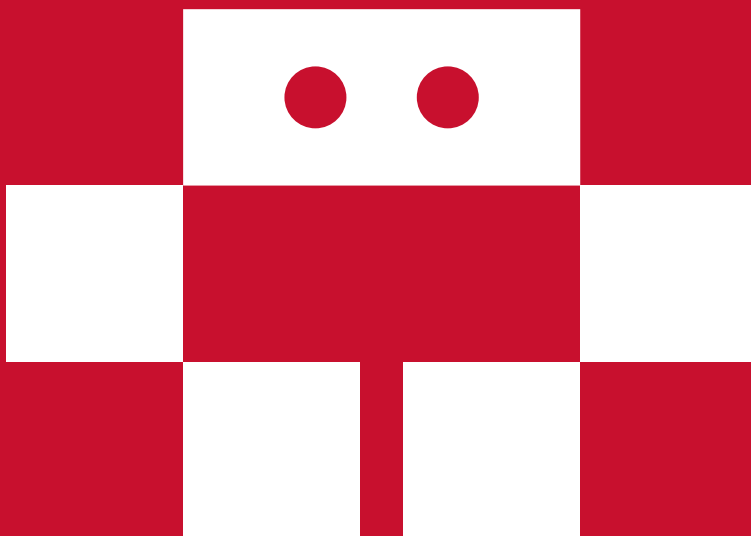




Croatian
Audiovisual
Centre
Hrvatski audiovizualni centar



Games
Croatia



CGDA
CROATIAN GAME DEVELOPMENT ALLIANCE

REBQOT

PISMA
PROJEKTOVANJE I INŽENJERING

 **HU-IZ-VI**

 **HRVATSKI
ESPORT
SAVEZ**

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About Games Croatia

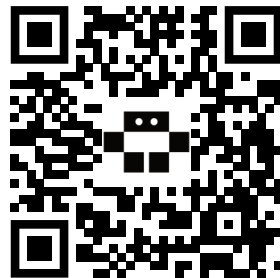
Games Croatia, a project of the Croatian Audiovisual Centre, is intended to promote and further develop the Croatian video game industry on a national, European and global level. The goal of this initiative is to bring together all key stakeholders in the Croatian video game industry, and provide a platform for local game developers, organizations, and other stakeholders in the sector to gain visibility and support in their networking efforts within the global video game industry.

Games Croatia supports the Croatian video game industry in their promotional efforts through advice, organization, promotion, and financial assistance. Our objective is to further the development and growth of Croatia's video game industry through promotion at international fairs, conferences, and similar industry events, as well as assist the further development of the sector and enable it to have a positive impact on the Croatian and European cultural, social, and economic landscape, in addition to establishing an international reputation for being a trustworthy partner for collaboration.

Many key stakeholders view the Games Croatia project, which is led by the Croatian Audiovisual Centre, as vital for the growth and development of the Croatian video game industry. The Croatian Game Development Alliance (CGDA), Reboot, Gaming Incubator PISMO, HU-IZ-VI Association, and the CeSF (Croatian eSports Federation) have all endorsed the project to date.

Short Profile of the Croatian Video Game Industry

Since the 1990s, the Croatian video game industry has experienced exponential growth, particularly in the past five years. There are currently more than 180 game development studios officially registered in Croatia. Their scope is broad, including start-up companies, VR/AR studios, and game developers who possess a significant international portfolio. In addition to game developers, there are also numerous organizations, institutions, and companies that contribute significantly to the Croatian and global video game industry.



Find more information about Games Croatia at www.gamescroatia.com



**Croatian
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Hrvatski audiovizualni centar

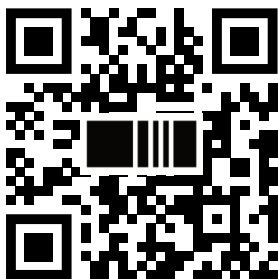
Video Game Projects Supported by HAVC

About us

The Games Croatia project is led by the Croatian Audiovisual Centre. The Centre is a government-backed strategic agency for the audiovisual sector in Croatia. It aims to stimulate a successful and vibrant audiovisual industry, as well as to promote the widest possible enjoyment and understanding of audiovisual works throughout Croatia. Since 2021, the Centre has been providing public funding for the development and production of video games.

The video games sector is an integral part of Croatia's cultural and creative industry. Currently, there are over 180 officially registered game development studios in Croatia, offering a wide variety of innovative ideas and creative visions with each new project.

The Croatian Audiovisual Centre offers support for video game projects in two separate categories, according to their production stage: development or production. The development phase is defined as the process that precedes the first prototype, and involves ideation, creation of the game design document, making of a prototype, etc. The production phase is defined as the process that starts after the development and ends with a complete, published video game.



For more information visit our website (www.havc.hr) or access our online publications.

2023

Projects supported for production

The following pages present a brief overview of the projects approved for support in 2023.

