

CR 2022

GAMING INDUSTRY

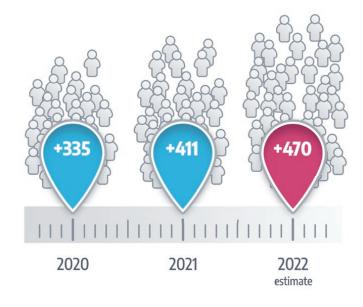
Data are collected and processed by the Czech Gaming Developers Association each year.

ACTIVE STUDIOS IN 2022 OVERALL TURNOVER Newly established studios 2021 +306 **290** million € +5% 185,3 +33% +17% +20% Newly established studios 2020 Newly established 2019 2021 2020 2022 studios 2018 estimate Newly established studios 2019

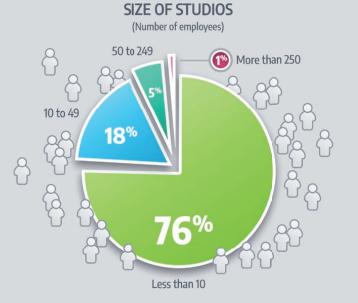
NUMBER OF EMPLOYEES

2074 +17,4% 2020 +12,3% 2021 2329

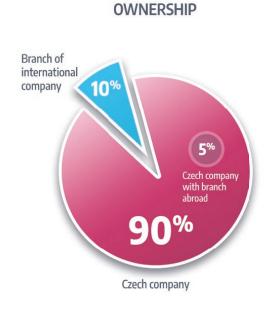
NEW WORKING POSITIONS OPENED

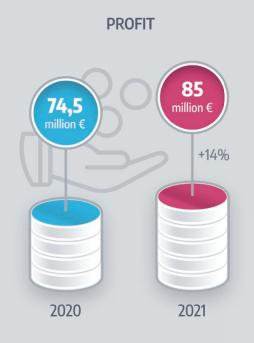


Prague 53% Ostrava 55% Brno Other



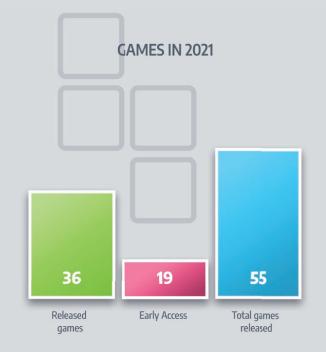








WHERE GAME DEVELOPERS GET THEIR EDUCATION Formal education 20,4% in the field of game devlopment 23,9% Open lectures Online resources 67,7% 11,5% Game jams 22,6% Other industries 63,7% Colleagues 18,6% Friends



LEGAL ENTITIES VS INDIVIDUALS



EXPORT SHARE



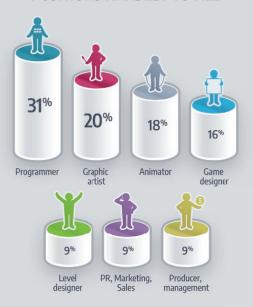
STUDIOS WITH OVERLAP TO DIFFERENT INDUSTRIES



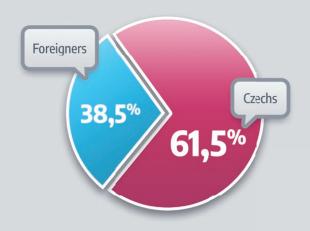
FOREIGNERS COMING FROM



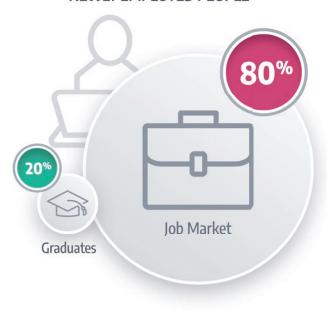
POSITIONS HARDEST TO FILL



NUMBER OF EMPLOYEES FROM ABROAD



NEWLY EMPLOYED PEOPLE



FOREIGN EMPLOYEES

