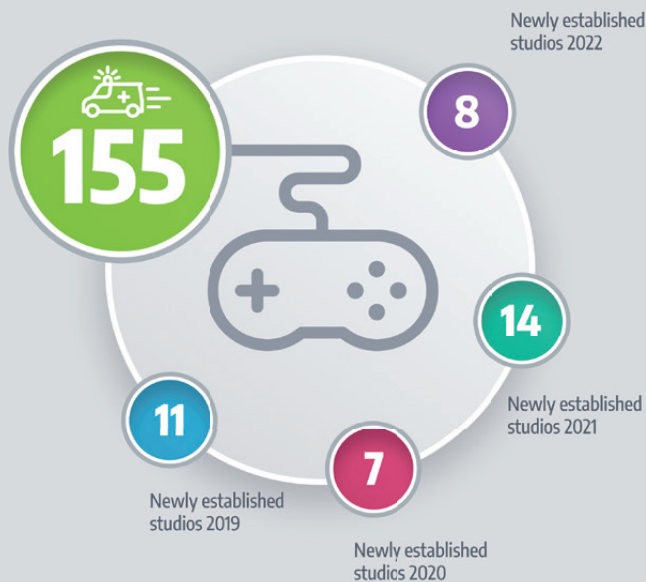


CR 2023

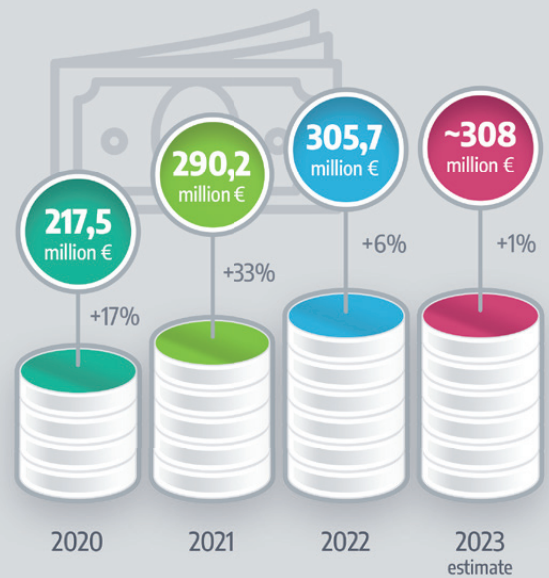
GAMING INDUSTRY

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

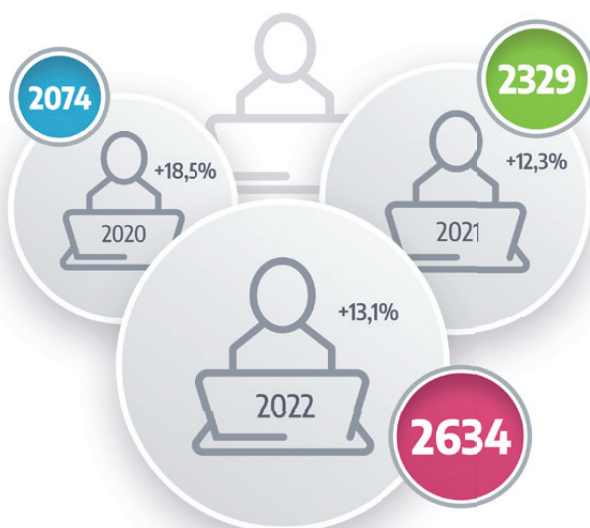
ACTIVE STUDIOS IN 2023



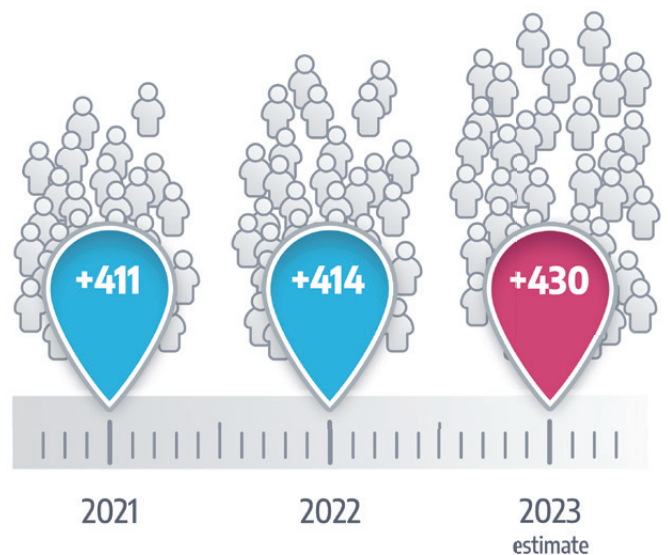
OVERALL TURNOVER