All Living Things



Genre: Casual Puzzle

Platform: PC & Consoles

Studio: Moxo

Lead Designer: Filip Ugrin

Contact: ugrinfilip@gmail.com

Status: In development

All Living Things is a casual puzzle whereby, solving 12 unique puzzles, the player gives life to a digital art book and uncovers a secretive alchemical process. A unique 3D stop-motion technique is used to create animated digital sculptures that bring the book to life.

Bullets & Brains



Genre: Top-down 3D shooter

Platform: PC & Consoles

Studio: Ajvar Studio

Lead Designer: Zoran Domuzin

Contact: zoran.domuzin@gmail.com

Status: In development

Bullets & Brains is an adrenaline-pumping arcade top-down 3D shooter set in a post-apocalyptic world overrun by brain-hungry hordes of zombies. Prepare yourself for an intense battle against the never-ending onslaught of the undead.

Cave Hikers



Genre: Cozy Casual Puzzle Adventure

Platform: PC & Consoles

Studio: Porcupine Parkour

Lead Designer: Zvonimir Barač

Contact: info@porcupine-parkour.hr

Status: In development

This is a cosy, casual puzzle adventure. The gameplay is set in a dark, but colourful cave that's full of strange creatures and phenomena. The story is told in a way that resembles real world nature documentaries, and the player controls multiple characters as they solve puzzles.

Shellers.io



Genre: Competitive Shooter

Platform: Web, PC

Studio: Fearem

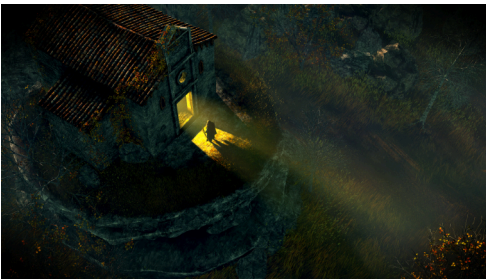
Lead Designer: Karlo Eldić

Contact: info@fearem.com

Status: In development

Shellers.io reimagines the instagib arena shooter experience of classic Quake and Unreal Tournament for a new era of casual and hardcore players. Set in a vivid, futuristic world, players engage in intense duels, armed with energy shields that expand with each kill and contract when struck.

The Book of Grando



Genre: Dark Fantasy Isometric RPG

Platform: PC & Consoles

Studio: Red Martyr Entertainment

Lead Designer: Marko Tominić

Contact: info@redmartyr.com

Status: In development

A dark fantasy isometric RPG set in 17th century Istria. With dynamic, physics-based combat and folklore-inspired mechanics, this narrative-driven game centres its plot around the mysterious legend of the first vampire in history – Jure Grando.

The Dunkers



Genre: 1v1 Arcade Basketball Simulator

Platform: PC & Consoles, Mobile

Studio: Pet Rusa

Lead Designer: Frano Petruša

Contact: mnrnjao000@gmail.com

Status: In development

The Dunkers, inspired by the legendary NBA player Dražen Petrović, is a multiplayer basketball simulation game that teaches the basics of basketball in a fun way. The use of hand-drawn, comic book-style animation faithfully depicts shooting, changing directions, dribbling, blocking, or passing.

2023

Projects supported for development

The following pages present a brief overview of the projects approved for support in 2023.

Circuit Master



Circuit Master is a simulator inviting you to explore your inner curiosity. Step into the shoes of our child prodigy protagonist. Experiment with a variety of electrical components. Solve real-world problems. You are encouraged to fail spectacularly, each time getting closer to the solution. Learn how electrical circuits work through a series of challenges.

Cloak and Boffer



Cloak and Boffer is a 2D action adventure about a group of people at a Live Action Role Play (LARP) event called "The Dragon's Meadow," where they play characters in a fantasy world full of action that they create themselves while exploring the thin boundaries between reality and fantasy in a distinctly social and multicultural atmosphere.

Dark Queen



Dark Queen is a game that combines literature, history, and magic to create a one-of-a-kind experience. Set in the mysterious world of the 15th century, the game follows the Crusader, a brave hero, on his epic journey to save his beloved Maiden from the evil Dark Queen. The world is full of elements from the stories of August Senoa, Slavic mythology and Croatian national heritage.

