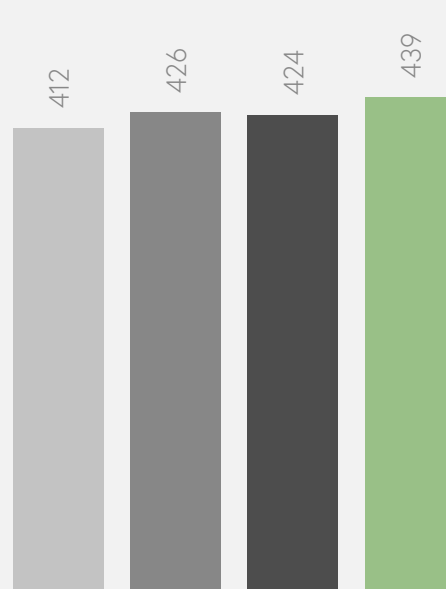
Virke Norwegian Producers Association



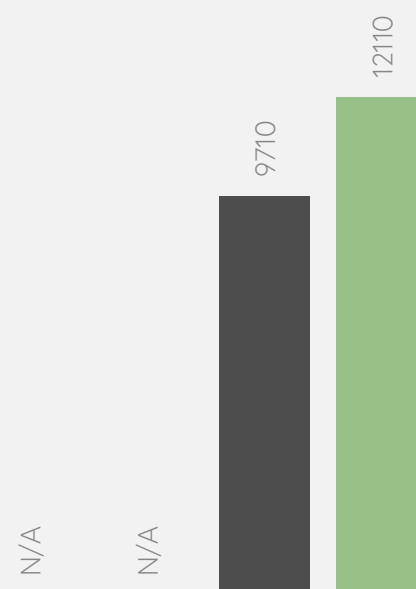
Find more information in the full report [📄](#)

Poland

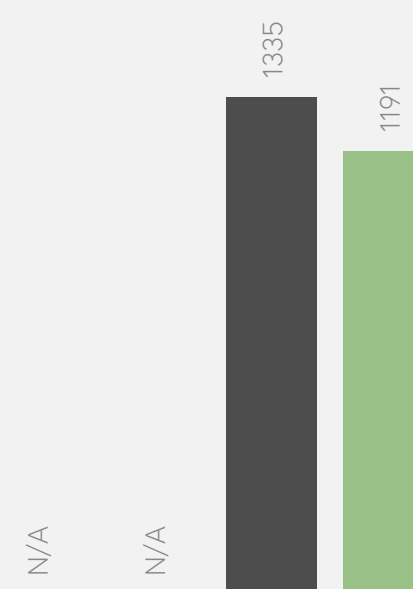
Indie Games Poland



Number of video game developer studios



Number of people working in the industry

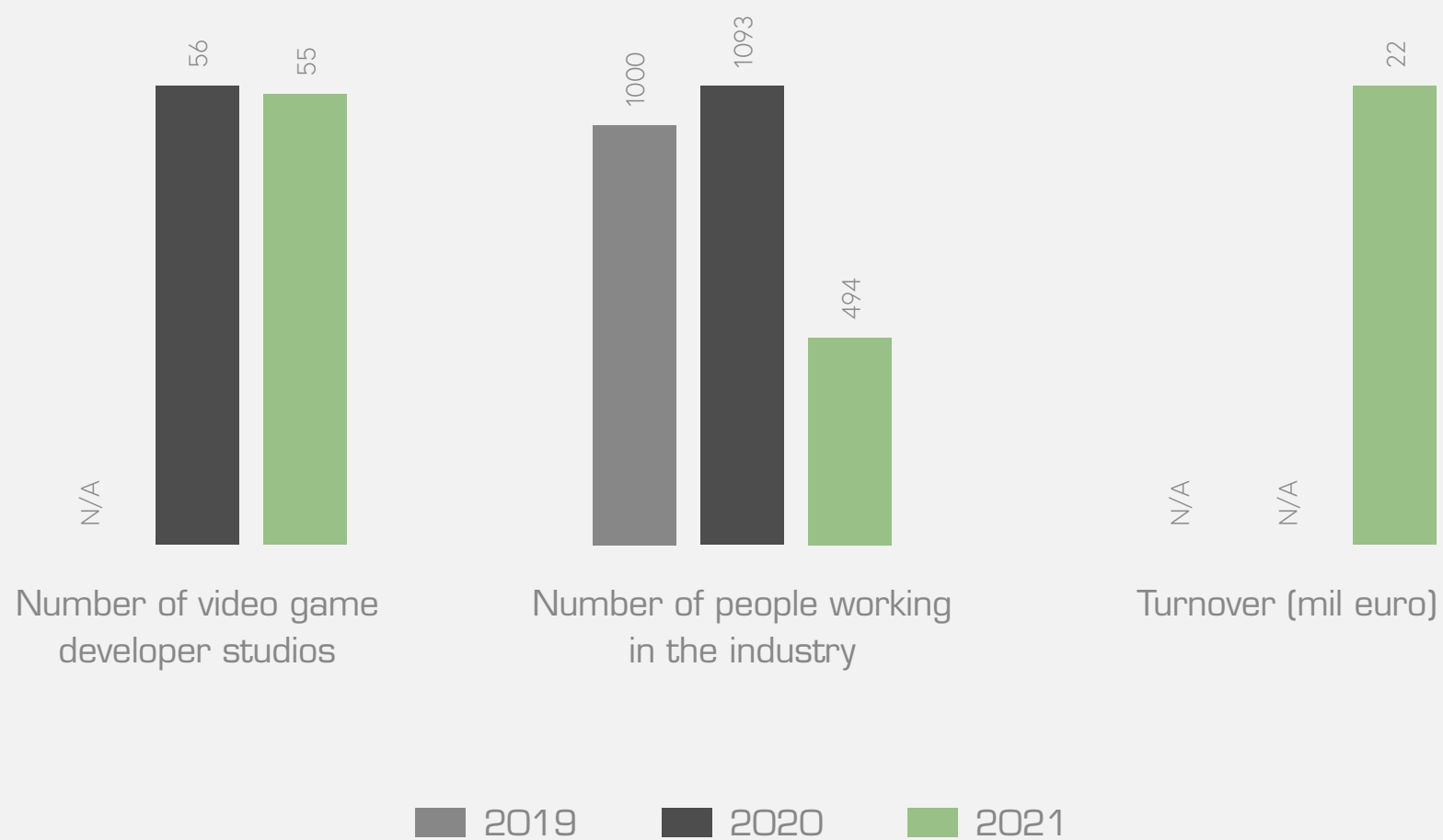


Turnover (mil euro)

