

# SLOVAK GAME DEVELOPMENT INDUSTRY 2023

## COMPANY PROFILES

ACTIVE COMPANIES **66**



LEGAL FORM

<b>81.8%</b>	<b>9.1%</b>	<b>7.6%</b>	<b>1.5%</b>
Private company	Physical person	Self-employed	NGO



PRIMARY ORIENTATION

<b>72.7%</b>	<b>13.6%</b>	<b>13.6%</b>
Own game development	Outsourcing and co-development	Gamedev-related services and activities



YEARS ACTIVE

<b>30.3%</b>	<b>10.6%</b>	<b>40.9%</b>	<b>6.1%</b>	<b>12.1%</b>
0 to 2 years	3+ years	5+ years	10+ years	15+ years

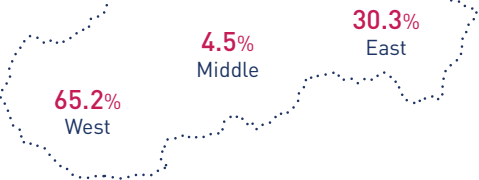


COMMISSIONED WORK AND OUTSOURCING

<b>51.5%</b>	<b>24.2%</b>
No commissions or outsourcing	Outsourcing parts of games and assets
<b>18.3%</b>	<b>6%</b> Outsourcing parts and full development of games, but no contracts yet

## COMPANY LOCATION

GEOGRAPHICAL LOCATION



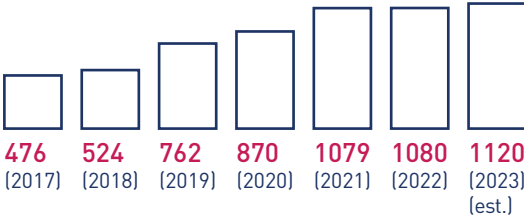
LOCATION BASED ON CITY

Bratislava	<b>45.5%</b>
Košice	<b>21.3%</b>
Other	<b>33.2%</b>

## EMPLOYEES



OVERALL NUMBER OF EMPLOYEES



TOP 10 COMPANIES BASED ON EMPLOYEE HEADCOUNT

1. Pixel Federation
2. QORPO
3. PowerPlay Studio
4. SuperScale
5. Inlogic Software
6. Nine Rocks Games
7. STUDIO 727
8. Games Farm
9. NOISE artillery
10. 60fps



COMPANY SIZE BASED ON EMPLOYEE HEADCOUNT



NUMBER OF EMPLOYEES IN TOP 10% OF COMPANIES

**669**

## EMPLOYEES

### ⊕ WORKING POSITIONS BASED ON SPECIALIZATION

29.5%	.....	Programmer
27.4%	.....	Graphic artist
20.5%	.....	Other
13.0%	....	Game designer
12.4%	....	Production
7.4%	...	Marketing, sales
7.3%	...	Animator
6.2%	...	Tester
5.3%	...	Community manager
4.2%	..	Data analytic
2.6%	..	Sound designer, composer

### ⊕ POSITIONS HARDEST TO FILL

42.4%	<input type="checkbox"/>	None
30.3%	<input type="checkbox"/>	Programmer
16.7%	<input type="checkbox"/>	Game designer
16.7%	<input type="checkbox"/>	Graphic artist
15.2%	<input type="checkbox"/>	Animator
9.1%	<input type="checkbox"/>	PR / Marketing
7.6%	<input type="checkbox"/>	Data analytic
7.6%	<input type="checkbox"/>	Other
4.5%	<input type="checkbox"/>	Production
3%	<input type="checkbox"/>	Sound designer, composer
1.5%	<input type="checkbox"/>	Tester



NEW WORKING  
POSITIONS OPENED  
IN 2022

221



NEW WORKING  
POSITIONS OPENED  
IN 2023 (est.)

50



MEDIAN AGE  
OF EMPLOYEES

30



NUMBER OF WOMEN  
WORKING IN SLOVAK  
GAMEDEV

205 (19%)



PERCENTAGE OF  
COMPANIES  
EMPLOYING WOMEN

51,5%



NUMBER OF EMPLOYEES  
FROM ABROAD



COUNTRIES  
OF ORIGIN  
OF FOREIGN  
EMPLOYEES

39.7%	Czechia
19.5%	Various
13.8%	Ukraine
12.1%	UK
6.9%	Russia
3.5%	United States
3.5%	Serbia
3.5%	Vietnam



POSITIONS OCCUPIED  
BY WOMEN

3.7%	Various
31.2%	Graphic artist
8.6%	PR / Community manager
7.4%	Production
7.4%	Marketing, sales
5.7%	Game designer
5.7%	Data analytic
5.1%	Animator
4.6%	Tester
4.0%	Programmer



INTERNATIONAL EMPLOYEES

45.5%	We employ them and plan to employ more in the future	33.3%	We don't employ them and are not planning to employ them in the future
18.2%	We don't employ them, but are planning to employ them in the future	3%	We employ them but are not planning to employ them in the future



