

EVENT PITCH

24.10.2024 - SUMMITS & KICK-OFF
25-27.10.2024 - CORE CONFERENCE
POZNAŃ, POLAND



WWW.GIC.GD

 GDCON

 GIC

THE BIGGEST GAMEDEV
CONFERENCE IN EUROPE

Game Industry Conference

Check page 7 for stats

Together with Poznań Game Arena, GIC is the largest gaming event east of Cologne. It offers many professional opportunities such as workshops, roundtables, B2B exhibitions, Grip meetings, Geek Careers recruitment zone, as well as networking events and parties. In addition, the Central Eastern Europe Game Awards ceremony, pitching events, and many other activities are held during the conference.

The three main features of GIC are size, reach, and inclusiveness. The event brings together half of the European gaming community, including major studios, indies, business professionals, and attendees from around the world. We prioritize the quality of advanced talks and business meetings to meet the needs of the community while making sure the conference is inclusive by offering developer discounts, scholarship programs, women in games events, and children's daycare.

We always look to be inclusive for all game developers, considering both their needs and constraints.



Poznań Game Arena

Same venue - same ticket

Poznań Game Arena is the largest computer, console, and multimedia entertainment fair in Central and Eastern Europe. For almost 20 years PGA remains the biggest event dedicated to Polish players, which sets standards and gathers the greatest audience. While it presents mainly the newest games and gaming equipment, it also serves as a festival of cosplay, gaming culture, influencers, and e-sports. The event also includes a day for professionals and media, as well as events connecting media and influencers with game developers.

Poland is the 7th biggest market globally for PC gaming.

Indie Zone

The Indie Zone, since introduction in 2013, has been continuously growing. Both in number and quality of showcased indies and the visitors' interest. Reasonable costs, the presence of international media and prizes for the best games was key reasons for over 150 indie developers from around the world to showcase in Poznan in 2022.

Since 2023, indie devs' visibility has been strengthened by the famous Media Indie Exchange event, streaming presentations of games in the major media like IGN or GameSpot, reaching millions of gamers. It is the only presence of the MIX outside of USA.



B2B options

The GIC offers numerous B2B or business-to-developers opportunities. For business meetings we use Grip system, considered as the best one available. The B2B exhibition area, although close to PGA B2C expo, provides excellent grounds to meet business partners. The Business Lounge offers a more casual area with coffee, soft drinks, and snacks, as well as lunches. Since 2018, GIC also features few big pitching events.

Both in 2018 and 2019 GIC was the third largest MeetToMatch event globally.

Geek Careers

The Geek Careers zone has been a part of the conference since 2016. A space dedicated to recruiting companies and employees searching for new career opportunities. Subsequently, it has been internationally recognized as the best place to hire both Polish and foreign candidates on all levels of experience, including seniors and leads. So far, the best success story is “four new employees from this single event”.

25 companies are recruiting at Geek Careers every year and see it unrivaled by other events in Europe.



GAME INDUSTRY CONFERENCE



GAMEDEV

+ INVESTMENT FORUM

The GDIF is being established as a unique place where representatives of the game industry and the investment industry finally meet.

The key goals are to exchange knowledge and experience about investing in the gamedev industry for all participants, investors, and game studios, both developing and already publicly listed. Lectures and panels will be devoted to assessing the potential of companies and games, changes and opportunities on the market, and challenges faced by the game developers.

Investors and future investors will participate in workshops and meetings with gamedev representatives from all over the world to learn valuable lessons. The GDIF provides support in contacting with entities financing the gamedev market - institutional and individual investors. The forum brings possibilities to exhibit, to reach both gamedevs and investors.

For the event, the GIC and PGA were joined by Etna Capital, Invest Cuffs Foundation, and Investment Market.



GAME INDUSTRY CONFERENCE





The first event of its kind in Poland, where experts dealing with legal and business aspects of the video game industry can meet in one place, on one stage, and exchange experiences and ideas. The first edition of GIC Legal Summit in 2022 offered a hefty dose of knowledge, interesting meetings, and discussions. It was also a place to discuss views and challenges of the video games world from the perspective of a lawyer, policy maker, or SME on the game market. 2023 edition will be extended for a second day.

