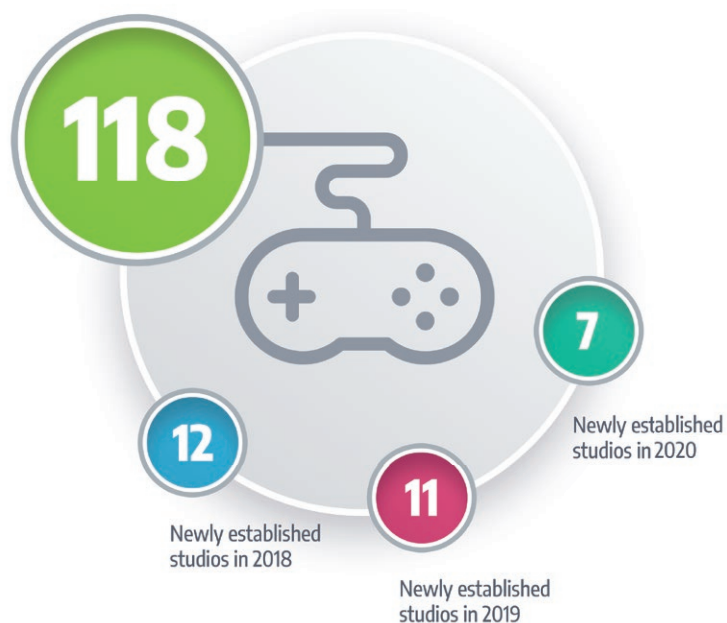


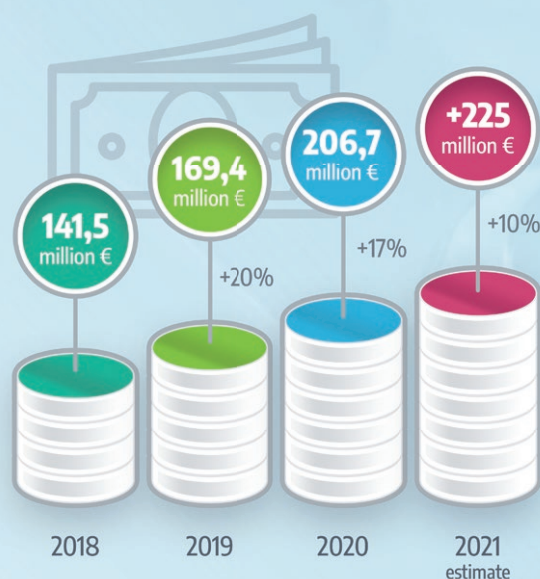
# VIDEO GAME DEVELOPMENT

**CZECH  
INDUSTRY  
2021**

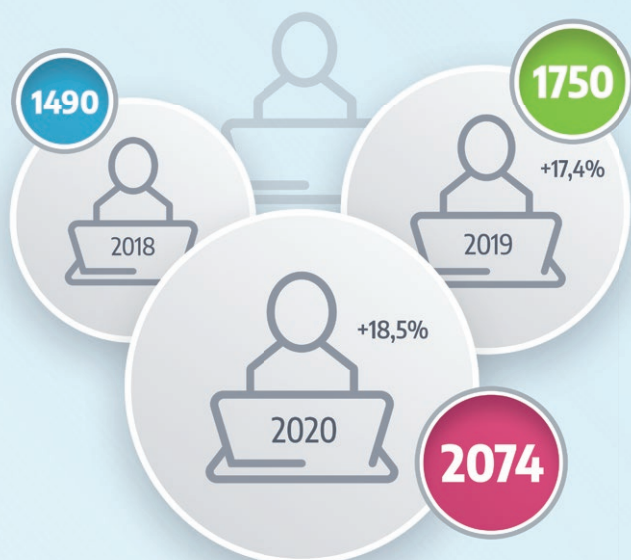
## ACTIVE STUDIOS IN 2021



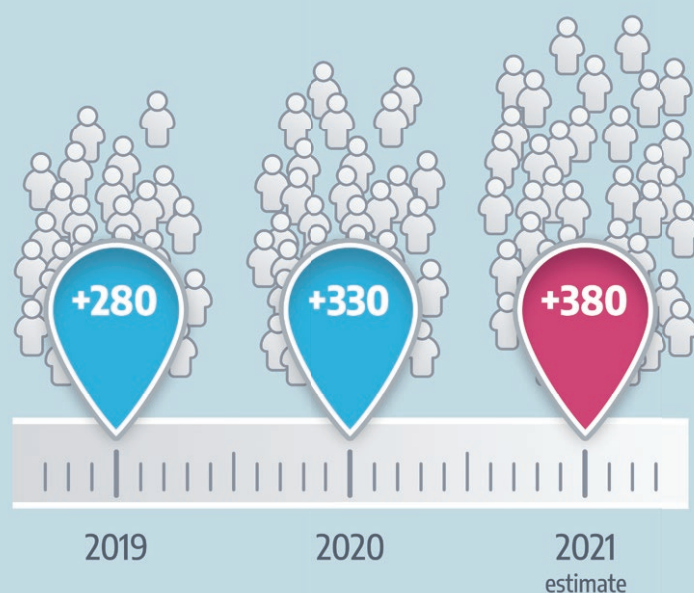
