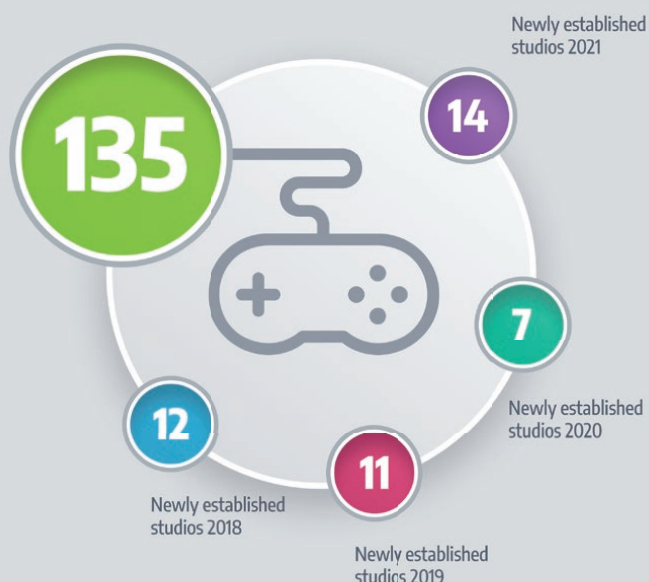


CR 2022

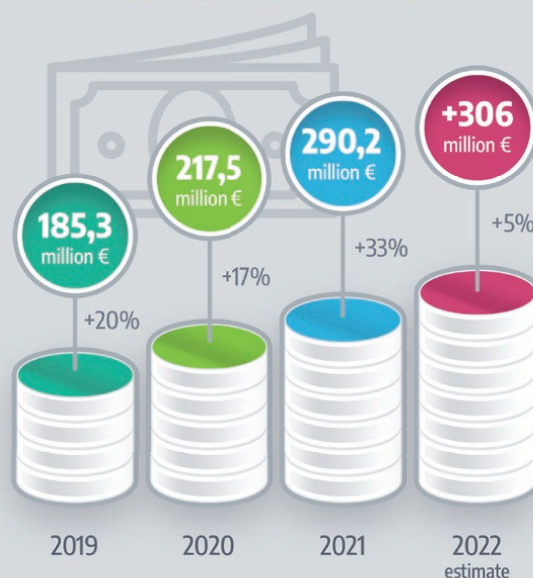
# GAMING INDUSTRY

Data are collected and processed by the Czech Gaming Developers Association each year.