Genre: Cosy Puzzle Simulator

Platform: PC & Consoles, Mobile

Studio: Turing Studio

Lead Designer: Marko Otašević

Contact: turing@turingstudio.eu

Status: In development

Genre: Narrative Non-Violent Action RPG

Platform: PC & Consoles

Studio: Studio Spektar

Lead Designer: Sven Nemet

Contact: studiospektar@gmail.com

Status: In development

Genre: Action-Adventure Game

Platform: PC

Studio: Downtown Game Studio

Lead Designer: Josip Vincetić

Contact: downtowngamestudio@gmail.com

Status: In development

Atre: Dominance Wars



Genre: 4x Real Time Fantasy Game

Platform: PC & Consoles

Studio: IronWard

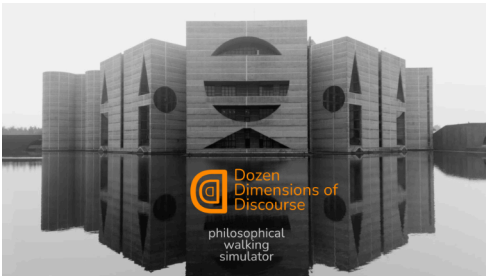
Lead Designer: Hrvoje Horvatek

Contact: contact@ironward.com

Status: In development

Rise in the pursuit of godhood. Explore and form alliances, build thriving settlements and grow your empire. Research and cast powerful spells and control mystical monoliths. Craft powerful artefacts, upgrade armies, lead avatars into legendary wars for dominance in this 4X real time strategy game.

Dozen Dimensions of Discourse



Genre: Philosophical Walking Simulator

Platform: PC & Consoles

Studio: Miyagi

Lead Designer: Andrej Kovačević

Contact: glazba@gmail.com

Status: In development

Dozen Dimensions of Discourse is a philosophical walking simulator that delves into modern philosophical themes such as simulation, identity, politics, morality, bioethics, and ecology. Through various audio recordings found throughout the environments, the game gradually conveys its message to the player.

Hollow Bequest



Genre: Narrative Puzzle Adventure

Platform: PC & Consoles, Mobile

Studio: Aniq

Lead Designer: Dominik Cvetkovski

Contact: info@aniq.tech

Status: In development

Hollow Bequest is a story-driven puzzle game that features hidden object mini-games and puzzle-solving mechanics. The game has eight episodes that are richly crafted with a story inspired by H.P. Lovecraft, with different outcomes for the player based on their choices.

Immunauts



Genre: Narrative Sci-Fi Action-Adventure

Platform: PC & Consoles

Studio: Macanga Games

Lead Designer: Kristian Macanga

Contact: hi@kristianmacanga.com

Status: In development

Immunauts is a sci-fi game with a story that is driven by action and adventure, set in a futuristic world where advances in technology have led to fantastic new opportunities for medicine, but also threats to the world. The plot revolves around nanosizing, a medical technique that is both innovative and hazardous, capable of shrinking an entire vessel to the size of one cell.

It Takes a Tribe



Genre: Turn-based Strategy

Platform: PC & Consoles

Studio: Bad Cog

Lead Designer: Blaž Rebernjak

Contact: info@badcog.co

Status: In development

It Takes a Tribe is a turn-based strategy game where a tribe of nomads goes on a journey through perils of survival towards their own identity and cultural self-discovery.

Jancer



Genre: Rhythm Platformer

Platform: PC

Studio: Eksperimental Games

Lead Designer: Mislav Majdandžić

Contact: mislav.majdandzic@gmail.com

Status: In development

Help Jancer retrieve legendary cat artefacts on his journey through Catverse, in this tight, rhythm and melody based platformer!

Look Around



Genre: Cooperative Puzzle Adventure

Platform: PC & Consoles

Studio: Room-C Games

Lead Designer: Robert Sajko

Contact: info@roomcgames.com

Status: In development

Look Around introduces a unique blend of exclusively cooperative gameplay with the puzzle/room escape genre through a heartwarming story about working together and overcoming your flaws. The players control Max (a loyal yet jealous dog), and Luna (a timid but resourceful rescue cat), as the two pets navigate an abandoned city to reunite with their missing owners.

Mintoji World



Genre: Platform Action-Adventure Game

Platform: PC & Consoles, Mobile

Studio: Custois Lab

Lead Designer: Livio Rajh

Contact: yo@custois.com

Status: In development

A Player sets out determined to go through life, all its wondrous phases and difficult choices. A Player sets out determined to skip a few steps.

Obala



Genre: Cozy Route & City Builder

Platform: PC & Consoles, Mobile

Studio: Krav

Lead Designer: Mirko Fabris

Contact: mirko.fabris@gmail.com

Status: In development

"Obala" is a calm and cozy city-building game where you develop settlements along a series of islands inspired by the Croatian coast. By connecting shipping routes, you help your small archipelago to prosper and grow.

Opera Means Work



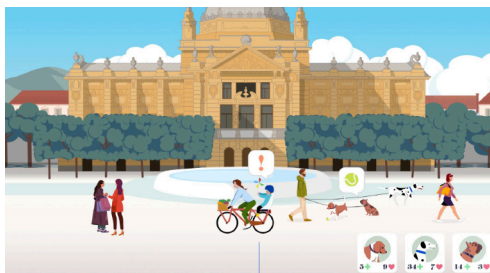
How hard can it be to run an opera house? Find funds, organize co-productions, handle hot-headed talent, and try not to go bankrupt while growing your audience.