2018
 2019
 2020
 2021

Portugal

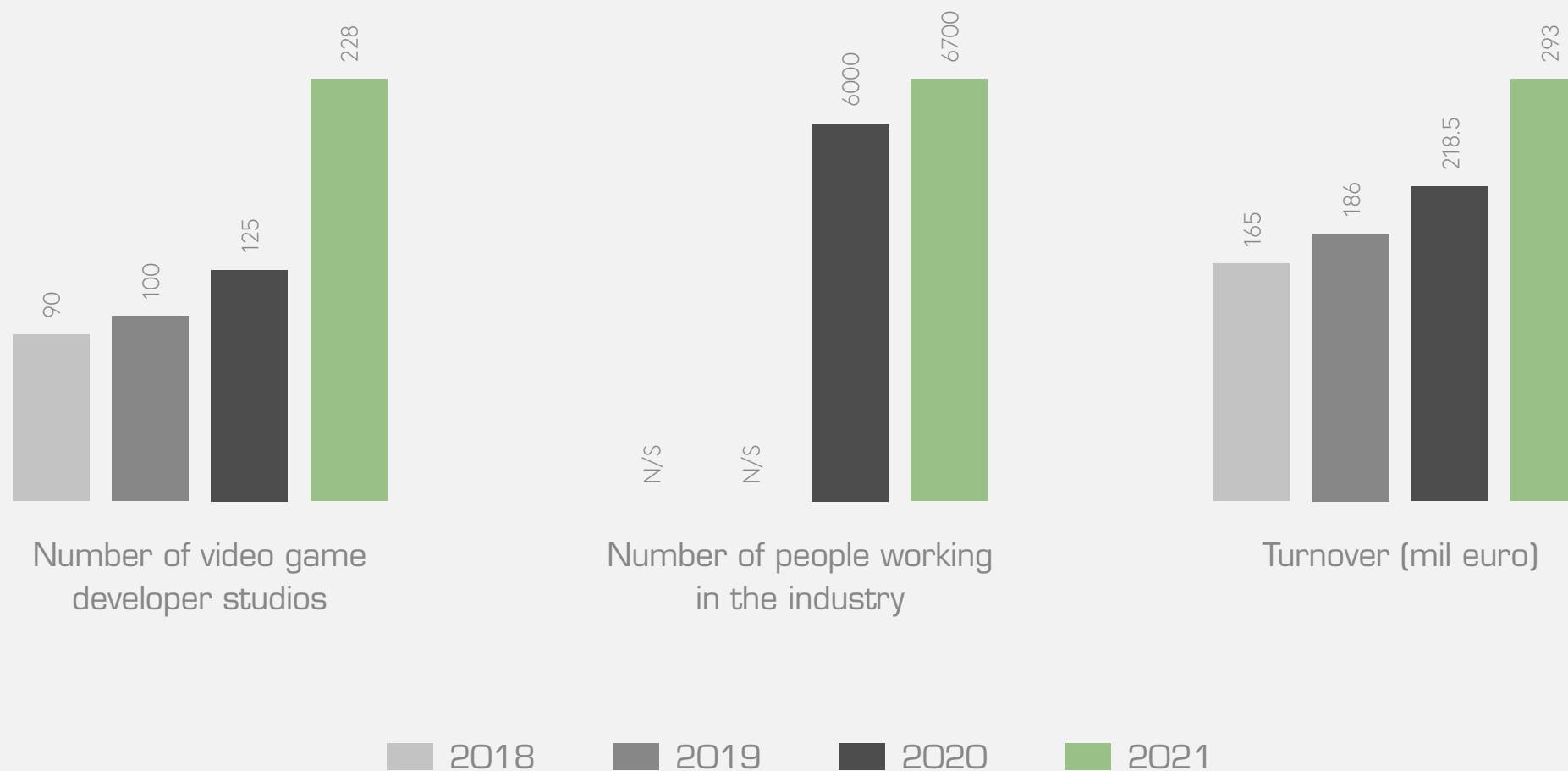
Associação Produtores de Videojogos Portugueses



Note: The methodology used to collect the data has changed compared to previous years

Romania

Romanian Game Developers Association

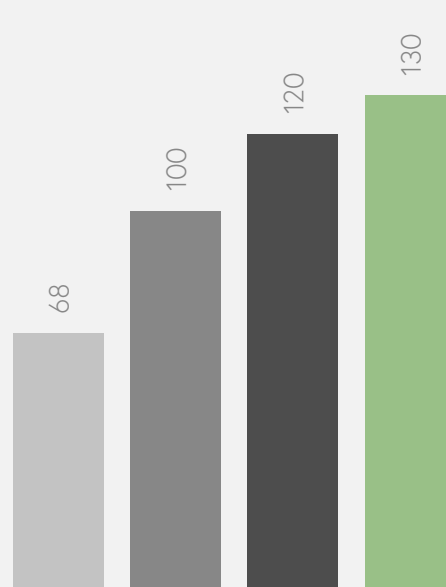


Find more information in the full report [📄](#)

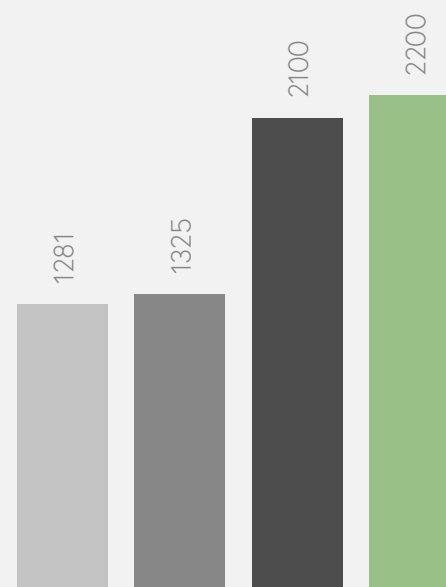
Note: The methodology used to collect the data has changed compared to previous years

Serbia

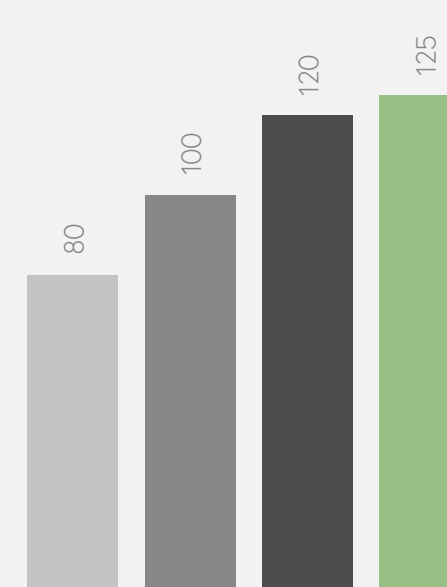
Serbian Games Association



Number of video game developer studios



Number of people working in the industry



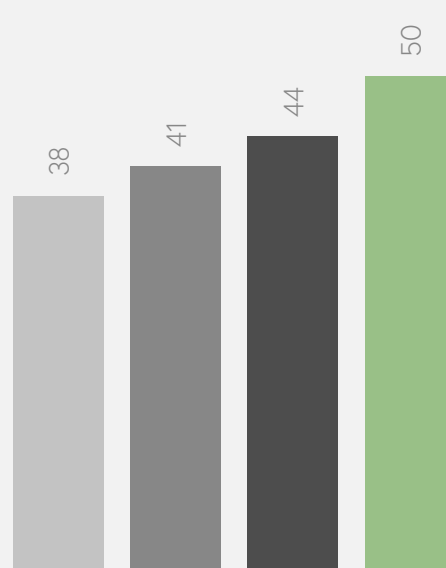
Turnover (mil euro)

2018 2019 2020 2021

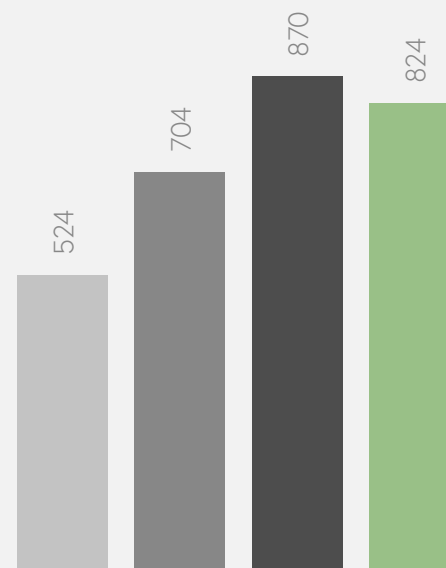
Find more information in the full report [📄](#)