POSITIONS OCCUPIED BY  
FOREIGN EMPLOYEES

Graphic artist	34.5%
Tester	25.9%
Programmer	9.5%
Other	10.3%
Game designer	5.2%
Sound designer / Composer	5.2%
Animator	4.3%
Production	2.6%
Marketing / Sales	1.7%
PR / Community manager	0.9%



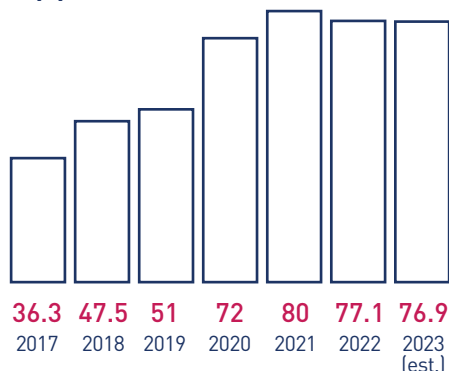
REMOTE WORK/OFFICE

Home office, remote and office work	Home office and remote work only	Office only
53.7%	35.8%	7.5%

## FINANCE



### OVERALL TURNOVER (M EUR)



### OVERALL TURNOVER IN 2022

**77.115.000 EUR**



### ESTIMATED OVERALL TURNOVER IN 2023

**76.900.000 EUR**



### TURNOVER OF TOP 10% COMPANIES IN 2022

**65.297.000  
(84.6%)**



### TOP 10 COMPANIES BASED ON TURNOVER

1. Pixel Federation
2. SuperScale
3. Inlogic Software
4. PowerPlay Studio
5. Nine Rocks Games
6. QORPO
7. Blue Brain Games
8. Gentlemen's
9. 60fps
10. Games Farm

## GAMES



### OWN FULL-RELEASE GAMES CREATED

**49**



### GAMES CREATED IN COOPERATION WITH A THIRD PARTY

**168**

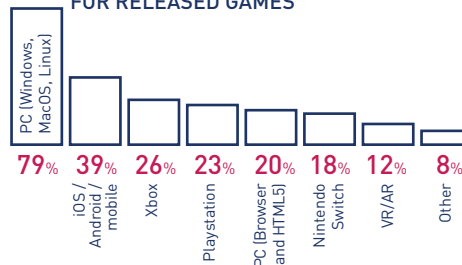


### OVERALL NUMBER OF RELEASED AND UNRELEASED PROJECTS BEING WORKED ON

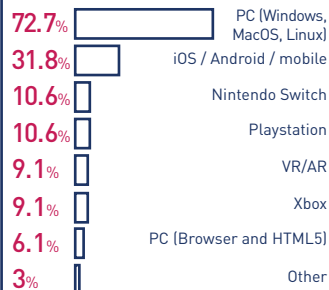
**282**



### PRIMARY TARGET PLATFORM FOR RELEASED GAMES



### PRIMARY TARGET PLATFORM FOR GAME DEVELOPMENT



### GAMES PUBLISHED VIA

Projects not yet published	50%
Self-publishing via Google Play or AppStore	21.2%
Self-publishing via Steam (and its equivalents)	18.2%
Self-publishing as an online download	15.2%
Published via international publisher	13.6%
Other	10.6%
Self-publishing via platform holders Nintendo, Sony, Microsoft, etc	7.6%
Published via Slovak publisher	1.5%

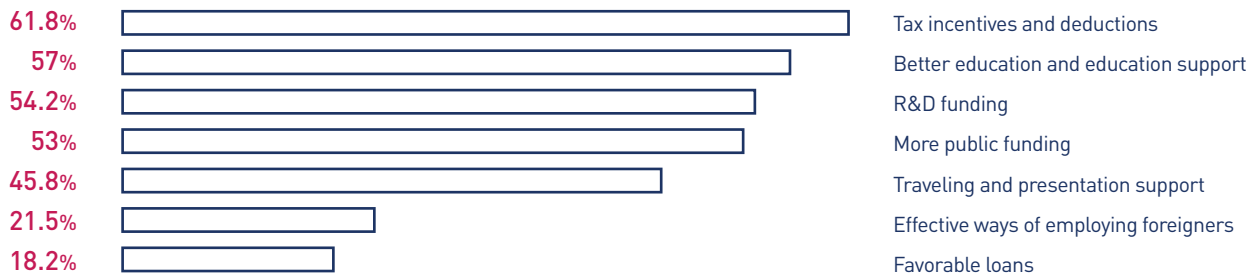
### DEVELOPED GAMES FINANCED VIA

Self-funding	65.2%
Public funding	37.9%
Commission	21.2%
International publisher	18.2%
Other / I don't want to say	13.6%
International investor	9.1%
Slovak investor	7.6%
Platform holders Nintendo, Sony, Microsoft, etc	3%
Slovak publisher	1.5%
Loans	1.5%

## STATE'S ROLE AND PUBLIC FUNDING



WHAT SUPPORT WOULD YOU APPRECIATE MOST?



## MISCELLANEOUS



Number of players of  
**SERIOUS GAMES**  
or  
**HEALING GAMES**  
in 2022

**9020**



IS YOUR COMPANY INVOLVED IN SUPPORTING THE DEVELOPMENT OF THE GAMING INDUSTRY IN SLOVAKIA?

