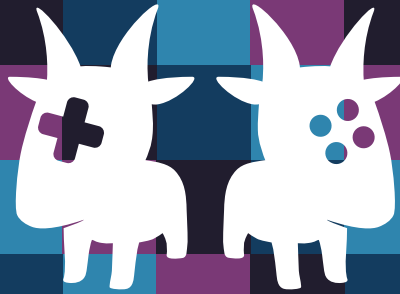


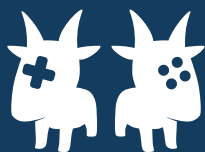
Invest in
POZnań*



LET'S PLAY
in Poznań

**The game
is just beginning.**

POZnań*



LET'S PLAY
in Poznań

POZnań*

"Let's play in Poznań" catalogue was created to support the growing gamedev industry in Poznań. We promote local studios and encourage new ones to invest in our city - the city of opportunities. Dive into the project and learn about the creative industry's potential in Poznań and Wielkopolska Region.

Enter the game.
Enter the city.
Poznań.

How does the gamedev sector look like in Poznań?

4-16

SELECTED COMPANIES

That have made over 150 games to this day

17-19

GREAT BUSINESS LOCATION

20-21

SUPPORT OF INVESTOR RELATIONS DEPARTMENT OF THE CITY OF POZNAŃ

22-23

WORLDWIDE KNOWN BRANDS:

PGA
GamerHash

24-27

COOPERATION BETWEEN SCIENCE AND BUSINESS

Collegium Da Vinci,
Poznan University of Technology, Adam Mickiewicz University in Poznań

28-29

STRONG COMMUNITY

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

30-31

SMART CITY POZNAŃ

Application





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

SHORT DESCRIPTION:

A Square Softworks (A2S) is an indie gamedev studio placed in Poznań, Poland. We are players, so we develop games that we wish to play! Some of our team members projects: Drill Deal – Oil Tycoon, Temperia: Soul of Majestic, Climber: Sky is the Limit etc.



SHORT DESCRIPTION:

We value ideas and innovations, that's why we try to make every game we create truly unique. We are constantly raising the bar to give the world the best possible productions. Our goal? Making 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 and adventure games. Large projects using Unreal Engine and Unity.

PLATFORMS: PC, Playstation, Xbox, Nintendo Switch

TOP PROJECTS: Truck Mechanic: Dangerous Paths, Space Mechanic Simulator, 303 Squadron: Battle of Britain, Project Remedium, Train Mechanic Simulator, Rally Mechanic Simulator



LET'S PLAY
in Poznań

BLACK MOON GREAT GAMES FOR A TRAM OR A TOILET



**BLACK
MOON
DESIGN**

NAME: BlackMoon Design

E-MAIL: blackmoondesign@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.



SHORT DESCRIPTION:

Blindflug Studio 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.

STELLAR
COMMANDERS



BLINDFLUG STUDIOS

NAME: Blindflug Studios

E-MAIL: distribution@blindflugstudios.com

DATE OF ESTABLISHMENT: 2014

SPECIALIZATION: strategy/action games

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

TOP PROJECTS: First Strike, Stellar Commanders, Airheart



LET'S PLAY
in Poznań



doji

NAME: DOJI

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

DATE OF ESTABLISHMENT: 2013

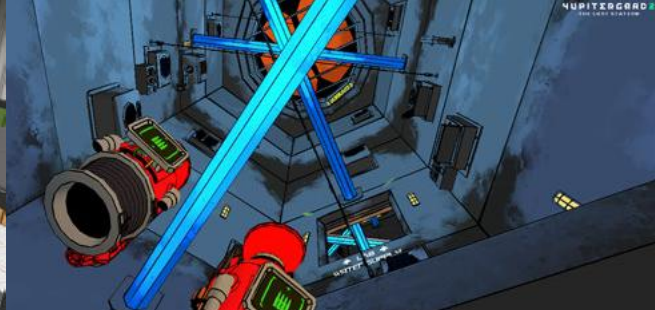
SPECIALIZATION: serious games,
economic games, gamification in business

PLATFORMS: PC, web, mobile

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.



SHORT DESCRIPTION:

Gamedust (2017) is a multi-platform game development studio specializing in VR. We are enthusiasts of new technologies and solutions. In addition to creating our own titles, diversification enabled by publishing other games, is very important to us. To maintain our creative independence, we want to deliver our games to as many platforms as possible.