## OVERALL TURNOVER



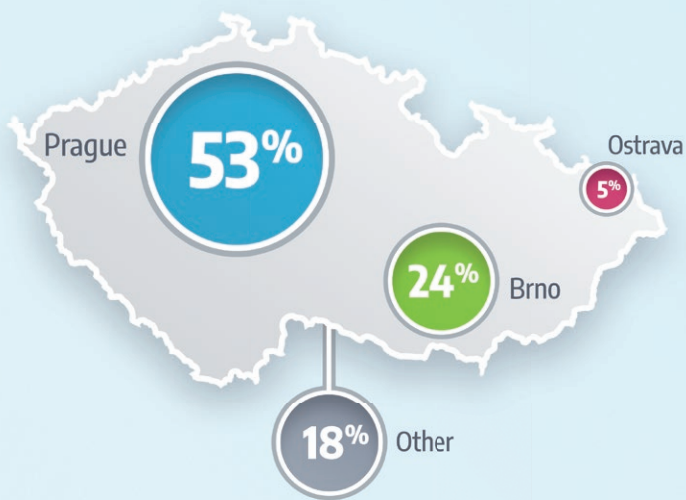
## NUMBER OF EMPLOYEES



## NEW WORKING POSITIONS OPENED

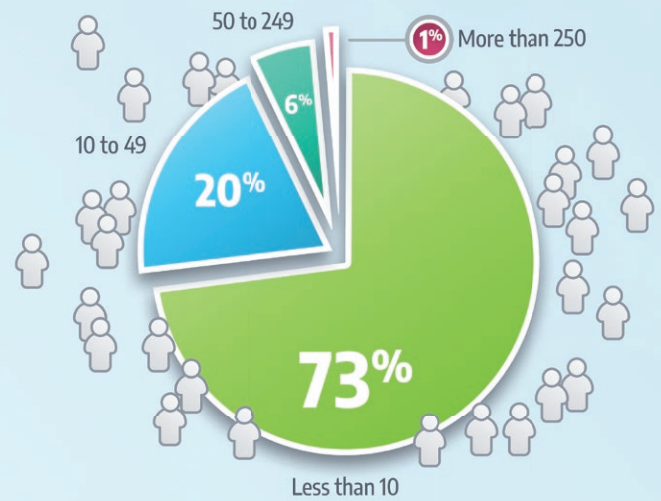


## STUDIO LOCATION

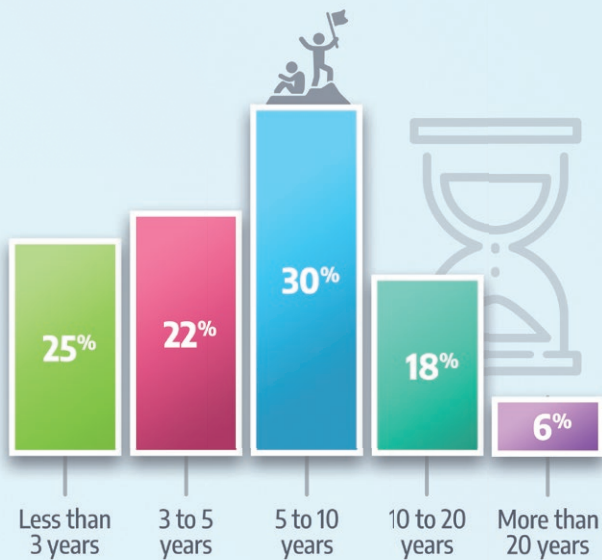


## SIZE OF STUDIOS

(Number of employees)