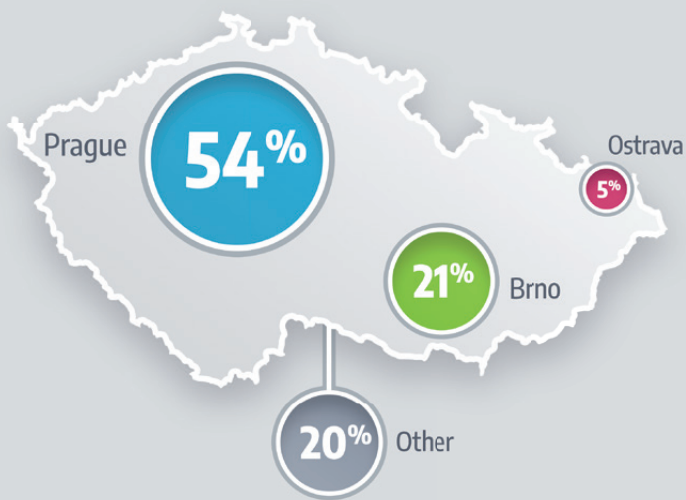
NUMBER OF EMPLOYEES



NEW WORKING POSITIONS OPENED

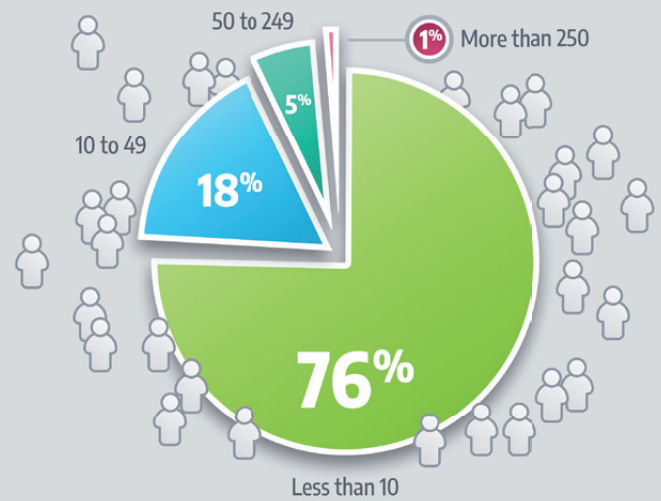


STUDIO LOCATION

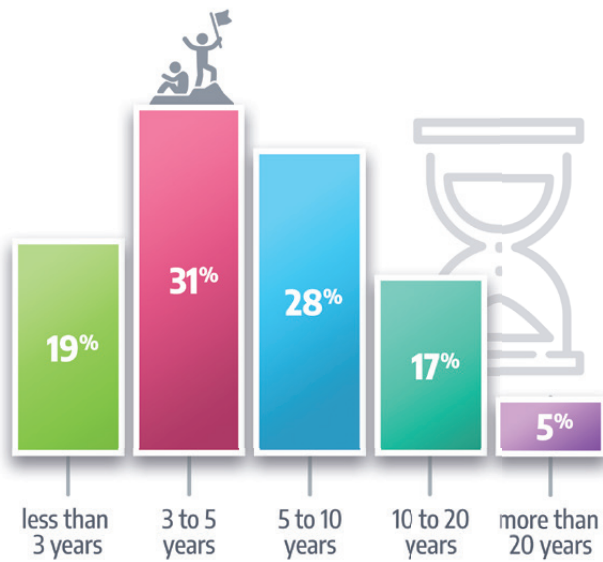


SIZE OF STUDIOS

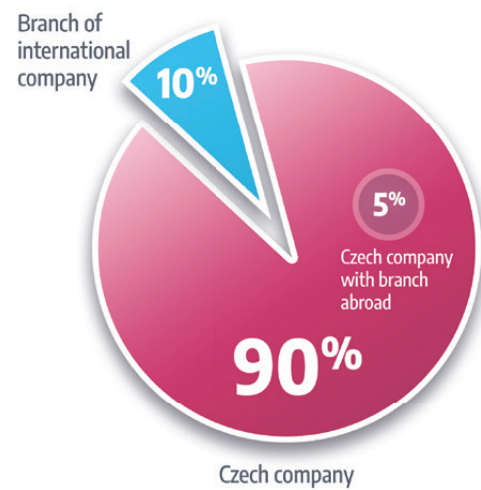
(Number of employees)