NAME: Gamedust

E-MAIL: office@gamedust.co

DATE OF ESTABLISHMENT: 2017

SPECIALIZATION: VR Games, development, publishing

PLATFORMS: Meta Quest, Steam VR, Pico Neo, PC, Switch

TOP PROJECTS:

Yupitergrad 2: The Lost Station, Rooms of Realities, Best Forklift Operator



LET'S PLAY
in Poznań



eNStudios

NAME: eNStudios

E-MAIL: recepca@enstudios.pl

DATE OF ESTABLISHMENT: 2022

SPECIALIZATION: Entertainment - support Studio

PROGRAMS: Unity, Unreal Engine 5

SHORT DESCRIPTION:

eNStudios contains equipped Maxi Motion Capture Studio with an area over 300 square meters and 60 meters Mini Motion Capture Studio, as well as Studio Audio, where you can create sounds effects. Studio Motion Capture is equipped with Optitrack PrimeX 41 cameras, active gloves by Manus and a virtual camera rig. All this to capture movement as accurately as possible, as a result to create the most realistic image used in games or movies

WINGSPAN



WINGSPAN

SHORT DESCRIPTION:

Monster Couch is an independent studio from Poznań. Our goal is to create the best adaptations of the greatest board games.

QUILTS & CATS OF CALICO



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, Quilts and Cats of Calico



LET'S PLAY
in Poznań



NAME: MuHa Games

E-MAIL: contact@muhagames.com

DATE OF ESTABLISHMENT: 2010

SPECIALIZATION: strategies, RPG, survival

PLATFORMS: PC

TOP PROJECTS: Master of Magic, Thea 2:
The Shattering, Thea: The Awakening



SHORT DESCRIPTION:

MuHa Games is a small, independent studio where 6 enthusiasts create awesome games.



SHORT DESCRIPTION:

Rabbit Games produces high-quality games working both on its own prototypes and acting as a codevelopment partner for big games. The studio employs 10 people. These are mainly engineers with a specialization in Unreal Engine, but game designers, product managers and DevOps are also represented in the team. Their expertise allows to create a mobile, console or PC game that will captivate audience and keep them coming back for more.

NAME: Rabbit Games

E-MAIL: info@rabbitgames.pl

DATE OF ESTABLISHMENT: 2022

SPECIALIZATION: : mobile, console and PC games using Unreal Engine

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

TOP PROJECTS: The Witcher 3, World of Tanks Blitz, City Battle



LET'S PLAY
in Poznań



ROBOT
GENTLEMAN

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, an independent games developer based in Poznań, Poland, easily recognizable by their signature headgear. With over 5 million game copies sold, the studio is known for the dark comedy atomic adventure 60 Seconds! and its spiritual successor – 60 Parsecs!



SHORT DESCRIPTION:

Zylia is a dynamic global company that develops groundbreaking tools and technologies for recording and post-processing music, 3D audio, game audio, and virtual reality. With Zylia's advanced solutions like 360 audio recording microphone arrays and advanced software, audio creators can now effortlessly connect with their audiences, delivering a „being there” experience with high-quality spatial recordings.

What sets Zylia apart is their complete volumetric audio recording & 6dof software rendering solution, which allows creators to capture an entire sound field around and within any performance imaginable and move it into VR. This means that when you listen to a 6DoF live concert or event, you can freely walk through the audio space and experience a unique sound at every listening position, just like in real life.

ZYLIA

NAME: Zylia

E-MAIL: sales@zylia.pl

DATE OF ESTABLISHMENT: 2007

SPECIALIZATION: 3D audio recording and postprocessing

PLATFORMS: Wwise, Unreal, Unity

TOP PROJECTS: ZYLIA Volumetric Audio Recording and 6DoF Rendering solution



LET'S PLAY
in Poznań



NAME: TATO Studio

E-MAIL: hello@tato.studio

DATE OF ESTABLISHMENT: 2007

SPECIALIZATION: Creative projects using Unreal Engine

PLATFORMS: PC, Android

TOP PROJECTS: Cyber City - Virtual Production environment, Automotive by Ingenious - Unreal Engine showcase, BIG BABY - NFT project



SHORT DESCRIPTION:

We are a global hybrid network of artists and experts who focus on solving problems in the digital world for brands and studios. We create 3D projects out of complex goods, services, and technology that get noticed, support new product launches, increase sales, and get international recognition.