Pompeii: The Legacy



Pompeii The Legacy is a city-building game set in 100 AD during the reign of Roman Emperor Trajan. The player's task is to rebuild the city of Pompeii, which was devastated by the catastrophic eruption of Mount Vesuvius in 79 AD. Players will reconstruct the city over several centuries, spanning multiple generations of their family, while also climbing the social ladder of the Roman Empire. The game is heavily inspired by real historical figures and events.

Stray Hearts



Stray Hearts is a 2D walking simulator for dog lovers. Explore the city streets, earn money by walking dogs, get to know your neighbours and discover their life stories.

Genre: Narrative-driven Management Sim

Platform: PC & Consoles, Mobile

Studio: Gamechuck

Lead Designer: Aleksandar Gavrilović

Contact: info@game-chuck.com

Status: In development

Genre: Simulation, City Builder

Platform: PC & Consoles

Studio: Siscia Games

Lead Designer: Željko Kos

Contact: pr@sisciagames.com

Status: In development

Genre: Cozy Walking Simulator

Platform: PC & Consoles

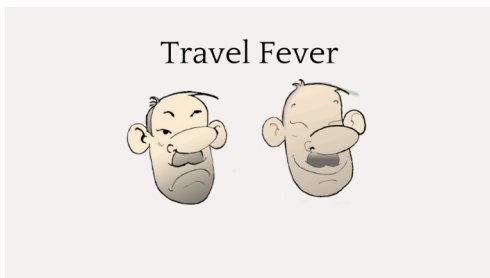
Studio: GameHugger

Lead Designer: Senad Čauš

Contact: info@gamehugger.com

Status: In development

Travel Fever



Genre: 2D Puzzle Adventure

Platform: Mobile

Studio: Focus Media

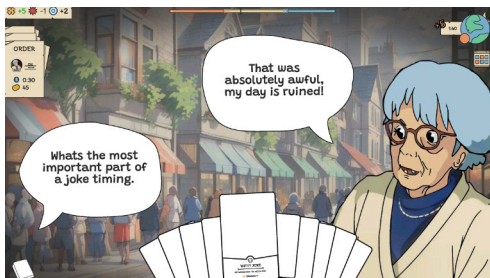
Lead Designer: Staša Čelan

Contact: focusmedia@focusmedia.hr

Status: In development

The journey, not the destination, matters... TRAVEL FEVER is a humorous look at the bizarre, sometimes even dangerous, adventures that one encounters on the road. The player is trained to utilize their own wit and charm, steer clear of irritation, and overcome unusual obstacles; on the route to Holly Grale, otherwise known as vacation.

Way



Genre: Roguelite Deckbuilder

Platform: PC & Consoles, Mobile

Studio: Tiny Meow Studio

Lead Designer: Rea Budić

Contact: info@tinymeowstudio.com

Status: In development

Put on your mailman shoes and find your way around a small Adriatic town. Be careful, avoid some crazy situations and try to be quick with delivery - you wouldn't want people to talk, right?

The Mystery of Hotel Knopp



Genre: Cozy Mystery Puzzle Adventure

Platform: PC

Studio: Slikovnica

Lead Designer: Tamara Josić

Contact: studio.slikovnica@gmail.com

Status: In development

Larisa, the game's main protagonist, travels to Novska, Croatia to investigate the abandoned and mysterious Hotel Knopp, where she is confronted by the ghost of its previous owner, Adalbert Knopp. She helps him restore the hotel by solving puzzles in different locations, enabling him to finally reopen it.

Partners



CROATIAN GAME DEVELOPMENT ALLIANCE

About Croatian Game Development Alliance

CGDA (Croatian Game Development Alliance) is the national game development organisation gathering all the Croatian developers, publishers, service providers, event organisers and educational institutions.

Our main goal is to provide opportunities for the local industry to grow and to provide better access to talent, finance and new markets to our studios. You can find out more about CGDA on our website cgda.eu or get in touch with us at info@cgda.eu.



In the following pages you can check out some of the largest Croatian game development companies and their successes in the past 12 months.

The Talos Principle 2

2023

Croteam has gained international recognition within the FPS community with the amazing **Serious Sam** series and then shook up the puzzle genre with **The Talos Principle**.

Last year they released a sequel, **The Talos Principle 2**, and yet again managed to craft a thought-provoking puzzle experience and greatly expand on the first game's philosophical themes and stunning environments with mind-bending challenges.



Too Hot to Handle 3

2024

Nanobit is Croatia's largest game developer with over 120 employees, and the only one that focuses solely on mobile games, such as **My Story**, **Tabou** and others.

Their latest hit, **Too Hot to Handle 3**, a Netflix exclusive game that ties to the third season of the eponymous reality show. The series has been the highest downloaded title on the Netflix game platform, and it features no ads and no microtransactions.