Slovakia

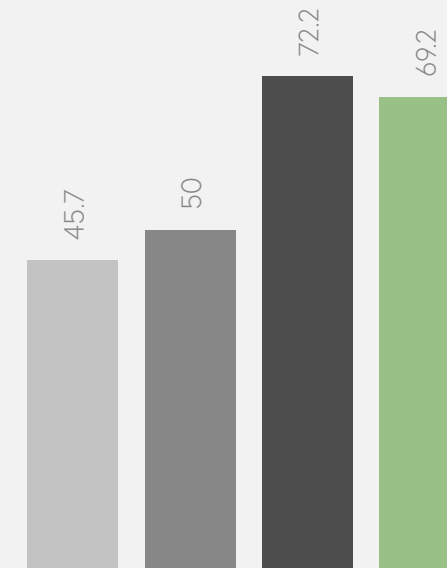
Slovak Game Developers Association



Number of video game developer studios



Number of people working in the industry



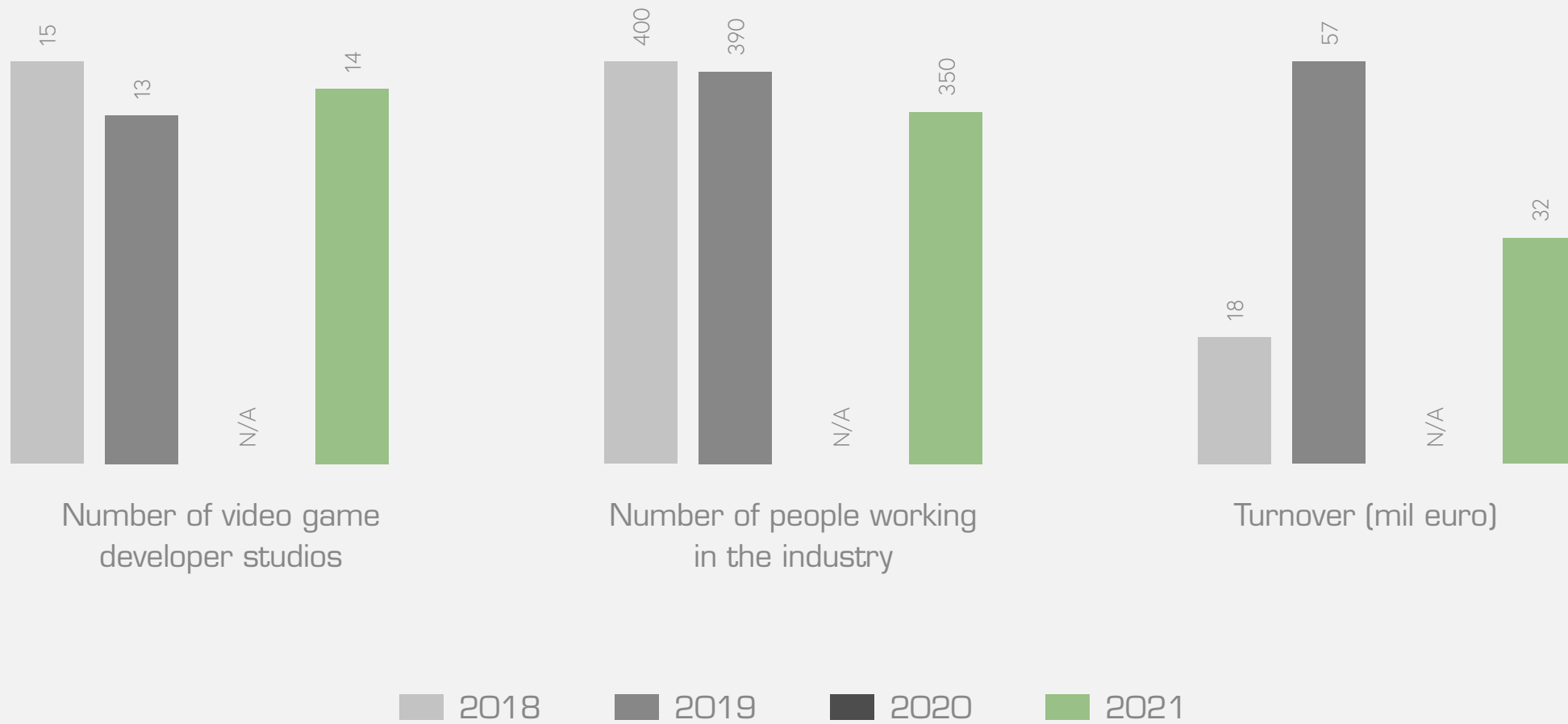
Turnover (mil euro)

2018 2019 2020 2021

Find more information in the full report [📄](#)