Geography



Congrats!
You have just found
the centre of Europe!

Poznań is located in a very convenient location between Warsaw and Berlin. You can reach us via the A2 highway and by train. There are many favorable flight connections with European hubs, including Frankfurt, Munich, London or Copenhagen.

Poznań. The game is just beginning.



Business



Your business
can succeed
in Poznań.

Poznań is the thriving business centre of Central Europe. It is home to the largest number of business entities right behind Warsaw. The city is characterised by a diversified economy. Companies like Allegro, Żabka, and Solaris originated from Poznań, while well-known firms such as Franklin Templeton, Bridgestone, and Volkswagen have established their branches here.

As a compact city, Poznań follows the concept of a 15-minute city. There are large green areas in every part of the city, as well as many places for recreation. Poznań is also known as 'culinary capital of Poland'. Some of the city's restaurants have also been included in the Michelin Guide.

Quality of Life



Take advantage
of it!

Creativity



You will find
here a lot of
inspiration.

Poznań is a city that thrives on creativity and art. A wide array of cultural events and festivals that showcase music, theatre, and visual arts are celebrated in the city. It is home to some of the most celebrated artists in the country, including Magdalena Abakanowicz. Her larger-than-life sculptures have been exhibited all over the world and are regarded as masterpieces of contemporary art. Another artist from Poznań, Alicja Biała, is known for her unique and innovative street art, which adds color and vibrancy to the urban landscape.

The metropolitan area of Poznań has over 1 million population. It is the 5th largest city in Poland. Poznań is an academic hub with over 110,000 students at 24 universities. Every 5th citizen of the City is a student. There's a pool of talented individuals, including students, graduates, and specialists, who are marked by ambition and creativity and eagerly await your attention.

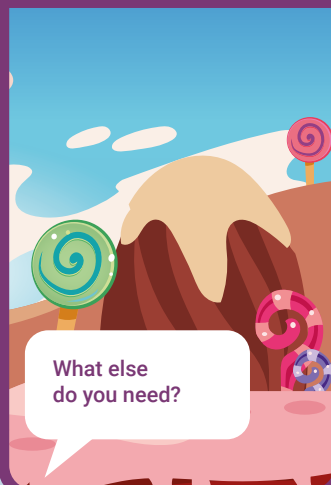
New Technologies



Technological knowledge is a resource that cannot be missed.

The IT sector in Poznań is developing dynamically. Allegro (the Polish "E-bay") as well as branches of international giants such as Capgemini, GSK and Next Technology.

Talent Pool



What else do you need?

City Support



You will find more directions here.

Local authorities are willing to provide their support. Poznań has been recognized as the most business-friendly city for many times. Start your adventure in Poznań with the Investor Relations Department - you can read about it on page 20.

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

HOW CAN WE SUPPORT YOU?

- we offer dedicated project manager support for investors - also for game dev sector
- we provide investors with necessary data about Poznań, we create reports and publications about Poznań
- we promote Poznań during fairs and conferences, both locally and internationally
- we remain in contact and provide assistance to investors operating in Poznań
- we jointly shape a positive image of the Poznań companies (we engage investors in CSR activities organized by the City of Poznań, we co-organize many business events)
- we are providing employer branding activities for investors
- 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

Find us on social media!



@Invest in Poznan



@Invest in Poznan

POZNAŃ INITIATIVES



Gamedev sector initiatives - We organize events targeting the gaming sector that help promote studios.

#pozitivechnologies conference - Conference for IT sector co-organized by the City of Poznań and IT companies from Poznań. Find out more on <https://pozitive.tech/>

Conferences and fairs - Poznań is home to many prestigious events from all over the world, among others Impact CEE. Find out more on: <https://impactcee.com>

