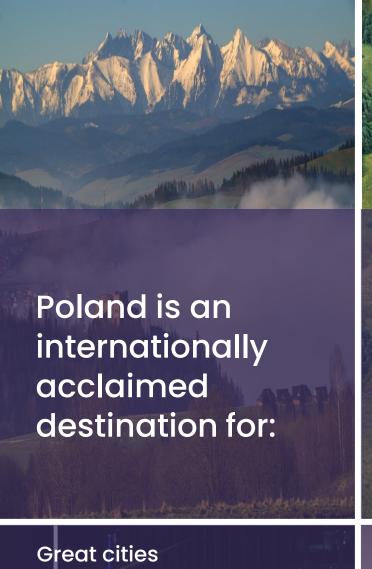


# THE GAMING & GAME DEVELOPMENT SECTOR

**Poland.** Business Forward









# Wrocław - most business friendly medium - sized European city (2022) Kraków - a TOP 25 Travellers' Choice 2022 Łódź - in the "Best of the World 2022" List by National Geographic



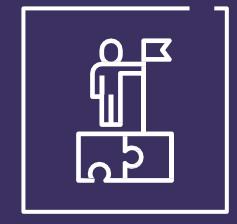




WHY POLAND



FACTS ABOUT
THE POLISH
GAMEDEV SECTOR



WHAT MAKES US DIFFERENT



DID YOU KNOW THAT



SUPPORT INSTITUTIONS



HOW WE CAN HELP YOU

#### **Unprecedented growth**

Highest growth rate in the OECD between 1990 and 2019

#### Superb market share

40% of the region's total GDP and a gateway to the wider EU market

#### Large, high-quality talent pool

300k+ of well-educated graduates annually

#### Resilient economy

Max score for Macroeconomic Stability in the Global Competitiveness Almost 30 years of continuous growth Almost 10 years of stable growth in foreign trade turnover

#### Transparent

Regional leader in the Transparency International Corruption Index

#### FDI magnet

2nd in the EU, 5th in the world in terms of value of new greenfield projects (2020) One third of all FDI stock in the region

#### Top-notch infrastructure

1st in CEE in Airport Connectivity & Quality of Road Infrastructure (Global Competitiveness Report)

#### Ratings remain high despite the turbulent Times

Moody's: A2, S&P: A-, Fitch: A-, as of the first half of 2022

#### Competitive, well-developed cities

European Cities of the Future (fDi Intelligence) Warsaw: 7th position (ahead of Berlin and Stockholm) Kraków: 2nd in EU in Business Friendliness among Large Cities



# FACTS ABOUT THE POLISH GAMEDEV SECTOR



## Poland is a leading game producer:

600+ releases annually across all gaming platforms



## Employment in the sector:

Over 12,000 people

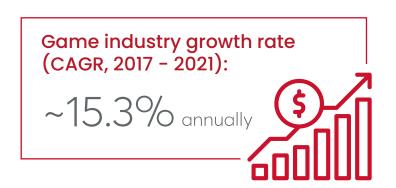
## Revenue of video game market in Poland:





## Number of game sector companies:

~470 game producers and publishers



Source:

# WHAT MAKES US DIFFERENT



## Access to specialists and qualified employees

Polish universities currently offer over 250 degree programmes related to games, including information technology, programming, game design, digital art. and games studies. In 2021, the number of employees in the gaming industry in Poland increased by 24% compared to the previous year.



## Poland as an important point on the global GameDev map

The export of Polish games generates nearly 96% of the revenue of the Polish gaming industry. The United States remains the key export destination. The second largest sales market is the European Union + Great Britain. Polish GameDev is a leader in this sector, achieving global success every year.



## The Polish game sector did well during the Covid-19 pandemic

Research by Polish Gamers Research has shown that during the Covid-19 lockdown interest in games increased. During that time, over 30% of the surveyed players admitted that they play more often than usual. According to experts: the Polish gaming sector coped well with the effects of the Covid-19 pandemic, which had a positive aspect. More hours spent on gaming also contributed to better sales results of many video game titles.