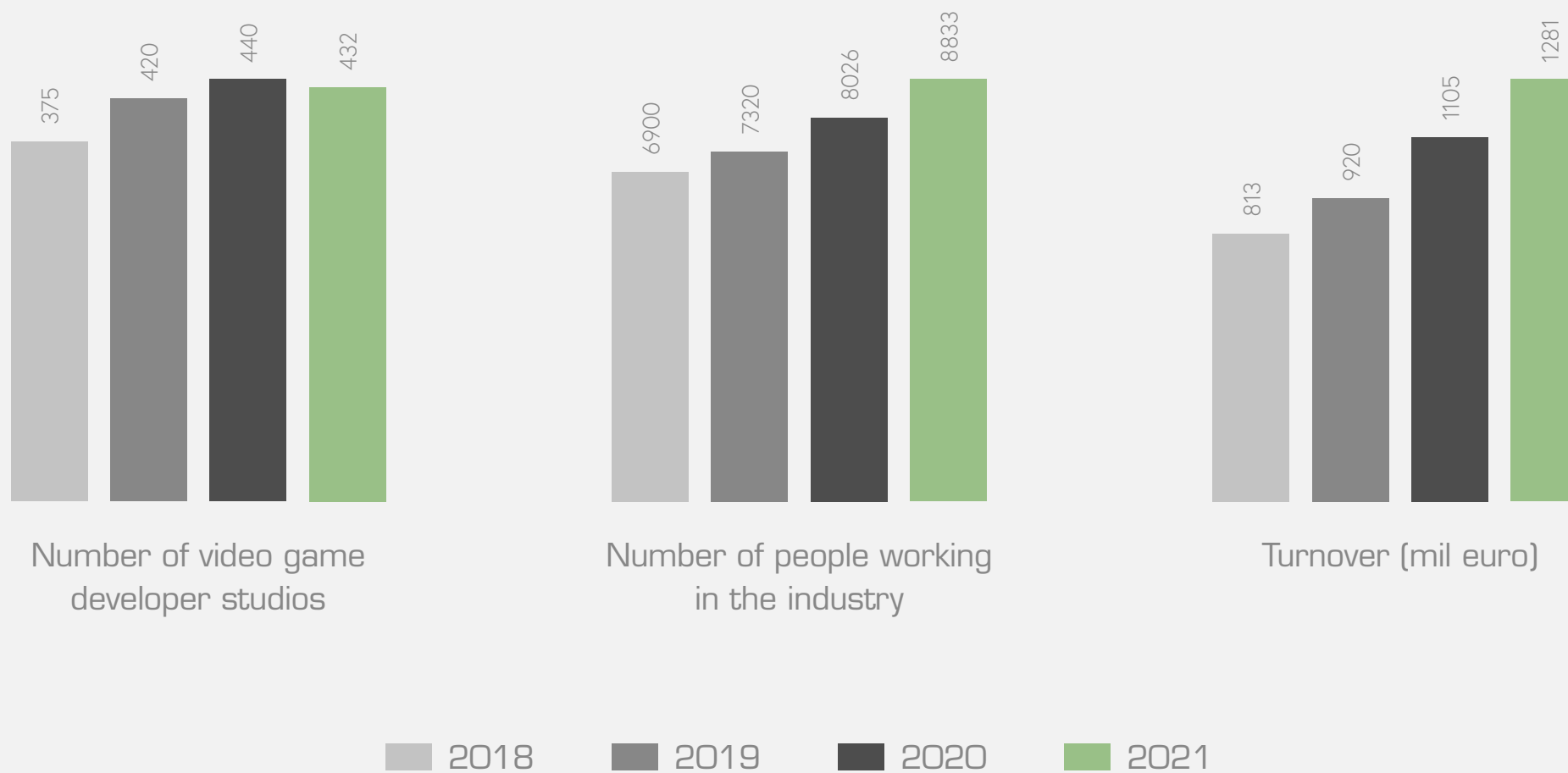
Slovenia

Slovenia Games Association



Spain

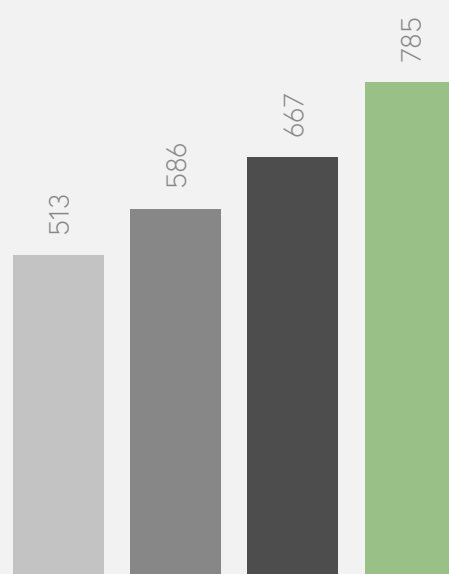
Spanish Desarrollo español de videojuegos



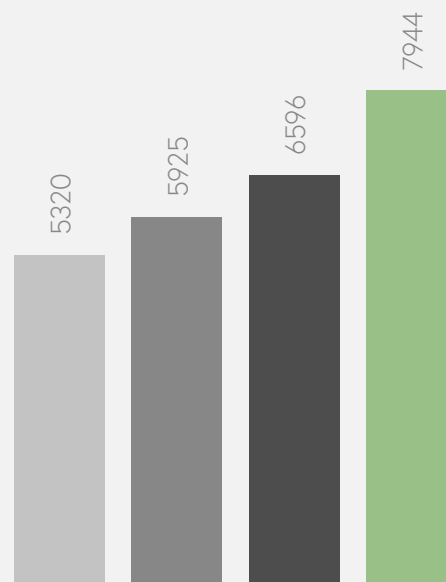
Find more information in the full report [📄](#)

Sweden

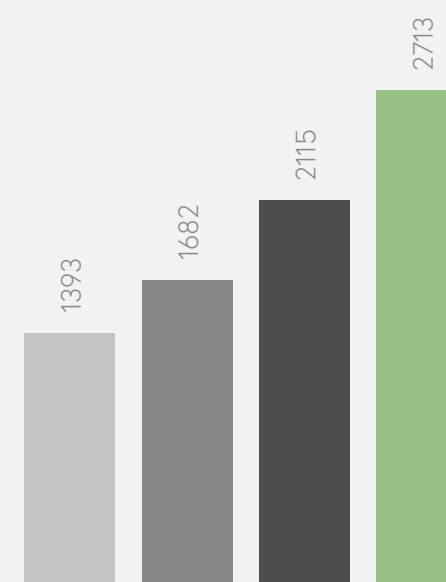
Dataspelsbranschen/ Swedish Games Industry



Number of video game developer studios



Number of people working in the industry



Turnover (mil euro)

2018 2019 2020 2021

Find more information in the full report [📄](#)

Turkey

TOGED (Game Developers Association of Turkey)



52

Number of video game
developer studios (2020)

N/A

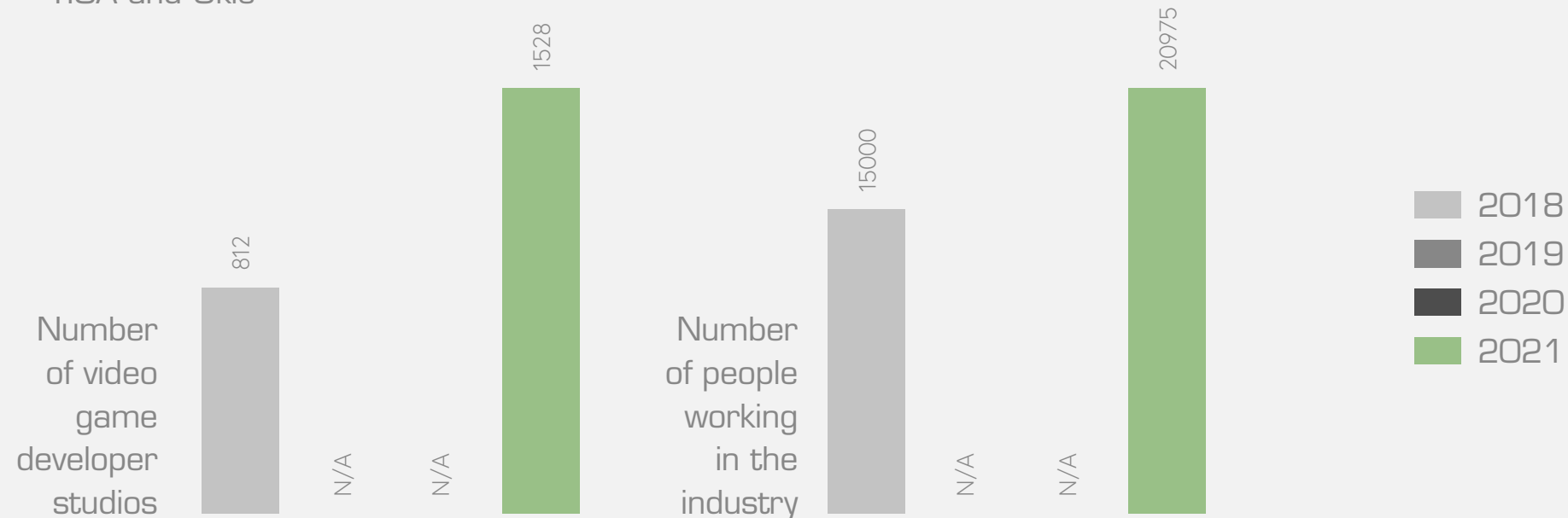
Number of people working
in the industry (2020)

2016

Turnover (mil euro)
(2020)

United Kingdom

TIGA and Ukie



ukie

2770
Turnover
(mil euro) (2019)

Find more information in the full report [📄](#)

Note: The associations have different methodologies for collecting the data.

APPENDIX

VIDEO GAMES INDUSTRY 2021 REPORTS BY COUNTRY

BELGIUM

BelgianGames (FLEGA, WALGA and games.brussels)

**CROATIA**

Croatian Game Development Alliance

**CZECH REPUBLIC**

Czech Game Developers Association

**FINLAND**

Neogames Finland Assn.