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

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

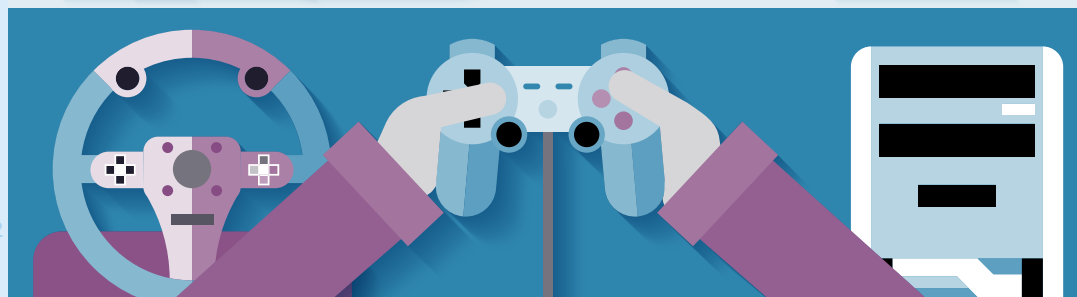


PGA

POZNAN GAME ARENA

- the largest gaming and multimedia entertainment fair in Poland and this part of Europe
- 15-year history
- over 400 exhibitors
- about 600 000 game fans
- over 1000 gaming stands
- 6 pavilions full of multimedia attractions
- 130 Polish and foreign titles in the indie game zone
- 1100 journalists, streamers and bloggers

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.





GAMERHASH

GamerHash is the one-stop shop for web2 & web3 gamers. The platform seamlessly incorporates Crypto mining app, Play&Earn platform, Token: GamerCoin – GHX, game dev studio and a marketplace for gamers.

- **More than 730.000 users registered**
- **Community of web2 gamers & web3 enthusiasts**
- **Web3 and gaming operations since 2017**
- **Team of more than 30 experts in blockchain, gaming and metaverse**
- **Europe's first licensed, ERC-20 and BSC based token - GamerCoin (GHX)**

Our main goal at GamerHash is delivering an easy to use, low entrance barrier solution that provides the users with an opportunity for a passive source of income - in other words: Making earning easier everyday.



BEST COOPERATION BETWEEN SCIENCE AND BUSINESS



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

„GAME DEVELOPMENT” SPECIALIZATION

- successor to the game and interactive media specialization in the Information Technology program
- currently 130 students
- in the study program: programming, game design, game art, animation and many other game and technology-related topics
- 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

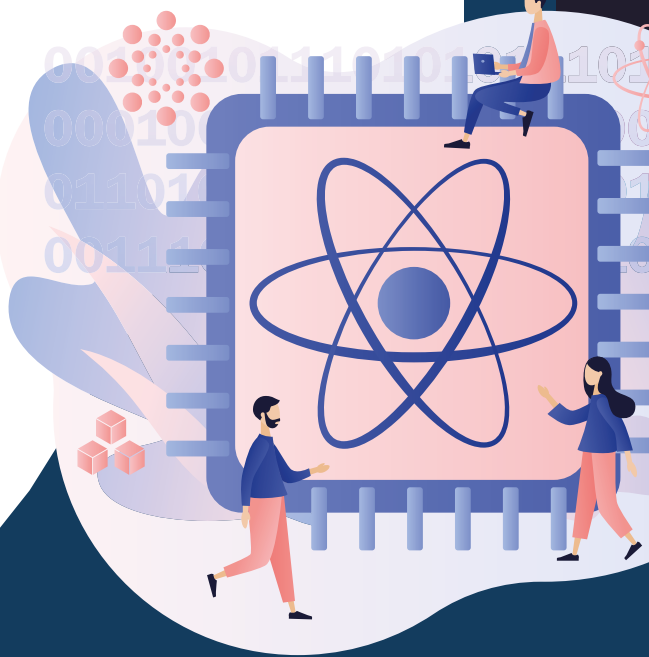


ADAM MICKIEWICZ
UNIVERSITY
POZNAŃ



INSTYTUT FILMU,
MEDIÓW I SZTUK
AUDIOWIZUALNYCH

- Basic information: Game Studies (groznawstwo), Adam Mickiewicz University in Poznań, Poland, Faculty of Polish and Classical Philology, Institute of Film, Media and Audiovisual Arts
- lectures are conducted by teachers specializing in game research; we cooperate with researchers from the entire Adam Mickiewicz University, as well as practitioners (game designers, game testers and critics);
- the program is designed for individuals who are passionate about video games, virtual and augmented reality, digital technologies, and media culture;
- our three-year undergraduate program educates students in the fields of analytical knowledge and critical competencies, with a focus on game market analysis, game culture animation, and education;
- Game Studies courses cover a wide range of topics, including video game analysis, game scriptwriting, LARPs, narrative games and urban games, e-sports culture, video game criticism and journalism, game testing, and video game localization;
- students have the opportunity to undertake internships with partners in the field of study, including development studios, public and cultural institutions promoting digital business, media laboratories, and teams organizing video game conventions and game jams;
- students can join to Game Studies Research Club.