SCUM DLC: Luis Moncada & Raymond Cruz

2023

Gamepires is a game development studio formed from seasoned veterans of the Croatian video game industry. Their first breakaway hit was the **Gas Guzzlers Extreme** game series.

Since 2016 the team has been developing **SCUM**, which debuted in Early Access in 2018 and is set for full release within a year. This survival game features unprecedented levels of character customisation as well as a realistic in-game nutrition system.



Escape Simulator: Portal DLC

2023

Pine Studio from Samobor has created numerous puzzle-based games for PC and mobile, including the award-winning **Faraway** and **The Birdcage** series.

Their first-person puzzler, **Escape Simulator**, has captivated millions worldwide. It can be played solo or in online co-op and hosts the largest escape room collection on Steam. Last year they partnered with Valve to create a Portal-based DLC.



Lord of the Rings: Return to Moria

2023

Protopixel are a co-development team who have previously worked on hit titles such as **Oddworld: Soulstorm** and **The Callisto Protocol**, as well as multiple VR and console titles.

Their most recent title is the survival crafting game **The Lord of the Rings: Return to Moria** which follows a Dwarven camp summoned by Lord Gimli, who try to reclaim their ancestral homeland after the events of the War of the Ring.



Kaiserpunk

2024

Overseer Games has created a name for itself in creating city-builders and survival strategies such as **Patron** and **Aquatico**. Their newest title **Kaiserpunk** is imagined as a combination of city builder and grand strategy genres, set in an alternate 20th century where the Treaty of Versailles was never signed.



The Last Monarchy

2024

TLM Consortium is a Rijeka-based consortium of several companies – a game developer studio, 3D animation studio, an IT service studio, who have decided to pool their resources.

Their first released game, **The Last Monarchy**, is a cross-console casual history based strategy game, FreeToPlay and infused with the PlayAndEarn model derived from using in-game assets as NFTs, utility and governance tokens.



Paws of Coal

2023

Gamechuck is a unionised and democratically run game development studio formed in 2019, who create 2D games in the adventure (**All You Can Eat**) and retro (**Speed Limit**) genres.

Their latest game, **Paws of Coal**, was funded by Creative Europe, and follows the journey of Charles, a hedgehog scholar trying to solve the mystery of the animal epidemic amidst a rabbit strike.



Red Solstice Tactics

2025

The **Ironward** team is expanding their hit **Red Solstice** franchise with a new sequel coming out next year! A real-time squad tactics game with turn-based elements set in a dark, post-apocalyptic Earth, where your squad's movement and interactions control the enemy spawn system and behaviour.



Under the Stairs

Contact: contact@underthestairs.studio

Under the Stairs is a small Zagreb-based studio best known for their Game of the Year award-winning roguelike platformer called **Eyes in the Dark** (2022).

The current project they are working on is **Heritage**, a roguelike strategy game where players can use a unique real-time combat system to embark on a fantasy adventure.



Acodeon Development

Contact: aron.gaspic@acodeon.net

Acodeon Development is a new team founded in 2020 near Osijek, Croatia. Their focus is on creating high-quality game solutions in Unreal for clients, but they have also started crafting their own PC indie titles. **Chaos on Wheels**, their fast-paced Destruction Car Combat game, is currently in Early Access on Steam. Unannounced roguelite ARPG.



Binx Games

Contact: binx@binxinteractive.com

Binx Games is an experienced indie game studio best known for "**I Hate Running Backwards**" and "**Monster Loops**". Their small team offers services which cover programming, 3D art, UI/UX design to game and level design and they have a track record of shipping and porting games to all major platforms. They create games independently, such as their upcoming roguelite ARPG, but also collaborate on work-for-hire gigs ranging from III and AA, all the way to AAA tiers.





About Reboot

Reboot is a video game media and events brand that's been at the forefront of gaming culture in Croatia for the past 11 years.

For more than a decade, everything Reboot has worked for has been about fostering a healthy culture and recognition of the video game industry in Croatia. Through one of the biggest consumer games shows in Europe, two international conferences and media activities that encompass a print magazine, website, YouTube channel, exclusive digital shows and social media, they are still extremely passionate about showcasing the wonder that are video games.

Reboot Develop Blue and Red

Reboot Develop Blue and Red are two games industry conferences taking place in Dubrovnik, Croatia and Banff, Canada that have redefined the worldwide games industry event landscape while conceptualizing the true meaning of the boutique games industry conference.



Reboot InfoGamer

After nine successful editions, Reboot InfoGamer has positioned itself as one of Europe's biggest consumer games shows. In 2024, after a few years of running smaller shows because of the pandemic, Reboot InfoGamer attracted more than 50,000 visitors in its triumphant return.

Reboot Media

Although Reboot is 11 years old, the team carries more than three decades of legacy in games journalism. Through news, reviews and previews, analysis and opinion pieces, Reboot is an important part of Croatia's games journalism past, present and future.