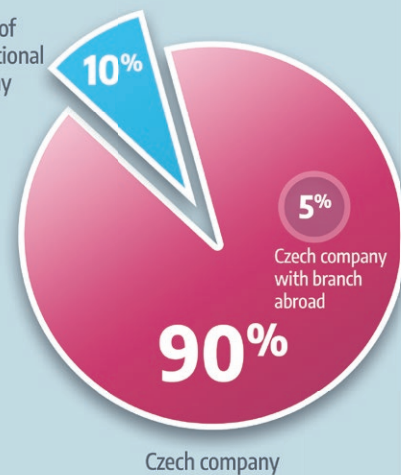


## YEARS ACTIVE

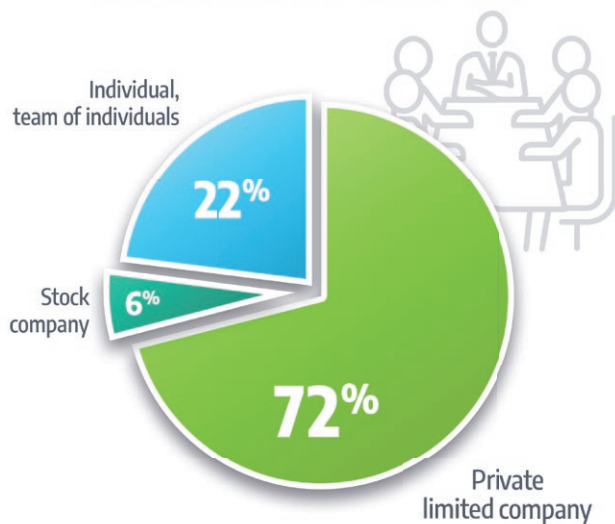


## OWNERSHIP

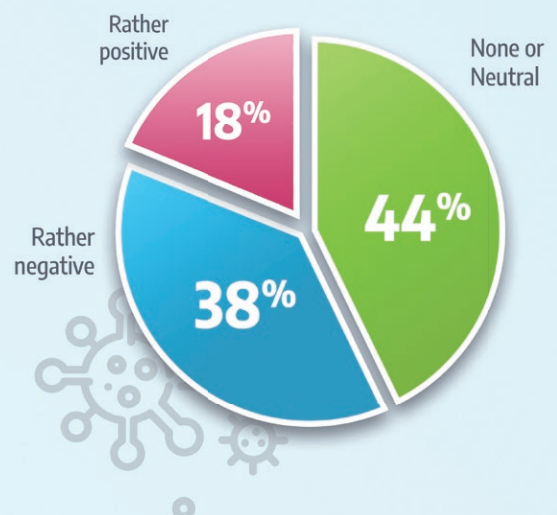
Branch of international company



## LEGAL ENTITIES VS INDIVIDUALS

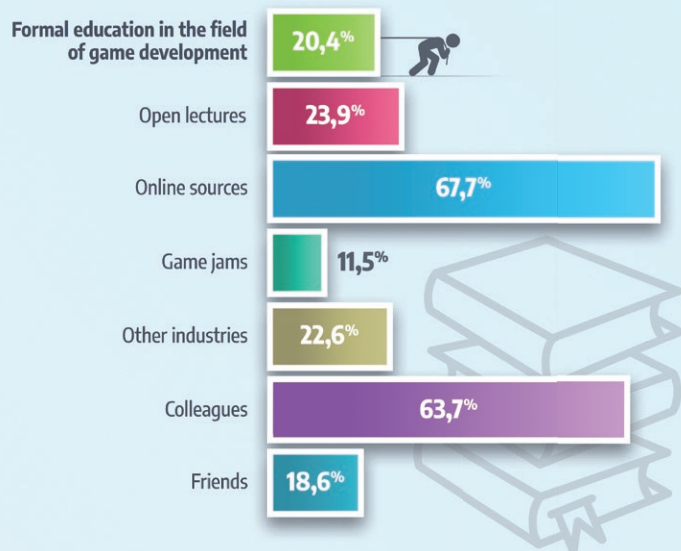


## IMPACT OF THE COVID-19 PANDEMIC





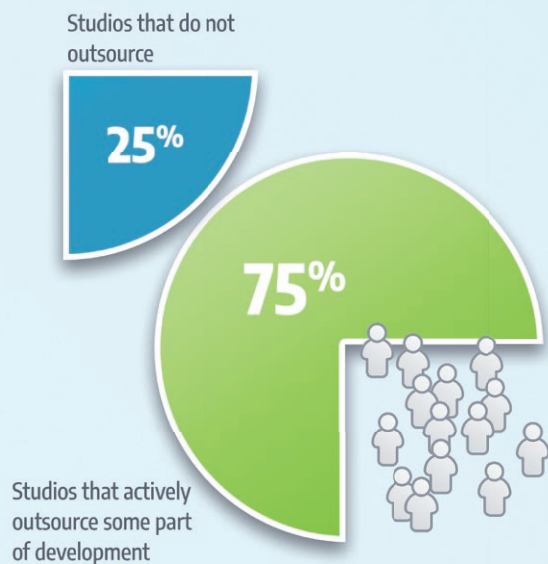
## WHERE GAME DEVELOPERS GET THEIR EDUCATION