**GERMANY**

game - Verband der deutschen Games-Branche e.V

**ICELAND**

Icelandic Game Industry

**NORWAY**

Virke Norwegian Producers Association

**ROMANIA**

Romanian Game Developers Association

**SERBIA**

Serbian Games Association

**SLOVAKIA**

Slovak Game Developers Association

**SPAIN**

Spanish Desarrollo español de videojuegos

**SWEDEN**

Dataspelsbranschen/ Swedish Games Industry

**UNITED KINGDOM**

TIGA



EDUCATIONAL INSTITUTIONS PROVIDING STUDY PROGRAMMES IN GAME DEVELOPMENT IN EUROPE

Educational institutions providing study programs in game development in Europe

Austria: 13 institutions

- TU Graz
- HTL Spengergasse
- FH Salzburg
- FH Vorarlberg
- FH Hagenberg
- FH Wien BFI
- TU Wien
- FH St.Pölten
- SAE Wien
- Uni Klagenfurt
- Donau-Universität
- FH Technikum Wien
- FH Joanneum

Belarus: 3 institutions

- Belarus State University
- Belarusian State University of Informatics and Radioelectronics
- Institute of Modern Knowledge

Belgium: 8 institutions

- AP Hogeschool
- Digital Arts and Entertainment
- Haute Ecole Albert Jacquard
- Interface3
- Karel de Grote-Hogeschool
- LUCA School of Arts
- Syntra Vlaanderen
- Technocité

Croatia: 7 institutions

Formal Institutions

- PISMO game development incubator
- Algebra University College
- High School Sisak
- High School Novska

Non-formal institutions

- Machina Academy
- Edu4Games Lifelong Learning
- Game Development Academy Osijek

Czech Republic: 8 institutions

- Faculty of Arts, Masaryk University
- University of West Bohemia (Pilsen)
- Academy of Arts Architecture and Design (Prague)
- Film and TV School of The Academy of Performing Arts (Prague).
- Brno University of Technology, Faculty of Information Technology
- Czech Technical University in Prague
- The Faculty of Fine Arts and Music in University of Ostrava
- Faculty of Multimedia Communications

Estonia: 3 institutions

- Mainor
- Tallinn University
- Tartu University

Denmark: 6 institutions

- Dania Games
- IT university of Copenhagen
- Aalborg University
- The University of Southern Denmark
- National Film School of Denmark
- KADAK (The Royal Danish Academy of Fine Arts, Schools of Architecture, Design and Conservation)

Finland: 39 institutions

Universities

- Aalto University
- Tampere University
- LUT University
- University of Eastern Finland
- University of Jyväskylä
- University of Lapland
- University of Turku

Universities of Applied Sciences

- Centria University of Applied Sciences
- Kajaani University of Applied Sciences
- Karelia-ammattikorkeakoulu
- JAMK University of Applied Sciences
- Haaga-Helia
- LAB University of Applied Sciences

- Lapland University of Applied Sciences
- Oulun ammattikorkeakoulu
- Metropolia University of Applied Sciences
- Savonia
- South-Eastern Finland University of Applied Sciences
- Tampere University
- Turku University of Applied Sciences

Vocational Upper Secondary Education and Training

- Ahlmannin koulun säätiö
- Careeria
- Business College Helsinki
- Helsinki Vocational College
- HEO
- Kainuun ammattiopisto
- Kauhajoen evankelinen opisto
- Kouvolan seudun ammattiopisto
- Joutsenon opisto
- Laajasalon opisto
- Lybeckerin opisto
- Omnian ammattiopisto
- Oulun seudun ammattiopisto
- Pohjois-Karjalan koulutuskuntayhtymä
- Prakticum
- Sataedu

- Suupohjan koulutuskuntayhtymä
- Taitotalo
- Turun ammatti-instituutti

France: 130 institutions

Germany: 115 institutions

Akademie Deutsche Pop Hamburg

- Bauhaus Universität Weimar
- Berufliche Schule für Medien und Kommunikation
- bib International College Bergisch Gladbach
- bib International College Paderborn
- bib International College Hannover
- btk Hochschule
- Burg Giebichenstein Kunsthochschule Halle
- design akademie berlin | SRH Hochschule für Kommunikation und Design
- Designakademie Rostock
- Designschule Leipzig
- Designschule Schwerin
- Duale Hochschule Baden-Württemberg Ravensburg

Germany

- Fachhochschule Aachen
- Fachhochschule Aalen
- Fachhochschule Potsdam
- Fachhochschule Wedel Gemeinnützige Schulgesellschaft mbH
- FH Dresden
- Filmakademie Baden-Württemberg
- Filmuniversität Babelsberg
- Filmuniversität Babelsberg KONRAD WOLF und Universität Potsdam in Kooperation mit dem Erich Pommer Institut
- Filmuniversität Babelsberg KONRAD WOLF und Universität Potsdam in Kooperation mit dem Erich Pommer Institut
- Freie Universität Berlin
- Friedrich-Albert-Lange Berufskolleg Duisburg
- Games Academy Berlin
- Games Academy Frankfurt
- GPB - Gesellschaft für Personalentwicklung und Bildung GmbH
- Hamburg Media School
- HAW Hamburg
- HBK Essen
- hdpk SRH Hochschule der populären Künste
- HFBK Hamburg
- HMKW Hochschule für Medien, Kommunikation und Wirtschaft
- HMKW Hochschule für Medien, Kommunikation und Wirtschaft
- Hochschule Anhalt
- Hochschule Aschaffenburg
- Hochschule Augsburg
- Hochschule Bonn-Rhein-Sieg
- Hochschule Bremerhaven
- Hochschule Darmstadt
- Hochschule der Medien
- Hochschule Flensburg
- Hochschule Fulda
- Hochschule Furtwangen
- Hochschule für angewandtes Management
- Hochschule für Bildende Künste Braunschweig
- Hochschule für Musik, Theater und Medien Hannover
- Hochschule für Schauspielkunst "Ernst Busch"
- Hochschule Hannover
- Hochschule Harz
- Hochschule Heilbronn
- Hochschule Kaiserslautern
- Hochschule Kempten
- Hochschule Macromedia
- Hochschule Mainz - Fachbereich Gestaltung
- Hochschule Mittweida
- Hochschule Neu-Ulm
- Hochschule Offenburg
- Hochschule Ravensburg-Weingarten
- Hochschule RheinMain
- Hochschule Trier
- Hochschule Worms
- HTK Academy
- HTW Berlin
- HTW Dresden
- Humboldt-Universität zu Berlin
- IUBH Internationale Hochschule
- Kunsthochschule für Medien Köln
- Kunsthochschule Kassel
- Leuphana Universität Lüneburg
- Macromedia Akademie
- BAF Bayerische Akademie für Fernsehen und Digitale Medien

Germany

- mAHS, media Akademie – Hochschule Stuttgart
- Mediadesign Hochschule Berlin
- Mediadesign Hochschule Düsseldorf
- Mediadesign Hochschule München
- Merz Akademie
- Ostbayrische Hochschule
- OSZ IMT
- PIXL VISN
- S4G School for Games GmbH
- SAE Insititute Hamburg
- SAE Insititute München
- SAE Institute
- SAE Institute Berlin
- SAE Institute Bochum
- SAE Institute Köln
- School of Games
- SRH Hochschule Heidelberg
- Staatliche Hochschule für Gestaltung Karlsruhe
- TH Brandenburg
- TH Köln / Cologne Game Lab
- TU München
- University of Applied Sciences Europe
- Universität Bayreuth

- Universität Bonn
- Universität Bremen
- Universität der Künste Berlin
- Universität Hamburg
- Universität Koblenz-Landau
- Universität Magdeburg
- Universität Paderborn
- Universität Würzburg
- WAVE AKADEMIE für Digitale Medien
- Wilhelm Büchner Hochschule

Iceland: 3 institutions

- Keilir
- Tækniskólinn
- Reykjavík University

Ireland: 19 institutions

- Pulse College
- Northern Regional College
- Athlone Institute of Technology
- Carlow Institute of Technology
- Waterford Institute of Technology
- Tralee Institute of Technology
- Limerick Institute of Technology
- Dundalk Institute of Technology
- Letterkenny Institute of Technology