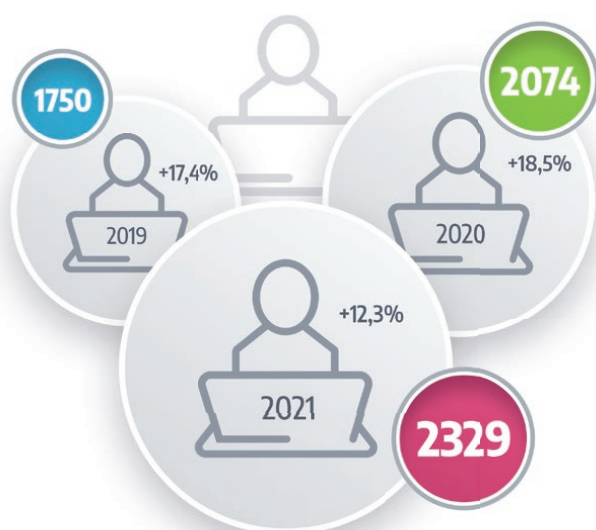
## ACTIVE STUDIOS IN 2022



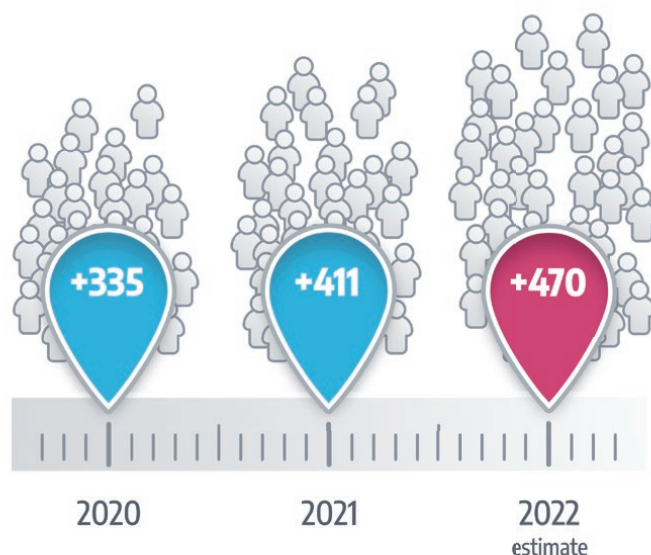
## OVERALL TURNOVER



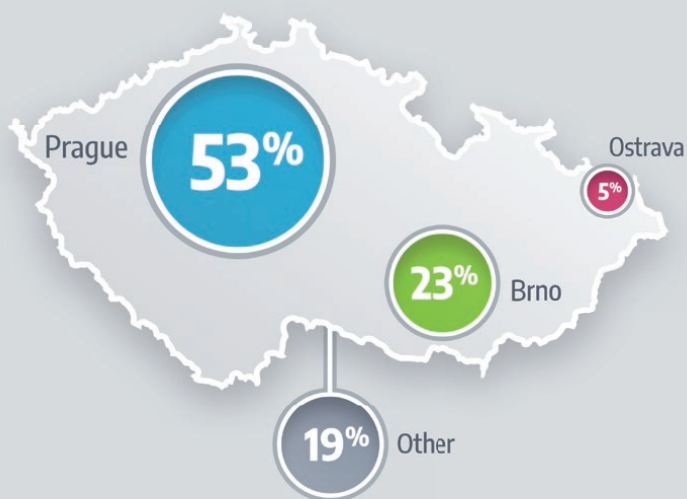
## NUMBER OF EMPLOYEES



## NEW WORKING