Poznań Supercomputing and Networking Center (PSNC) affiliated to the Institute of Bioorganic Chemistry since 1993, Polish Academy of Sciences (PAS) in Poznań:

- An internationally renowned node of the European Research Infrastructures, including the High-Performance Supercomputing Center, the National Research and Educational Network PIONIER, the Metropolitan Area Network Poznań;
- National cloud and data provider certified in ISO 9001/ 27001;
- Active participant in international and national 300+ R&D projects in many technological areas, including but not limited to quantum computing, cybersecurity, artificial intelligence, advanced visualization or energy efficiency;
- Expands its activity as a research and development center in information and communication technologies (ICT), including outstanding state-of-the-art technologies and applications in the fields of Industry 4.0, precision agriculture, personalized medicine, aviation, smart cities, interactive media, digital humanities and more;
- Part of European Quantum initiatives connected with quantum communication (EuroQCI) and quantum computing (EuroQCS) - hosting entity of the first European HPC & Quantum System.
- First in Central Europe IBM Quantum Innovation Center with access to IBM quantum computing machines;
- Dariah.Lab research infrastructure to expand the scope of research in the humanities and arts in Poznań and Poland;
- Advanced Visualisation Laboratory to offer solutions for creating 3D, 360° and VR (Virtual Reality) visualizations and publishing multimedia content;
- Support for the creative industry, as well as tourism, can be supported with the solutions developed in the project, including 3D scanning, adequately prepared (modelling, reconstruction) historical data sources, maps and related audiovisual materials (e.g. oral history), development of interactive applications and guides in modern technologies VR and augmented reality), etc.
- PSNC Future Labs open to residents of Poznań, Poznań businesses and organizations.

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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)

GAMES RESEARCH ASSOCIATION OF POLAND

PTBG is the first academic ludological society in Poland (founded in 2004 and registered in 2005). It gathers scholars and students of numerous universities, different specializations (linguistics, theory of literature, sociology, psychology, philosophy, history, economy, computing, and other sciences and arts) and professions, as well as practitioners – game players and game designers, dealing with broadly perceived game issues especially Role-Playing Games and computer games.

NERDS' KITCHEN

We create pop culture inspired culinary recipes, faithfully stylized food photos, videos, and cookbooks based on thorough research of source material. We also specialize in food-related mechanics in video game design and consulting on the coherent use of food motifs in creative productions.

nerdskitchen.pl



POZNAŃ GAMERS' GUILD ASSOCIATION

- associates video game players from Poznań 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 Poznań gamedev in one place
- database of companies, employees, organizations, groups and events
- created by the Poznań Gamers' Guild Association team

Poznan Unreal Engine Group - Poznań 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 Poznań - 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 Poznań. 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 Animation Interaction: Video Games section at IFFA Animator focuses on the combined relationship between games and animated film. It shows what potential games have and how important they are in the artistic and cultural ecosystem. It also presents socio-cultural phenomena concerning the GameDev industry. The creators of the games track at IFFA Animator are Lukasz Szalankiewicz and Piotr Maciantowicz.

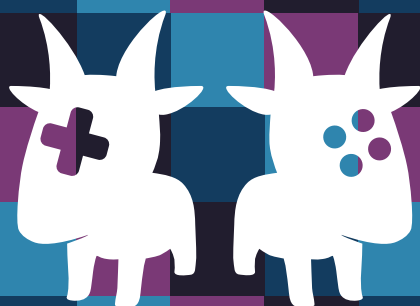
Smart City Poznań app





THE CITY'S MOBILE APP HELPS RESIDENTS AND VISITORS IMPROVE THEIR NEIGHBOURHOODS AND REPORT NON-EMERGENCY ISSUES.

- Easy access to the city information push notifications
- Possibility to report non-emergency issues within six different categories
- Possibility to get connected to the Poznań Call Center
- Quick access to city websites
- Easy access to questionnaires developed by City Hall or neighbourhood councils
- Access to parking information and a journey calculator
- Waste collection schedule and waste collection reminder notifications.



LET'S PLAY in Poznań

City of Poznań Investor Relations Department

Za Bramka 1 Street
61-842 Poznań, Poland

(+48) 61 878 54 28

inwestor@um.poznan.pl
Facebook/LinkedIn: Invest in Poznan
www.poznan.pl/invest

Invest in
POZnań*