- Dublin Institute of Technology
- TU Dublin
- University College Limerick
- Ballyfermot College of Further Education
- University of Ulster
- Bray Institute of Higher Education
- St. John's Central College of Further Education and Training
- Cenit College

Latvia: 1 institution

- RĪGAS MĀKSLAS UN MEDIJU TEHNIKUMS

Lithuania: 2 institutions

- Game Development – Vilniaus Verslo kolegija
- Vilnius Business College

Norway: 6 institutions

- INN – Inland Norway University of Applied Sciences
- NTNU – Norwegian University of Science and Technology
- UiT – The Arctic University of Norway
- Nord University

Norway

- Kristiania University College
- Noroff – School of technology and digital media

Poland: 44 institutions

- The Strzemiński Academy of Art in Lodz
- Maria Curie-Sklodowska University in Lublin
- University of Information Technology and Management in Rzeszow
- College of Economics and Computer Science in Krakow
- University of Information Technology and Management "Copernicus" in Wroclaw
- University of Social Sciences in Lodz,
- The Maritime University of Szczecin
- Lodz University of Technology
- Pedagogical University in Krakow
- University of Lower Silesia in Wroclaw
- Academy of Fine Arts in Warsaw
- Vistula University in Warsaw
- University of Opole
- Tischner European University in Kraków
- Kielce University of Technology
- University of Technology in Koszalin
- Czestochowa University of Technology
- Silesian University of Technology in Gliwice
- Poznan University of Technology
- University of Silesia in Katowice
- Cracow University of Technology
- West Pomeranian University of Technology in Szczecin
- University of Applied Sciences in Nysa
- University of Zielona Gora
- WSB-NLU (Higher School of Business – National-Louis University) in Nowy Sacz
- Academy of Fine Arts in Katowice
- Academy of Art in Szczecin
- The Karol Godula Upper Silesian Academy of Entrepreneurship in Chorzow
- University of Silesia in Cieszyn
- Kozminski University in Warsaw
- University of Bialystok
- Kazimierz Wielki University in Bydgoszcz
- University of Humanities and Economics in Lodz
- The West Pomeranian Business School in Szczecin
- University of Economics in Katowice
- School of Computer Science and Skills in Lodz,
- The Eugeniusz Geppert Academy of Art and Design in Wroclaw
- Collegium Da Vinci in Poznan
- Warsaw Film School
- Katowice Institute of Information Technologies
- Jagiellonian University in Krakow
- WSB University in Gdansk
- The University of Economics and Human Sciences in Warsaw
- Polish-Japanese Academy of Information Technology in Warsaw

Portugal: 21 institutions

Non-Formal Institutions

- Escola de Tecnologias Inovação E Criação
- Restart
- World Academy
- Odd School

Portugal

Formal institutions

- Master D
- IPBragança - ESACT
- IPCA - Escola Superior De Tecnologia
- IPIaget Do Sul
- IPLeiria - Escola Superior De Tecnologia E Gestão
- IPMaia - Escola Superior De Tecnologia E Gestão
- IPP - Escola Superior De Media Artes E Design
- IPS - Escola Superior De Tecnologia De Setúbal
- IPT - Escola Superior De Tecnologia De Abrantes
- UEuropeia - IADE
- ULisboa - Instituto Superior Técnico
- ULusófona De Humanidades E Tecnologia
- ULusófona Do Porto
- Universidade De Aveiro
- Universidade Da Beira Interior
- Universidade De Coimbra
- Universidade Do Portos

Romania: 3 institutions

State Universities

- Politehnica University of Bucharest
- Ion Mincu University of Urbanism and Architecture
- National University of Theatre Arts and Cinematography

Serbia: 12 institutions

- “Master 4.0” program for IT and Business
- “Master 4.0” program for Creative Industries/Gaming
- College of Vocational Studies, Belgrade Polytechnic
- Faculty of Contemporary Arts Belgrade, Graphic Design department
- Faculty of Dramatic Arts in Belgrade
- Faculty of Technical Sciences, Novi Sad
- Metropolitan University, Faculty of Information Technology
- SAE Institute Belgrade
- Singidunum University, Faculty of Media and Communications
- University of Belgrade, Faculties of Organizational Sciences and Electrical Engineering

- University of Niš
- University of Novi Sad, Academy of Arts

Slovakia: 11 institutions

- Game Development and Design
- Butterfly Effect
- Digital Games Theory
- Department of Visual Effects
- Department of Game design
- Academy of Fine Arts and Design Bratislava / MediaLab
- Comenius University in Bratislava
- Secondary Technical School Hálova
- Vocational Art School Košice
- Vocational Art School Trenčín Academy of Animation
- University of St. Cyril and Methodius in Trnava

Spain: 60 institutions

- Escuela de Imagen y Sonido de Vigo (EISV)
- European Business Factory (EBF)
- Universidade da Coruña
- ESNE Asturias
- DigiPen Europe-Bilbao

Spain

- Escuela Superior de Imagen y Sonido ACEIMAR
- Universidad Internacional de la Rioja (UNIR)
- Creanavarra- Pamplona
- CPA Salduie
- MasterD
- Universidad San Jorge (USJ)
- Unreal Training Hub
- Akiba School
- Centro de la Imagen y la Tecnología Multimedia (CITM - UPC)
- Escola de Noves Technologies Interactives (ENTI)
- Escola Pia Granollers
- Escuela de Arte y Superior de Diseño Deia
- Escuela IDesigner
- Fundación Obicex
- Level Up (Game Development Hub)
- Tecnocampus
- Universitat de Vic (UVic)
- Universitat Pompeu Fabra (UPF)
- UPC School
- CEV - Escuela Superior de Comunicación, Imagen y Sonido

- CICE
- e-Squad Academy
- Escuela CES - Escuela Superior de Imagen y Sonido
- Escuela Trazos
- ESNE
- Gametopia
- The Global eSports Academy
- U-tad
- Universidad Complutense de Madrid (UCM)
- Universidad de Alcalá
- Universidad Europea de Madrid
- Universidad Francisco de Vitoria
- Universidad Rey Juan Carlos
- Voxel School
- Escuela Superior de Arte y Tecnología (ESAT)
- Florida Replay
- Primer Frame
- UA School (Universal Arts School)
- Universitat Jaume I
- Cesur Murcia Audiovisual
- Escuela Superior Internacional de Diseño (ESI Murcia)
- Arcan Studios
- Arcan Studios

- Aula Arcade
- Aula de Videojuegos
- Centro ArteBit
- Escuela Superior de Arte y Diseño (ESADA)
- Escuela Superior de Comunicación Audiovisual (ESCAV)
- Escuela Superior de Videojuegos y Arte Digital (EVAD)
- Gamia
- Polo Nacional de Contenidos Digitales
- Universidad de Málaga (UMA)
- V-ART Escuela Audiovisual
- Frogames- Palma de Mallorca
- Universidad de La Laguna- Teneri

Sweden: 15 institutions

Universities & Colleges

- Blekinge Institute of Technology
- Chalmers
- University of Skövde
- Luleå University of Technology
- Stockholm University of the Arts
- Uppsala University: Campus Gotland

YH educations

- Forsbergs Skola (Stockholm)
- PlaygroundSquad (Falun)

Sweden

- The Game Assembly (Malmö / Stockholm)
- Yrgo (Gothenburg)
- Futuregames (Stockholm)
- Futuregames - QA / GAME TESTER (Boden)
- Futuregames - GAME PROGRAMS, PROJECT MANAGER IT & GAMES and FUTUREGAMES GAME & UX DESIGNER (Skellefteå)
- Visual Magic - VFX artist - 3D visualization (Skellefteå)
- Experience Designer - Games & Stories (Karlstad)