POSITIONS OPENED

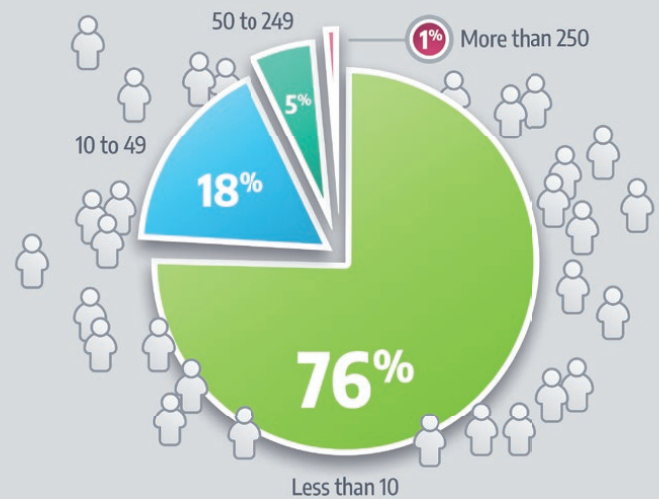


## STUDIO LOCATION

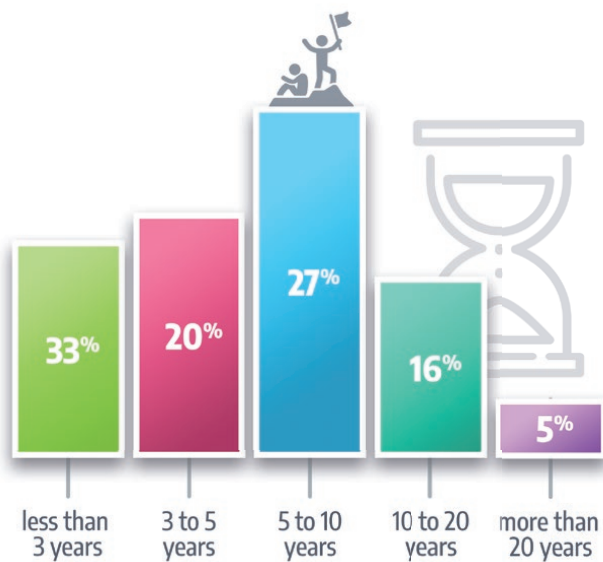


## SIZE OF STUDIOS

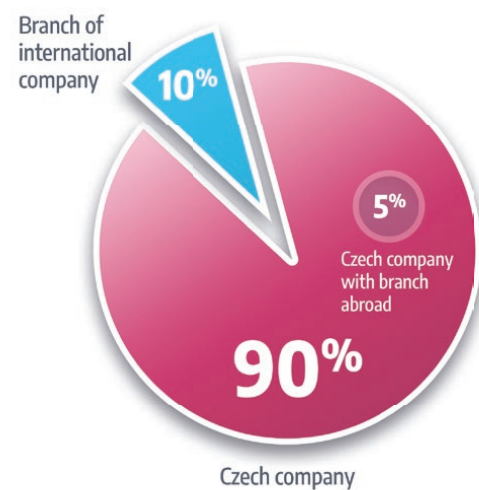
(Number of employees)