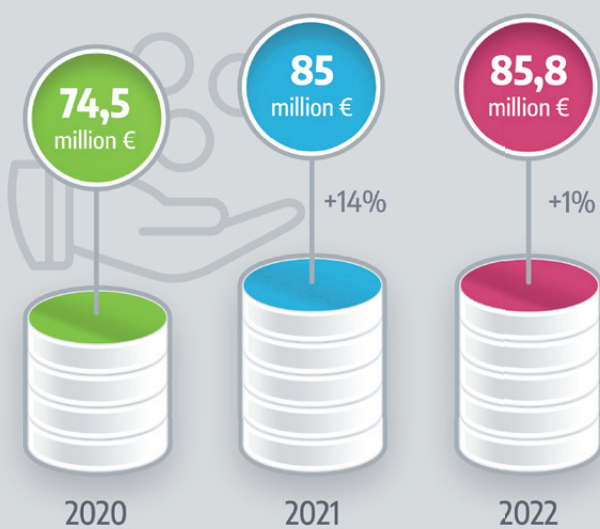
YEARS ACTIVE



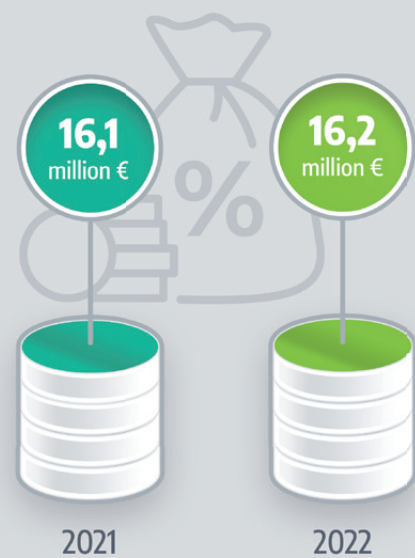
OWNERSHIP



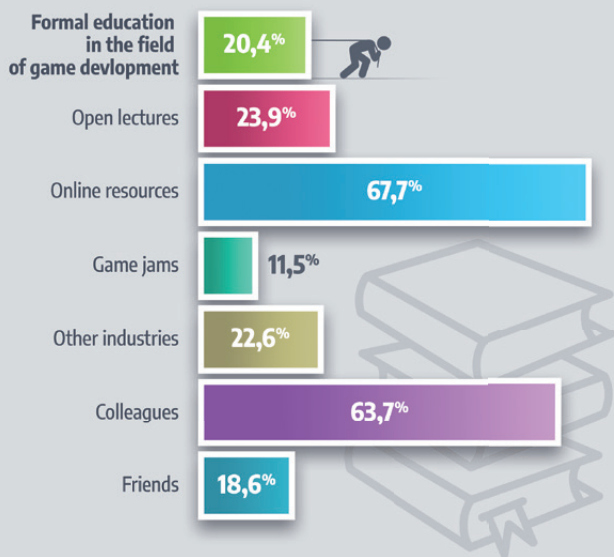
PROFIT



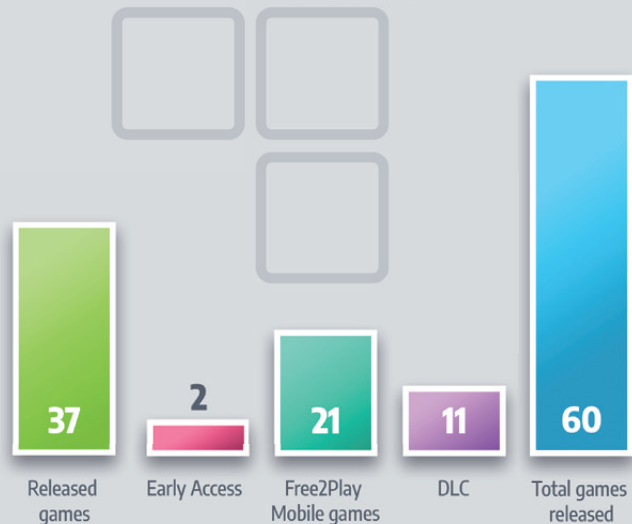
INCOME TAX



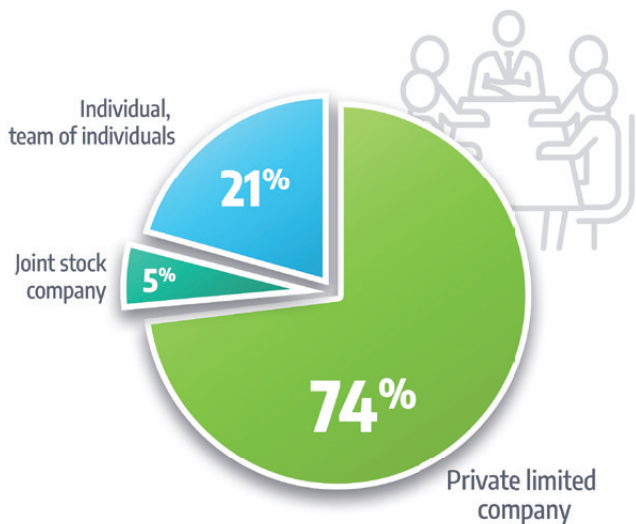
WHERE GAME DEVELOPERS GET THEIR EDUCATION