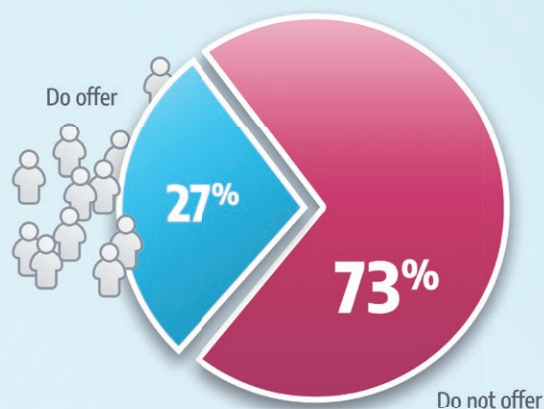
## GAMES IN 2020



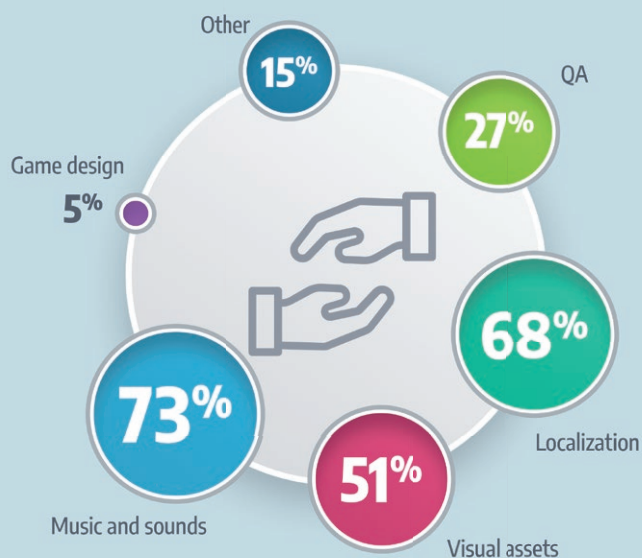
## USE OF OUTSOURCING



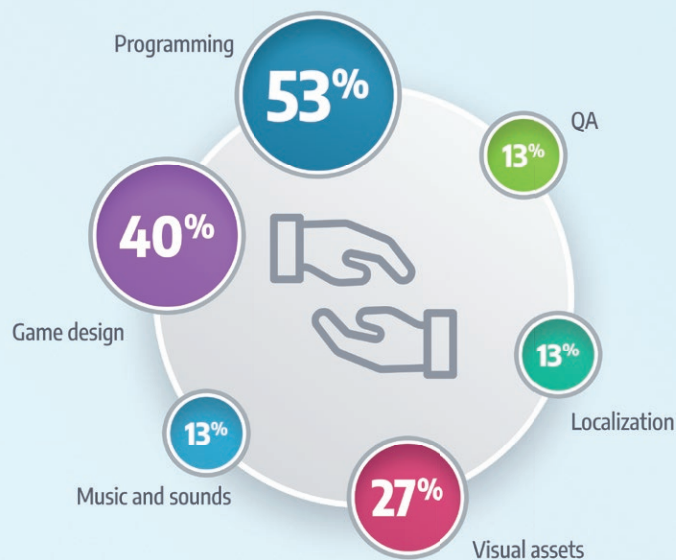
## OFFER OF OUTSOURCING



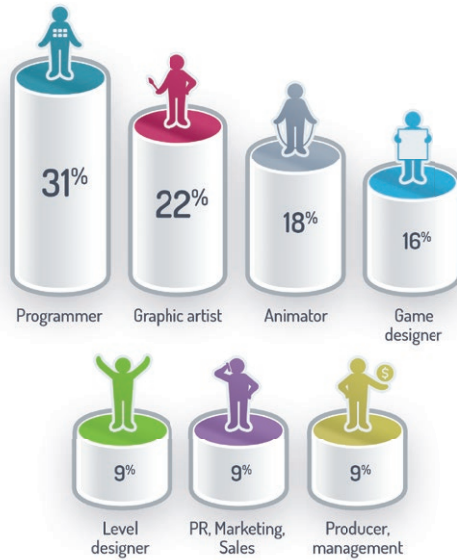
## WHAT STUDIOS OUTSOURCE



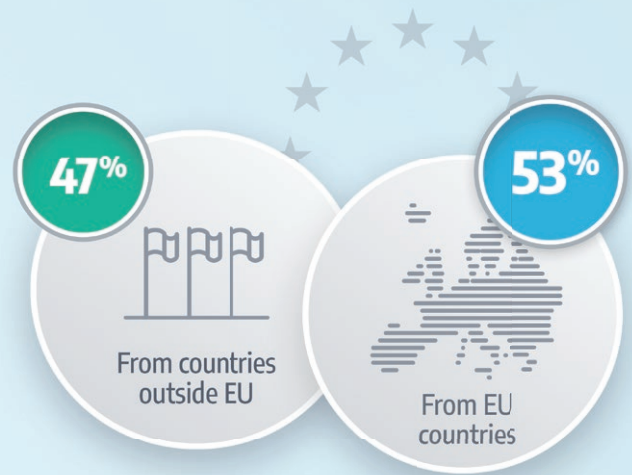
## WHAT STUDIOS PROVIDE



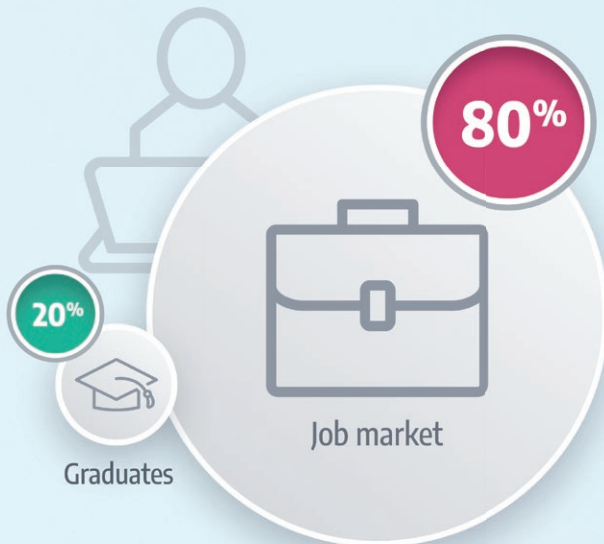
