

GAME ACCESS '19 in numbers

30
great speakers and
many excellent talks


1200+
attendees

250+
companies

3
Game Access awards

3
stylish unforgettable
parties

70+
developers at the
Indie Showcase


Round table
sessions


Talent recruiting
opportunities

Field

 Advertising

 Distribution


 Investment

 Narrative


 QA

 Art

 Education

 Localization

 PR

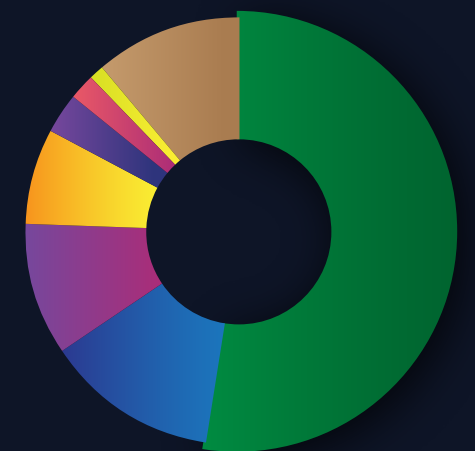
 Recruitment

 Audio

 Game Design

 Marketing

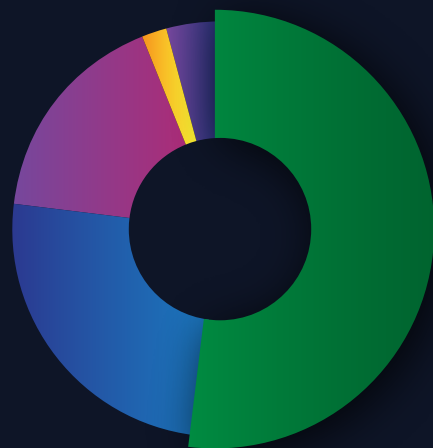
 Programming



From

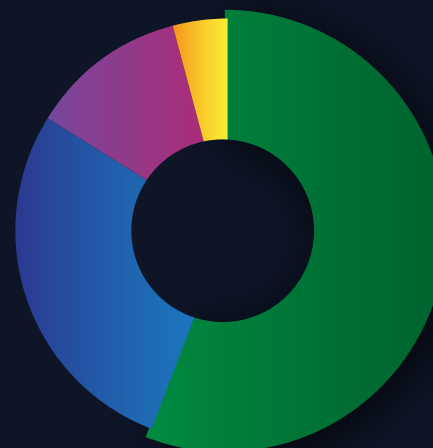
- 52%** Czech Republic
- 13%** Slovakia
- 10%** Poland
- 7%** Ukraine
- 3%** Belarus
- 2%** Finland
- 1%** Austria
- 11%** Other countries

(Australia, Belgium, Bulgaria, Canada, Croatia, France, Germany, Great Britain, Greece, Hungary, Italy, Japan, Poland, Portugal, Romania, Slovenia, Spain, Sweden, USA)



Gaming Platform

- 52%** Mobile platforms
- 25%** Desktop platforms
- 17%** Consoles
- 2%** VR/AR
- 4%** Web/Social



Badge type

- 56%** Standard
- 28%** Premium
- 12%** Student
- 4%** Media