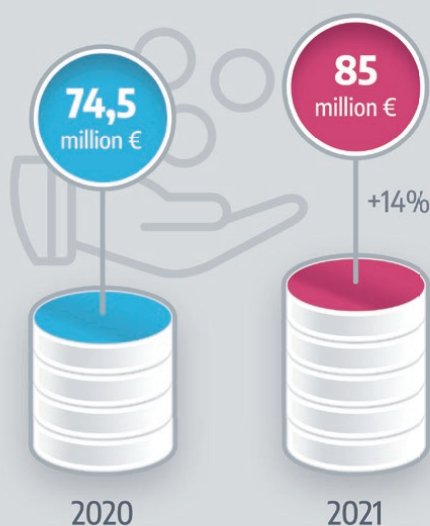
## YEARS ACTIVE



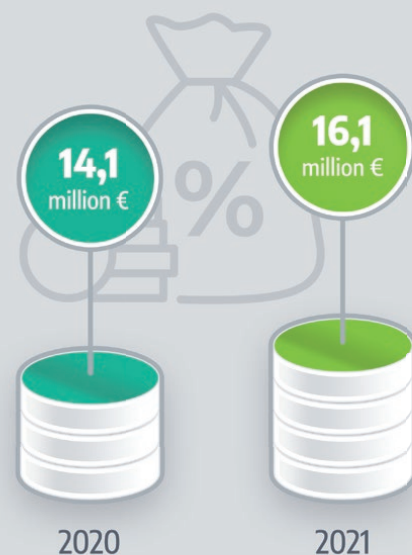
## OWNERSHIP



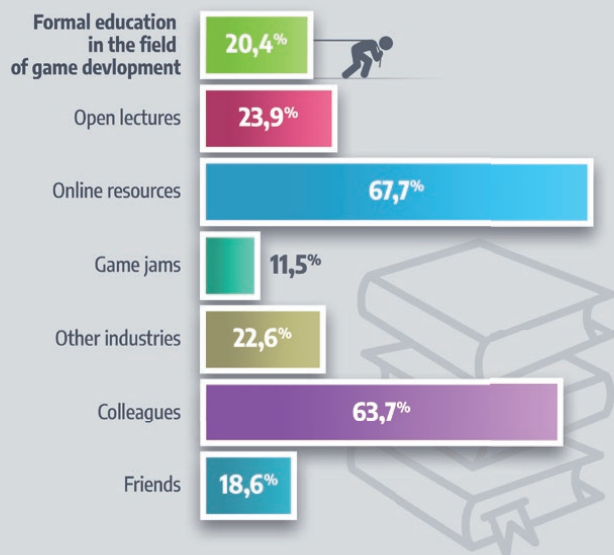
## PROFIT



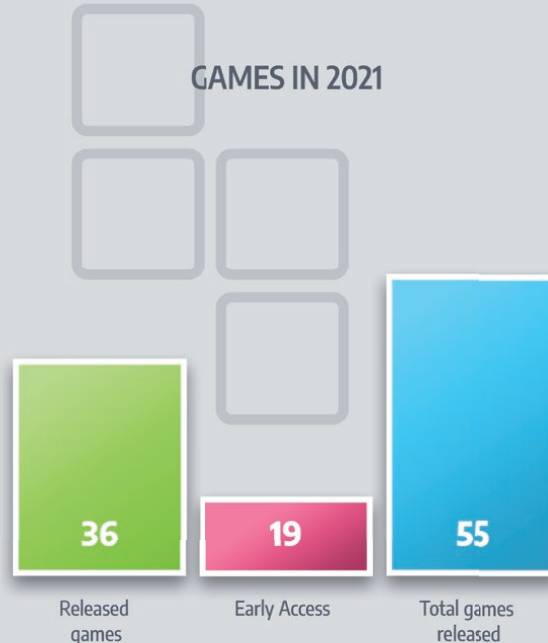
## INCOME TAX



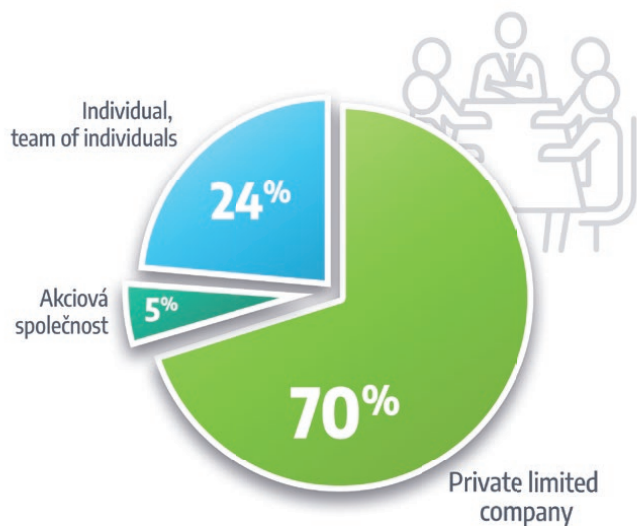
## WHERE GAME DEVELOPERS GET THEIR EDUCATION