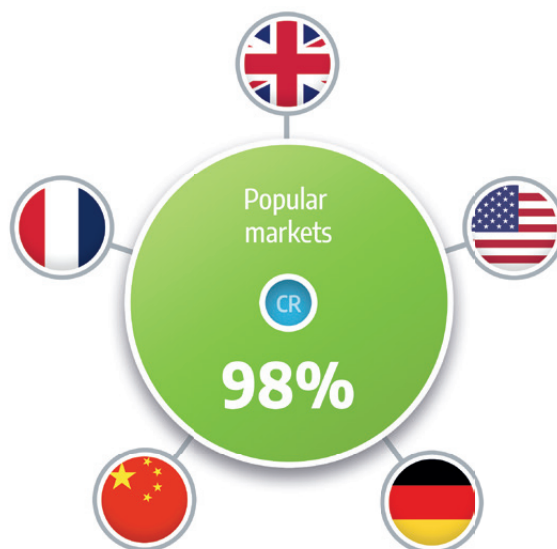
GAMES IN 2022



LEGAL ENTITIES VS INDIVIDUALS



EXPORT SHARE



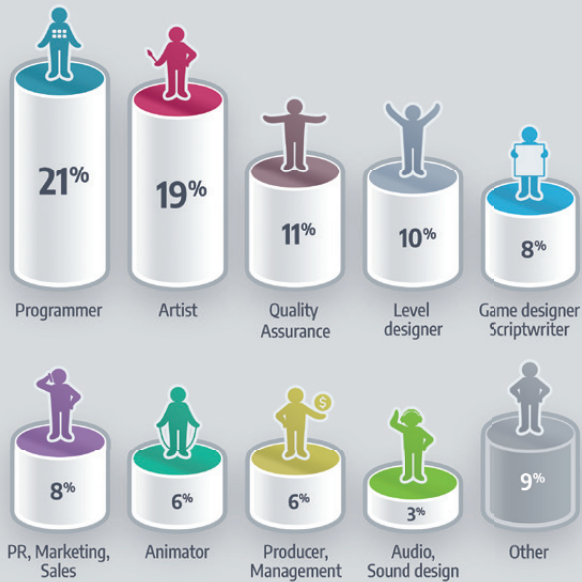
STUDIOS WITH OVERLAP TO DIFFERENT INDUSTRIES



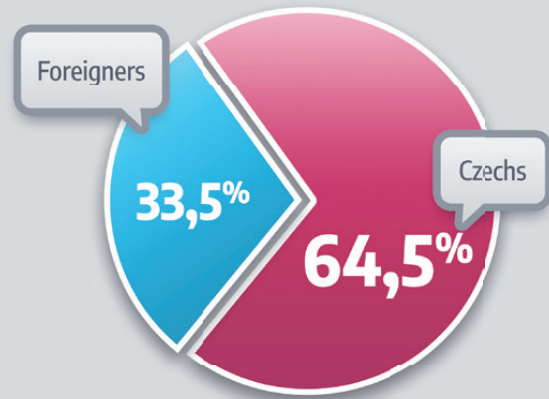
FOREIGNERS COMING FROM