UK: 136 institutions

- Abertay University
- Aberystwyth University
- ACM
- Anglia Ruskin University Higher Education Corporation
- University of the Arts, London
- Bangor University
- Bath Spa University
- University of Bedfordshire
- Birmingham City University
- Blackburn College
- Blackpool and the Fylde College
- The University of Bolton
- Bournemouth University
- The University of Bradford
- Bradford College
- University of Brighton
- Brunel University London
- Buckinghamshire New University
- Burnley College
- Cambridge Ruskin International College Limited
- Canterbury Christ Church University
- Cardiff and Vale College
- Cardiff Metropolitan University
- University of Central Lancashire
- University of Chester
- University of Chichester
- City College Plymouth
- City, University of London
- The City of Liverpool College
- City of Wolverhampton College
- Colchester Institute
- Cornwall College
- Coventry College
- Coventry University
- The University of Cumbria
- De Montfort University
- University of Derby
- Dudley College of Technology
- The University of East London
- Edge Hill University
- Edinburgh Napier University
- The University of Essex
- Falmouth University
- Farnborough College of Technology
- Futureworks
- Gateshead College
- Glasgow Caledonian University
- Glasgow School of Art.
- University of Gloucestershire
- Gloucestershire College
- Glyndwr University
- Goldsmiths, University of London
- University of Greenwich
- Heart of Worcestershire College
- Heriot-Watt University
- Hertford Regional College
- University of Hertfordshire
- University of Huddersfield
- Hugh Baird College
- University of Hull
- Hull College Group

UK:

- Institute of Contemporary Music Performance
- Keele University
- Kingston University
- University of Leeds
- Leeds Beckett University
- University of Lincoln
- The University of Liverpool
- Liverpool John Moores University
- Coleg Llandrillo
- The London College
- London Metropolitan University
- London South Bank University
- Luminate Education Group
- The Manchester College
- Manchester Metropolitan University
- Middlesex University
- Newcastle College
- Newcastle University
- North Lindsey College
- North Warwickshire and South Leicestershire College
- The University of Northampton
- Northern Skills Group
- University of Northumbria At Newcastle
- Norwich University of the Arts
- Nottingham Trent University
- Nova Centric Limited
- The Oldham College
- Pearson College London
- Petroc
- University of Plymouth
- Plymouth College of Art
- University of Portsmouth
- Ravensbourne University London
- Rnn Group
- Royal Holloway, University of London
- SAE Institute Ltd
- The University of Salford
- Salford City College
- Sheffield College, the
- Sheffield Hallam University
- Solent University, Southampton
- South Essex College of Further and Higher Education
- South Gloucestershire and Stroud College
- University of South Wales/Prifysgol De Cymru
- University of Southampton
- Southport College
- St Helens College
- Staffordshire University
- University of Suffolk
- University of Sunderland
- University of Sussex
- Tec Partnership
- Teesside University
- Truro and Penwith College
- Ulster University
- University Centre South Devon
- University Centre Weston
- University for the Creative Arts
- UWE Bristol
- Wakefield College
- University of Wales: Trinity Saint David
- Warwickshire College
- West Herts College
- The University of West London
- University of the West of Scotland
- West Suffolk College
- The University of Westminster
- Wiltshire College and University Centre
- University of Winchester
- University of Wolverhampton
- University of Worcester
- Coleg Y Cymoedd
- Yeovil College
- York St John University

QUESTIONNAIRE

Questionnaire

o. Methodology:

Definitions:

- > A game developer studio- is a sole trader or a self-employed person engaged in an economic activity or a company that is registered in the local trade register, whose main source of turnover is coming from developing games (e.g. either developing their own IP or subcontracting game development to other studios). This includes one-man teams. Both studios doing self-publishing and using external publishers are taken into account.
- > A third-party publisher is a company registered in the local trade register that publishes third-party games on behalf of game developer studios that developed them.
- > Do not include data from service providers that is not also a game developer studio or publisher.
- > A service provider is a company that does not make significant artistic contributions to new games. Service provider is for example a business, legal or HR consulting company, QA testing services or analytics services. Service provider is also a company which role is strictly limited to creating assets (for example music or graphics) for other game developer studios or only porting existing games for new platforms.

--> Do not include retail game distribution companies and retailers.

--> An active company is a company that is registered in a trade register, has people working for the company and is generating turnover. In practice, this often has to be evaluated case by case.

- o.1. How was the data collected? For example, is data based on information collected from a business register or on interviewing companies? Did you collect the data by yourself or is the data aggregated from third party sources? If yes, what was the source of the data? (Open question)
- o.2. How did you identify companies that were included in your data sets? E.g. did you only include your members or do you have a register of active game developer studios and publishers in your country? (Open question)
- o.3. All in all, what is the number of developers and publishers you were able to get data from? Do not include service providers into this number. (Number)
- o.4 If you have published a report on **2021** data, please send us a link to it:

1. Number of active game developer studios and publishers in your country

Definitions:

DO INCLUDE

- > A game developer studio- is a sole trader or a self-employed person engaged in an economic activity or a company that is registered in the local trade register, whose main source of turnover is coming from developing games (e.g. either developing their own IP or subcontracting game development to other studios). This includes one-man teams. Both studios doing self-publishing and using external publishers are taken into account.
- > A third-party publisher is a company registered in the local trade register that publishes third-party games on behalf of game developer studios that developed them.
- > An active company is a company that is registered in a trade register, has people working for the company and is generating turnover. In practice, this often has to be evaluated case by case.
- > A **local subsidiary** is a company owned in your country by a parent company, but with an own business ID.

DO NOT INCLUDE

- > Do not include retail game distribution companies and retailers.
- > Do not include data from service providers that is not also a game developer studio or publisher. A service provider is a

company that does not make significant artistic contributions to new games. Service provider is for example a business, legal or HR consulting company, QA testing services or analytics services. Service provider is also a company which role is strictly limited to creating assets (for example music or graphics) for other game developer studios or only porting existing games for new platforms.

- > A corporate group is a group of companies owned by a parent company. Do not include data of local subsidiaries in the data of a parent company located in your country. Do not include subsidiaries (local studios) owned by parent company in other countries. Subsidiaries should be reported independently
- > Do not include holding companies. A holding company is a company that holds stocks of game developer studios and third-party publishers and does not have any own game development activities.

1.1. Number of active game developer studios and publishers in your country in 2021

- 1.1.1. What was the total number of active game developer studios and publishers located in your country in 2021? (Number)
Please make sure that you do not count twice companies which are both a game developer and third-party publisher.

- 1.1.2. What is the total number of active game developer studios in your country in 2021? Both studios doing self-publishing or using external publishers are taken into account (Number)
- 1.1.3 What was the number of active third-party publishers located in your country in 2021? (Number)
Please note that a company can be at the same time game developer studio and a third-party publisher.
- 1.1.4. What is the number of local holding companies investing in game developer studios and third-party publishers in your country, in 2021? (Number)

2. Number of people working for game developer studios and publishers in your country, in 2021

Definitions:

DO INCLUDE

- > *Employees: By number of people working in the industry in your country, we mean full time equivalent (FTE) of employees, entrepreneurs, in-house freelancers etc. employed by game developer studios and publishers located in your country.*
- > *Remote working employees in third countries: If a studio has remote working employees in third countries, they should be included in the employment data of the country where the studio is registered in.*

DO NOT INCLUDE

- > *Employees in subsidiaries in third countries: If a game developer studios / publisher established in your country owns studios in other countries, people working in those studios based in foreign countries should not be included in this number.*
- > *Subcontractors in third countries: If a studio has a subcontractor (a company) in a third country, this should not be included in the employing data.*