Gaming Incubator PISMO - THE ONLY CROATIAN GAMING INCUBATOR powered by A1

The Entrepreneurial Incubator of the Sisak Moslavina County, PISMO powered by A1, is specialized in the gaming industry and represents a unique place where passion for video games turns into a serious business. Located in Novska on an area of 2 thousand square meters, the PISMO incubator offers its users the opportunity to conduct business at significantly reduced costs, creating a stimulating business environment where entrepreneurs and craftsmen can synergize, exchange experiences, and develop new business ideas.



The incubator has been built with the support of the European Union, within a project which has had a value of approximately 3.2 million euros. It was opened in 2019, and already the following year, it was declared the best Croatian EU project. The management of the incubator is entrusted to the Development Agency of the Sisak Moslavina County, SIMORA.



The first company established within the PISMO incubator in Novska was ANIQ Ltd. Successfully operating for five years now, they currently have nine employees. Every project they undertake represents an opportunity to develop innovative game mechanics and impressive visual effects like the video game Swing by, the first game from the incubator available on the Nintendo Switch Store.



The video game Go Home Annie is one of the major projects to emerge from the fastest-growing Croatian entrepreneurial incubator. The company Misfit Village has been working on developing the video game for the past few years, and their work has been recognized by the Lithuanian Nordcurrent Labs.



A collaboration agreement was signed in 2023, securing the release of a video game eagerly awaited by a large number of players, as evidenced by several million views on social media. The release is scheduled for this summer of 2024, on PC, followed by consoles.

Hiroma, a company, has been developing the innovative educational game Moopies for the last two years, which is now available for download on Google Play and the App Store. This application allows preschool-aged children to become teachers to Moopies, characters that learn about life on Earth. Parents can monitor and control the time their children spend playing with Moopies, ensuring a safe and educational experience.



Today, PISMO is home to more than 80 startups, clearly demonstrating how the incubator has become a key player in fostering entrepreneurship in the gaming sector. Photogrammetry studio, motion capture studio, virtual reality equipment, music studio, streaming equipment are just some of the offerings available at the PISMO incubator, accessible to all interested parties.

PISMO is not only a workplace but also a place for socializing and learning. Therefore, it often organizes meetups, conferences, game jam competitions, and camps for children

and young people. The incubator also welcomes visitors from different parts of the world and is eager to share its experience and knowledge with others. In the first five months of 2024, the incubator had over 1,000 visitors.



At PISMO, learning and earning merge through educational programs that enable the acquisition of skills in Blender and Unity in just six months, generating new skilled workforce for game development. The education programs are conducted in collaboration with the Croatian Employment Service, meaning that participants receive a salary during their learning. So far, more than 300 people have completed education in these two programs, and 40 new participants have started learning. Due to the successfully established ecosystem, developers find jobs in existing companies within the incubator or start their own businesses with a support of 15 thousand euros. As gaming evolves, so does PISMO, adapting its education offerings, including learning to work in Unreal Engine 5.

The Entrepreneurial Incubator PISMO organizes a summer gaming camp for elementary school students eager to learn about game development, with three levels of knowledge: basic, advanced, and advanced+ for participants who have already attended.

The camp is intended for students in higher grades of elementary school, and accommodation is provided in the student dormitory of the Novska high school. During seven days in Novska, the capital of the Croatian gaming industry, participants create their own video game, make new friends, and have a great time. Each day begins with morning exercises, followed by four hours of classes, using tools like Blender, Krita, and Unity. Afternoons are reserved for various activities, including getting to know the cutting-edge technology of the PISMO incubator, strengthening communication skills at the Social Innovation Incubator, and fun evenings with disco and movie nights. In the STEM laboratory of Novska, children learn about micro and robotics, while in the evening, they observe the stars from the city park.



There is also a full-day trip to the Lonjsko Polje Nature Park. Education on internet safety helps them develop healthy online habits. The camp is unique! The world of video games becomes more real than ever, natural adventures more vivid, and technology like robots becomes accessible to everyone. Slavonian food is within reach, and new adventures for the participants are guaranteed. All information about the camp, as well as the possibility of registration, is available on the website: gamingcamp.hr.

Novska High School and the PISMO incubator powered by A1 have established a collaboration that opens doors to new generations of game development technicians. Starting from the academic year 2024/2025, field trips will be introduced for this course in both semesters.



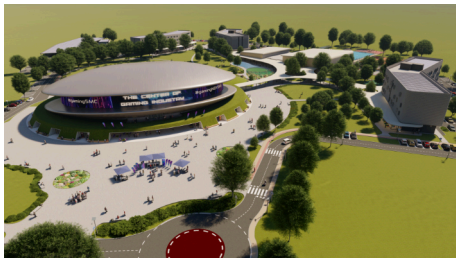
During previous visits, students had the opportunity to meet with startup companies from the incubator, ask them questions, and explore aspects of game development that interest them. They also engaged in practical work in a state-of-the-art motion capture studio. Guided by expert mentoring from professionals at the PISMO incubator, they gained new knowledge and acquired skills that are crucial for applying these technologies in practice.