EMPLOYEE DISTRIBUTION



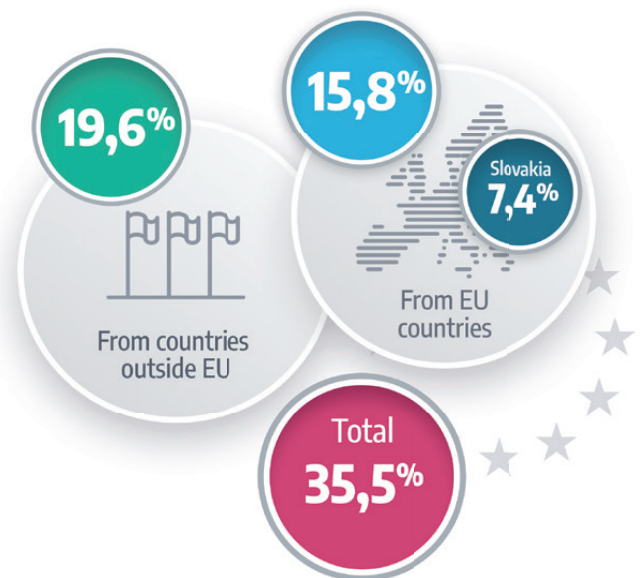
NUMBER OF EMPLOYEES FROM ABROAD



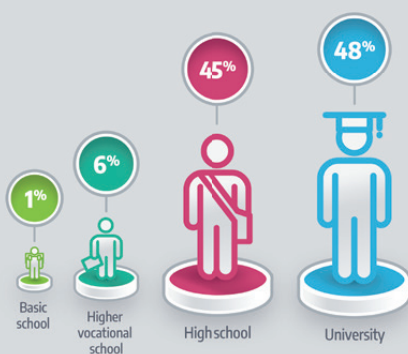
NEWLY EMPLOYED PEOPLE



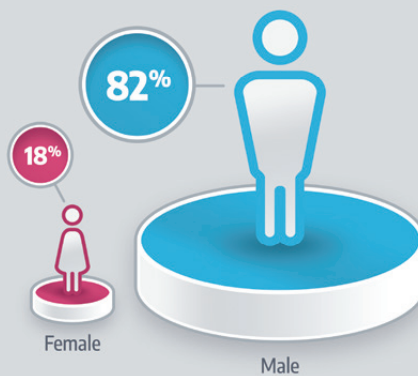
FOREIGN EMPLOYEES



EDUCATION



GENDER



AGE (years)