## POSITIONS HARDEST TO FILL



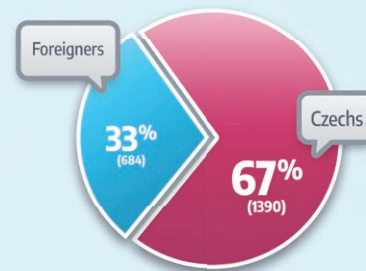
## FOREIGN EMPLOYEES



## NEWLY EMPLOYED PEOPLE



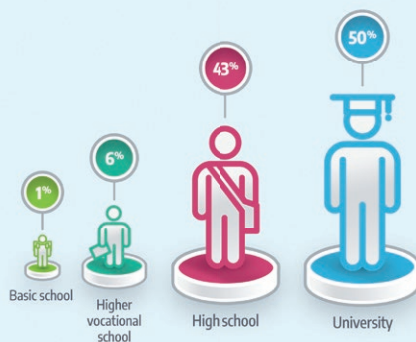
## NUMBER OF EMPLOYEES FROM ABROAD



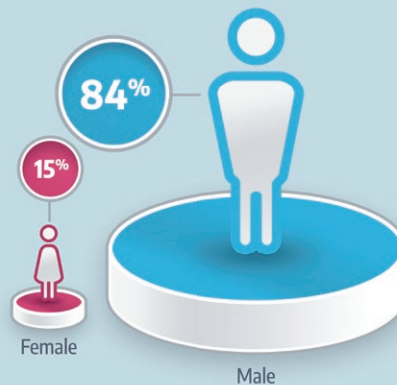
## AVERAGE AGE



## EDUCATION



## GENDER



## AGE (years)