The Public Institution Regional Coordinator of the Sisak Moslavina County, Sisak Moslavina County, the Development Agency SIMORA, and the City of Novska plan to build the Gaming Industry Center in the Novska Entrepreneurial Zone, worth 60 million euros on an area of 9 hectares in the Novska Entrepreneurial Zone. According to the project, the Gaming Industry Center in Novska includes the construction of several facilities on 9 hectares of land in the Novska Entrepreneurial Zone.

The faculty building covering 12,000 square meters and a student dormitory of 5,000 square meters, along with all student facilities such as restaurants and catering facilities, are included, as well as a swimming pool and sports hall.



The student dormitory will have 201 beds, and the accelerator 200 work units and a modernly equipped VR studio. The game testing incubator has 2500 seats. Everything is connected with a wide network of roads, and a series of sports fields are planned, including a handball, football, volleyball court, golf practice field, outdoor gym, and tennis courts. The project also includes an energy plant.



The financing agreement for the Gaming Industry Center project - Phase I has been signed. Construction begins this year, for which the Ministry of Regional Development and EU Funds has approved EU grant in the amount of 26.4 million euros for the mentioned first phase.

The public procurement process to select the contractor follows shortly after signing the agreement. The Gaming Industry Center project represents a key initiative for the economic growth and development of the region, opening up new opportunities for education, employment, and innovation in the gaming industry, significantly contributing to Croatia's competitiveness and attractiveness on the global technology stage. And the Gaming Industry Center is a kind of continuation of the PISMO incubator!





The Croatian Esport Federation (CeSF)

CESF goals: We want to bring together all Associations whose are to goals assemble fans of electronic games, competitions and organizing competitions and tournaments, promotion of esports, raising awareness about the influence of video games on the population especially children and whose seat and area of operation is on the territory of the Republic of Croatia.

CESF activities: organizing and taking part in electronic games fan tournaments; organizing and taking part in electronic games fan competitions; education about positive and negative influences of playing video games; standardization of the framework for organizing electronic games fan competitions (esport); consistent and permanent following of actual rules and regulations in regards of electronic games.

CESF is a member of the International Esports Federation (IESF) and the Global Esports Federation (GEF).

Key Activities 2023-2024

- National Qualifiers for the 2023 IeSF World Championship Dota2, CSGO, efootball2023, PubGMobile, Tekken7
- National Qualifiers for the 2024 IeSF World Championship Dota2, CS2, CS2 Woman, Mobile Legends, Mobile Legends Woman, efootball2024 and PubGMobile
- National Qualifiers for the Global Esports Games 2024 (GEG24)
- Friendly matches with other eSports National Teams
- European Qualifiers for the IeSF World Championship
- Supporting eSports events and Conferences in Croatia
- Promoting Croatian eSports on regional and global eSport events and Conferences

Key Numbers

- 140+ participants in the National Qualifiers for the 2023 IeSF World Championship
- 190+ participants in the National Qualifiers for the 2024 IeSF World Championship



Croatian Association of Video Game Developers (HU-IZ-VI)

The Croatian Association of Video Game Developers (HU-IZ-VI) is dedicated to uniting and empowering video game developers across Croatia. Our mission is to foster the growth and promotion of the gaming industry within the country, creating innovative and market-driven video games for a broad audience while offering services for the common good.

Our Goals and Activities

To achieve our mission, HU-IZ-VI engages in a wide array of activities, including:

- **Publishing:** We publish computer games and other software, ensuring high-quality and engaging products.
- **Production:** Our association is involved in film, video, and television program production, along with sound recording and music publishing.
- **IT Services:** We offer computer programming and other IT-related services, enhancing technological advancements in the gaming sector.
- **Research and Development:** We conduct research and experimental development in both natural and social sciences, driving innovation.

- **Design and Photography:** Our specialized design and photographic activities support creative projects in the gaming industry.
- **Entertainment and Arts:** We engage in performing arts, artistic creation, and activities related to amusement and theme parks, providing a broad spectrum of entertainment.
- **Community and Education:** We promote civil society development, social entrepreneurship, and the protection of various rights, alongside education and lifelong learning initiatives.

Educational Programs and Networking Opportunities

HU-IZ-VI organizes educational programs such as workshops, seminars, and lectures on various aspects of video game development. We actively participate in events and gatherings organized by other associations and our partners, fostering a collaborative environment.

We encourage knowledge and experience sharing among our members through internal communication platforms and regular meetings, providing excellent opportunities for professional networking.



Partnerships and Resources

Our association has established partnerships with various software companies, granting our members access to exclusive discounts on essential software tools for game development. These tools encompass development, design, sound, marketing, and other areas, streamlining the game development process.