- 2.1.1 What was the number of people working for game developer studios and publishers in your country in 2021? (Number)
- 2.1.2. Are staff, in general, working for game developer studios and publishers in your country: (it can be estimated if you do not have exactly data) in 2022/ 2023, or the latest data available: scale 0 to 10 where 0 is only other forms of employment (freelancers, independent contractors, employer on record etc.) and 10 is only directly employed employees. (In other words, what is the rough estimated percentage of directly employed employees of all staff working in the industry)

2.2 Gender of employees in 2021

- 2.2.1. What percentage of the people, working for the local game developer studios and publishers, were females in 2021? (Percentage)
- 2.2.2. What percentage of the people, working for the local game developer studios and publishers, were male in 2021? (Percentage)
- 2.2.3. What percentage of the people, working for the local game developer studios and publishers, were other genders in 2021? (Percentage)

3. Revenue generated by the industry in 2021

Definitions:

DO INCLUDE:

--> *Industry turnover means the net revenue generated by all game developer studios and publishers established in your country, including subsidiaries of big global games industry conglomerates. For non-euro countries, please use annual average currency exchange rate for the year.*

DO NOT INCLUDE

-> *The turnover does not mean the revenue generated by consumers sales of games in your country (e.g. revenue from retailers of platforms from selling games to players in your country; a.k.a. data on market size).*

3.1. What was the total turnover of local game developer studios and publisher located in your country in 2021? (Number in million euros)

3.2. Industry consolidation/ concentration in the hands of few biggest studios (subtitle) in 2021

3.2.1. How much of that revenue was generated by the biggest (in terms of revenue) 10% of studios and publishers in 2021? (Percentage)

4. New games in 2021

Definitions

DO INCLUDE

--> *New games: Only a new game for global launch. Not alpha or soft launch or early access game. If a game is ported on a new platform, it is a new game only if it is significantly different from the old version.*

--> *Co-productions: co-production is a game that is produced jointly by a number of different games developer studios. In co-production revenue generated is typically split between participating parties and IP created is co-owned.*

4.1. What was the number of game developer studios located in your country that published new games during 2021? Please include both the companies that self-published

new games and companies that used third-party publisher for publishing new games. Co-production games should be included in the data of each contributing country.
(Number)

4.2. What was the number of new titles published by game developer studios in your country in 2021? Please include both the companies that self-published new games and companies that used third-party publisher for publishing new games. Games developed by the local subsidiaries of big global industry conglomerates should be included in this number. (Number)

4.2.1. How many of these new titles were self-published?
(Number)

4.2.2. How many of these new titles were published by an external publisher? (Number)

4.3. Platforms in 2021 (subtitle)

4.3.1. What is the percentage of local game developer studios that develop games for the following platforms: PC/MAC, Console/Handheld consoles, mobile/tablet, browser, VR/AR? (Percentage)

4.3.2. Please explain your methodology of calculating this.

5. Game education, the latest data available

Definitions

DO INCLUDE

--> *Game educational institution: is a formal, officially registered, private or public educational institution providing education leading to a degree in game research or game development recognized by European Qualification Framework. A program leading to a degree in game research or game development means a degree program focused and specialized on game research (e.g. ludology or media studies) or development (from arts, programming, game design or any other perspective).*

--> *Non-formal game education institution: Institutions which provide non-degree-oriented game education*

DO NOT INCLUDE

--> *Different game education program in the same educational institution*

--> *Education institutions providing degree programs where games are only included in a few courses*

--> *Training programs (e.g. private online programs run by game developer studios and publishers) should not be included in this data. (no matter the length of program)*

- 5.1. What is the number of educational institutions providing formal educational programs focused on game research (e.g. ludology) or game development (the latest data available, please mention the year)? If one institution has more than one game focused degree programs, it should be calculated only once. (Number)
- 5.2. What is the number of *non-formal game education institution* providing programs focused on game development (the latest data available, please mention the year)?
- 5.3. Please check the list of educational institutions that EGDF has published last year and notice us if there are any changes. Can you provide links to these institutions? If possible, please identify what EQF degree levels each of these educational institution covers. Usually, universities are level 6 to 8, Polytechnics and Universities Applied Science are level 6 to 7, Vocational education is level 4. You can access national qualification frameworks and relevant degree levels here: <https://www.cedefop.europa.eu/en/country-reports/european-inventory-of-nqfs>

6. Public Support, the latest data available (please mention the year)

Definitions:

- > *Cultural aid: de minimis funding available for video game production, funding notified as cultural state aid in Brussels*
- > *R&D aid: de minimis aid available for technological innovation and business model development, R&D&I aid under GBER*
- > *SME aid: de minimis funding targeted for starting a company, SME aid under GBER*
- > *A dedicated funding instrument is a public funding instrument that specifically mentions game developer studios and publishers as its target groups*

Please check the list of public support instruments that EGDF published last year.

- 6.1. From what year is your data?
- 6.2. Do you have in your country (click all the boxes that apply to your country): Cultural state aid for video game production:
 - 6.1.1. Cultural grants in general
 - 6.1.2. Cultural grants dedicated for game developer studios.
Please provide a link to this funding program

6.1.3. Cultural loans and loan guarantees in general

6.1.4. Cultural loans and loan guarantees dedicated for game developer studios. Please provide a link to this funding program

6.1.5. Cultural tax credits in general

6.1.6. Cultural tax credits dedicated for game developer studios. Please provide a link to this funding program

6.1.7. Cultural equity funding in general

6.1.8. Cultural equity funding dedicated for game developer studios. Please provide a link to this funding program

6.1.9. None of the above

6.2. Do you have in your country (click all the boxes that apply to your country): R&D Aid for innovation :

6.2.1. R&D grants in general

6.2.2. R&D grants dedicated for game developer studios. Please provide a link to this funding program

6.2.3. R&D loans and loan guarantees in general

6.2.4. R&D loans and loan guarantees dedicated for game developer studios. Please provide a link to this funding program

6.2.5. R&D tax credits in general

6.2.6. R&D tax credits dedicated for game developer studios. Please provide a link to this funding program

6.2.7. R&D equity funding in general

6.2.8 R&D equity funding dedicated for game developer studios. Please provide a link to this funding program

6.2.9. None of the above

6.3 Do you have in your country (click all the boxes that apply to your country): SME aid for launching a new studio:

6.3.1. SME grants in general

6.3.2. SME grants dedicated for game developer studios. Please provide a link to this funding program

6.3.3. SME loans and loan guarantees in general

6.3.4. SME loans and loan guarantees dedicated for game developer studios. Please provide a link to this funding program

6.3.5. SME tax credits in general

6.3.6. SME tax credits dedicated for game developer studios. Please provide a link to this funding program

6.3.7. SME equity funding in general

6.3.8. SME equity funding dedicated for game developer studios. Please provide a link to this funding program

6.3.9. None of the above

ABOUT EUROPEAN GAMES DEVELOPER FEDERATION

Uniting the industry

The European Games Developer Federation e.f. (EGDF) unites national trade associations representing game developer studios based in 22 European countries: Austria (PGDA), Belgium (FLEGA), Croatia (CGDA), Czech Republic (GDACZ), Denmark (Producentforeningen), Finland (Suomen pelinkehittäjät), France (SNJV), Germany (GAME), Italy (IIDEA), Lithuania (LZKA), Netherlands (DGA), Norway (Produsentforeningen), Poland (PGA, Indie Game Poland Foundation), Portugal (APVP), Romania (RGDA), Serbia (SGA), Spain (DEV), Slovakia (SGDA), Sweden (Spelplan-ASGD), Switzerland (SGDA), Turkey (TOGED) and the United Kingdom (TIGA). For more information, visit <https://www.egdf.eu/>

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