Sources.

PARP (Polish Agency for Enterprise Development): "Polska branža gamedev nie zwalnia. Producenci gier z dotacjami Funduszy Europejskich" testergier.pl, "Polska branža gamedev na tle świata – czy mamy się czym chwalić?"

OPI PIB, RAD-on database

# DID YOU KNOW THAT



## There are great opportunities for Polish game producers



The global game market is growing rapidly compared to other parts of the entertainment industry. Polish artists keep up well with the global competition. Many titles are about the development of virtual and augmented reality (VR and AR). Forecasts of the Global Games Market Report assume that the global value of the video game market will increase to approximately \$218.7 bn in 2024, and this creates great opportunities for Polish producers.

## Poles are a nation of players



The estimated number of gamers in Poland exceeded 20 mln in 2020 and this market is still developing.

This provides a solid foundation for domestic sales. Although Poland is only one of the many markets for Polish game producers, the massive popularity of games in Poland means there are great opportunities for hiring enthusiastic employees.



## Poland has become a net game exporter

In the year 2020, for the first time the Polish game industry exported more games than were imported for the local market. This makes Poland a net games exporter and makes games the only Polish cultural product that is exported in greater quantity than is imported. Moreover, Poland is one of only a few countries in the world to achieve this.

# SUPPORT INSTITUTIONS

#### The Polish Games Association

This organisation counts among its members the largest and best-known video game developers in Poland. Its chief aim is to support the growth of Poland's video game sector and enhance its ability to compete on the global stage.



- Represents Polish video game producers
- Supports their activities, e.g. by creating reports on the industry and promoting its best practices.



#### The Indie Games Poland Foundation

Indie Games Poland is a non-profit industry organization created at grassroots to support Polish video game developers.

- Coordinates the most important sectoral portal: <a href="https://polskigamedev.pl">https://polskigamedev.pl</a>
- Organizes international cooperation, trade missions, and exhibitions abroad to present the story of the Polish game industry
- Supports all key Polish gamedev events
- Provides research and reports on the industry



# SUPPORT INSTITUTIONS

# Polish game sector conferences and initiatives

## A Game Industry Conference

GIC, together with the Poznan Game Arena expo, offers a unique synergy of B2B and B2C events available in only a few places. The conference gathers Polish studios, publishers, distributors, other entities associated with the sector, and foreign participants. B2B meetings, inspiring discussions, interesting presentations – all these can be found at GIC, backed up by the B2B exhibition zone and careers event. The newest addition of the 2020 edition is the GameDev Investment Forum.







## The Digital Dragons Conference

Organized by the <u>Kraków Technology Park</u>, the annual Digital Dragons Conference offers a series of lectures, business (B2B) meetings, panel discussions, and the opportunity to learn more about the games sector. It also provides access to exhibition space. The whole event culminates with the Digital Dragons Awards gala.

The conference is part of a broader initiative - Digital Dragons Hub. The initiative offers support through a startup accelerator and incubator. In addition, DD Hub conducts industry research and organizes educational activities through the Digital Dragons Academy, which offers free courses to help people start their careers in gamedev.



# The Polish Investment and Trade Agency

The Polish Investment and Trade Agency's (PAIH) mission as a Government Agency is:

- To enable small- and medium-sized companies to reach their full potential in exporting their products and services around the world
- To support potential investors in Poland by providing comprehensive and up-to-date information services regarding legal and tax aspects, location and human capital, as well as on the available financial incentives
- To promote 'Poland as a Brand'

# How we can help

PAIH's experienced team of experts with a hands-on approach and excellent understanding of the needs of entrepreneurs will ensure that your projects will move as fast and smooth as possible.



**Information packs** macroeconomic, HR, legal, sectoral data



Analysis of export potential



Preparing information packs



Verifying business partners





Preparing lists of possible business partners



Organising B2B meetings



Support in contacts with Government Agencies

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