Funding and Supporting Information

HU-IZ-VI provides up-to-date information on funding opportunities, support, and promotional contests for video games within Croatia and internationally. This ensures our members are well-informed and equipped to take advantage of available resources to enhance their projects.



Meet Our Members

ANIQ d.o.o.

ANIQ d.o.o. specializes in sophisticated 3D, 2D, AR, and VR solutions and games, utilizing the latest technologies and client-driven ideas. They develop projects for VR (Oculus, Vive, Index), PC (Windows, MacOS, Linux), consoles (Nintendo Switch), and mobile platforms (Android and iOS), focusing on virtual and augmented reality markets.

Cozy Monkey Entertainment

Based in Novska, Cozy Monkey Entertainment focuses on programming and designing video games and applications, aiming to popularize video games as a medium for storytelling, entertainment, and education.

Dynamite Priest Studio

Dynamite Priest Studio in Novska is dedicated to developing video games and applications from concept to realization, making advanced technologies accessible to businesses and end-users.

Flamboyant Entertainment

Flamboyant Entertainment offers a broad range of gaming-related services and products, including 3D modelling, animation, VR experiences, and visualizations, with extensive experience in various successful projects.

FNB HENČEL

Directed by Florijan Henčel, FNB HENČEL J.D.O.O. focuses on creating AR and VR solutions, 2D and 3D games, and websites, alongside educational services in game development and computer programming.

Game Theory

Game Theory specializes in developing mobile, PC, VR, and AR games, applications, and websites, providing comprehensive development, programming, 3D modelling, animation, and design services.

GROW

GROW is developing an innovative project for the deaf and hard of hearing: smart glasses that convert sound into text, displaying it in real-time on the lenses, set to revolutionize daily life for over 100 million people.

Heresy Design

Heresy Design engages in digital illustration, 2D art and animation, game design, and Unity development, offering educational programs in game development and drawing.

Hiroma Design

Hiroma Design focuses on creating video games and digital content, offering full Unity project development or optimization, AR and VR projects, and game development education.

HoHo Studio

Located in Novska, HoHo Studio designs and develops video games, along with AR and VR applications tailored for educational, entertainment, or informational purposes.

Jane Doe

Jane Doe, based in Novska, specializes in programming and designing video games.

Key Boar Studios

Key Boar Studios focuses on programming and developing video games and AR/VR applications, including educational, entertainment, and informational content.

Lean IT

Lean IT applies Lean Six Sigma methodology to optimize business environments, providing solutions and product development in game development, applications, and web design.

Loomi Studio & Design

Loomi Studio & Design is a Croatian art and game development studio operating on a B2B model, collaborating with satisfied clients on various game development projects.

Next Line Software

Next Line Software, based in Novska, focuses on programming to provide complete and optimized solutions for PC and mobile platforms.

OONA

Owned by Mateja Olujić, OONA primarily works on 3D modelling, virtual scenes, and animations for video games, applications, and VR/AR experiences.

Zexerio

Zexerio is a Croatian game development start-up in Novska, adopting a service-based business model to collaborate with partners and drive creative business management.

Armor Fati Studios

Amor Fati Studios develops video games and websites, ensuring their products are unique and unforgettable through their passion and attention to detail.

Tuurngait Software

Located in Novska, Tuurngait Software specializes in game and software development, focusing on programming PC and mobile games and applications using the Unity environment.

Big Small Games

Big Small Games designs and develops video games, emphasizing user experiences that offer simple gameplay and rich narratives.

**In
cooperation
with**



We are proud to support the diversity of life on earth



Let's care about each other

Let's care about each other:

Goal: This campaign focuses on environmental protection, with an emphasis on shark conservation.

Importance: White Shark has become an official donor to the IUCN and actively participates in nature conservation education and coastal cleanup.



From game to business:

Goal: Promoting education and awarding scholarships to talented young people in the gaming industry.

Importance: White Shark collaborates with Algebra University in Zagreb to award scholarships for game development studies and assist graduates in finding employment.



Play Responsibly:

Goal: A balanced lifestyle.

Importance: White Shark encourages young people to take breaks and play with friends after spending two hours playing video games.

80 Influencers / 22 Million Followers



PlayTracker is a social media app that connects to the most popular gaming platforms out there and unites gamer data. All games, achievements, stats, and graphs - now in one place.

SOCIAL Insight QUEST

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With over 50.000 registered users, PlayTracker is the place for your game or gaming brand to expand to. Engage users with advanced community features like custom challenges, events, and leaderboards - then reward them with exclusive cosmetic rewards. The PlayTracker team will assist you every step of the way and help create any assets needed.

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- Understand your community and the wider gaming market
- Effectively tailor your marketing strategies

If you're involved in game development or gaming marketing, PlayTracker can help you achieve your goals. Visit us at www.playtracker.net

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