## GAMES IN 2021



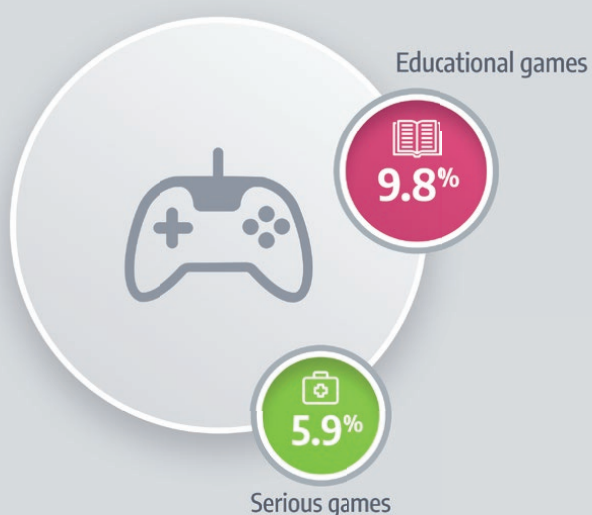
## LEGAL ENTITIES VS INDIVIDUALS



## EXPORT SHARE



## STUDIOS WITH OVERLAP TO DIFFERENT INDUSTRIES

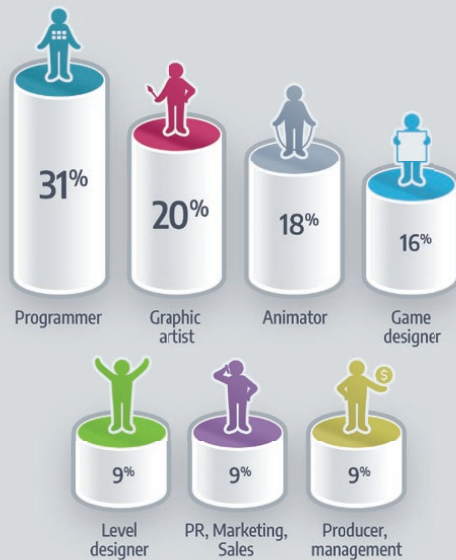


## FOREIGNERS COMING FROM

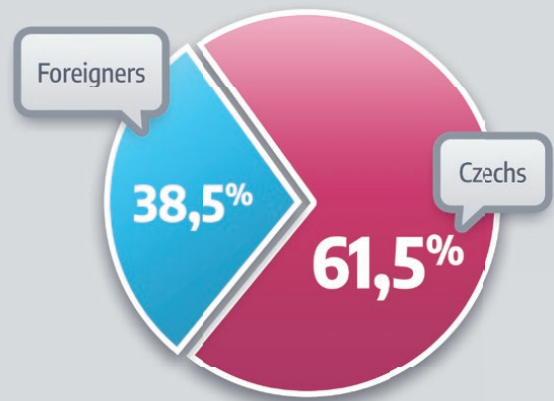




## POSITIONS HARDEST TO FILL



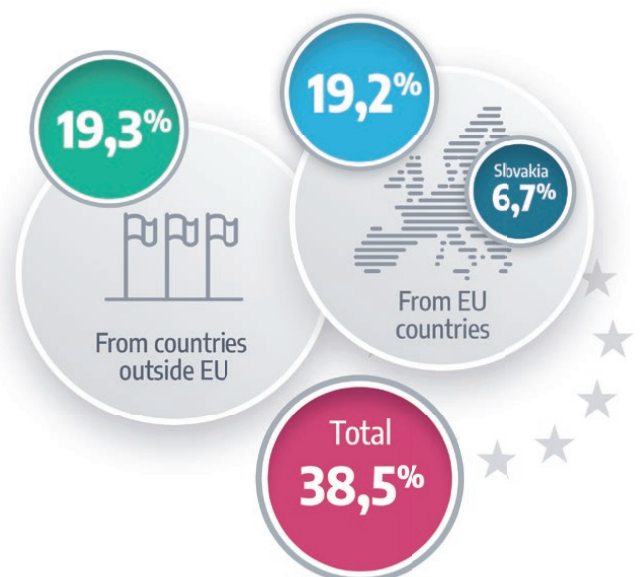
## NUMBER OF EMPLOYEES FROM ABROAD



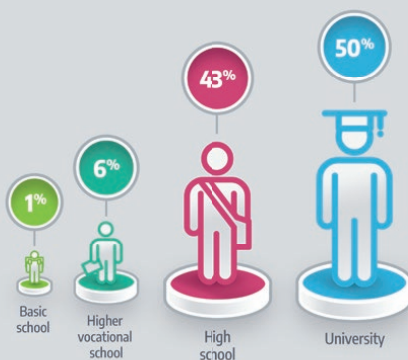
## NEWLY EMPLOYED PEOPLE



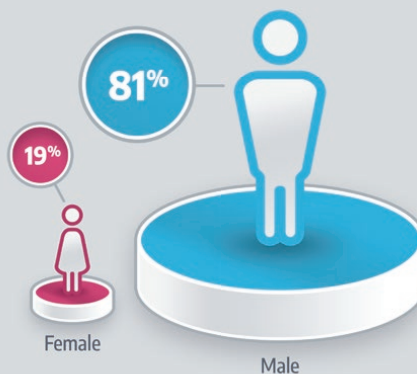
## FOREIGN EMPLOYEES



## EDUCATION



## GENDER



## AGE (years)