At the VR Summit, professionals developing virtual reality games and apps gather to share their knowledge, exchange experiences, and discuss industry affairs. Introduced in 2022 as a brand new summit, held as a part of the Game Industry Conference, it hit right into the current needs of the industry. In 2023 it will grow and become one of the biggest events for the European VR industry professionals.



At least three further summits are being discussed to be brought to GIC'24 to increase the #FOMO of everyone attending.



3400+ onsite attendees

8 parallel tracks

150+ talks and 16 round tables

74% intermediate, 13% advanced

200+ onsite speakers

44 B2B exhibitors

860+ companies attending

800+ bizdevs in meetings system

1416 meetings in MTM only

97% users recommending it



79300 expo visitors

48000m² of indoors exhibition area in 10 halls

400 journalists, streamers and bloggers

220 exhibitors

129 teams showcasing in indie zone

20 companies recruiting in GeekCareers

57 candidates on average

13% of these were foreigners

24% above junior level

23% particularly interesting for recruitment



GAME INDUSTRY CONFERENCE



Past stats

Central and Eastern Europe Game Awards

CEEGA is a joined effort of sixteen industry organizations and hubs from all the countries in the region. Within the project, prizes in eight categories are awarded to the best video games from Central and Eastern Europe. The jury evaluating entries includes a representative of the game industry and a game media person from every country in the CEE region. The awards ceremony is held annually during Poznań Game Arena and Game Industry Conference.

The Awards' primary aims are to strengthen cooperation between gamedev communities in our region of Europe, to promote video games as a proper medium, as well as an attempt to present this region as an important place for the video game industry.

More than a thousand game studios operate in Central and Eastern Europe, hiring over 30 000 people.



Inclusiveness

Inclusiveness is one of the pillars of the Game Industry Conference.

The GIC Inclusiveness Scholarship aims to support the growth of young and promising developers from low-income countries and underrepresented minorities. We want to achieve that by providing invitations to the GIC and PGA, with full access and covered costs of accommodation and alimentation. In four editions of the scholarship program, several dozens of scholars received support.

Women in Games Breakfast has been organized at GIC since 2017. A combination of a roundtable and breakfast, aimed at empowering women in the video industry and serving as a platform for discussion and knowledge-sharing.

Children's daycare is how we help parents attending the conference. Highly qualified staff looks after their children in a nicely arranged room with healthy snacks. The inclusiveness is one of the pillars of the Game Industry Conference.

We believe that being accessible and open is how the industry should act.





Chris Bourassa
Creative Director
Red Hook Studios



Patrice Désilets
Head of
Panache Digital Games



Daniel Dociu
Art Director
Amazon Games



Len de Gracia
Outsource Manager
CD Projekt Red



Rami Ismail
50% of
Vlambeer



Jean Leggett
CEO
One More Story Games



Paweł Marchewka
CEO
Techland



John Romero
COO
Romero Games



Josh Sawyer
Design Director
Obsidian Entertainment



Takashi Tokita
Head of
Square Enix Division 9



Kadri Ugand
CEO
GameFounders



Daniel Vavra
Creative Director
Warhorse Studios

GIC

GAME INDUSTRY CONFERENCE



Speakers in the past

We have always valued the quality of lectures. Since GIC'21, outstanding presentations have been honored with The Best Speaker Award.

To date, the best speakers have been awarded not only "eternal glory" but also cash prizes and processors from Intel or AMD.

At GIC'24, we plan to grant the Best Talk Award for the fourth time! Every year it takes more and more work to select the winners, which shows this project is improving the level of talks at our conference.



Sos-Sosowski



Michał Amielańczyk
Communication Manager
Mechanistry



Richard Schmidbauer
Art. Director
Skyward Assembly GmbH



Teut Weidemann
Creative Director
Stratosphere Games GmbH



Ilya Semikolennykh
Game Systems Programmer
Techland



Demetrius Leal
Art Director
Striking Distance Studios



Łukasz Hacura
CEO
Anshar Studios

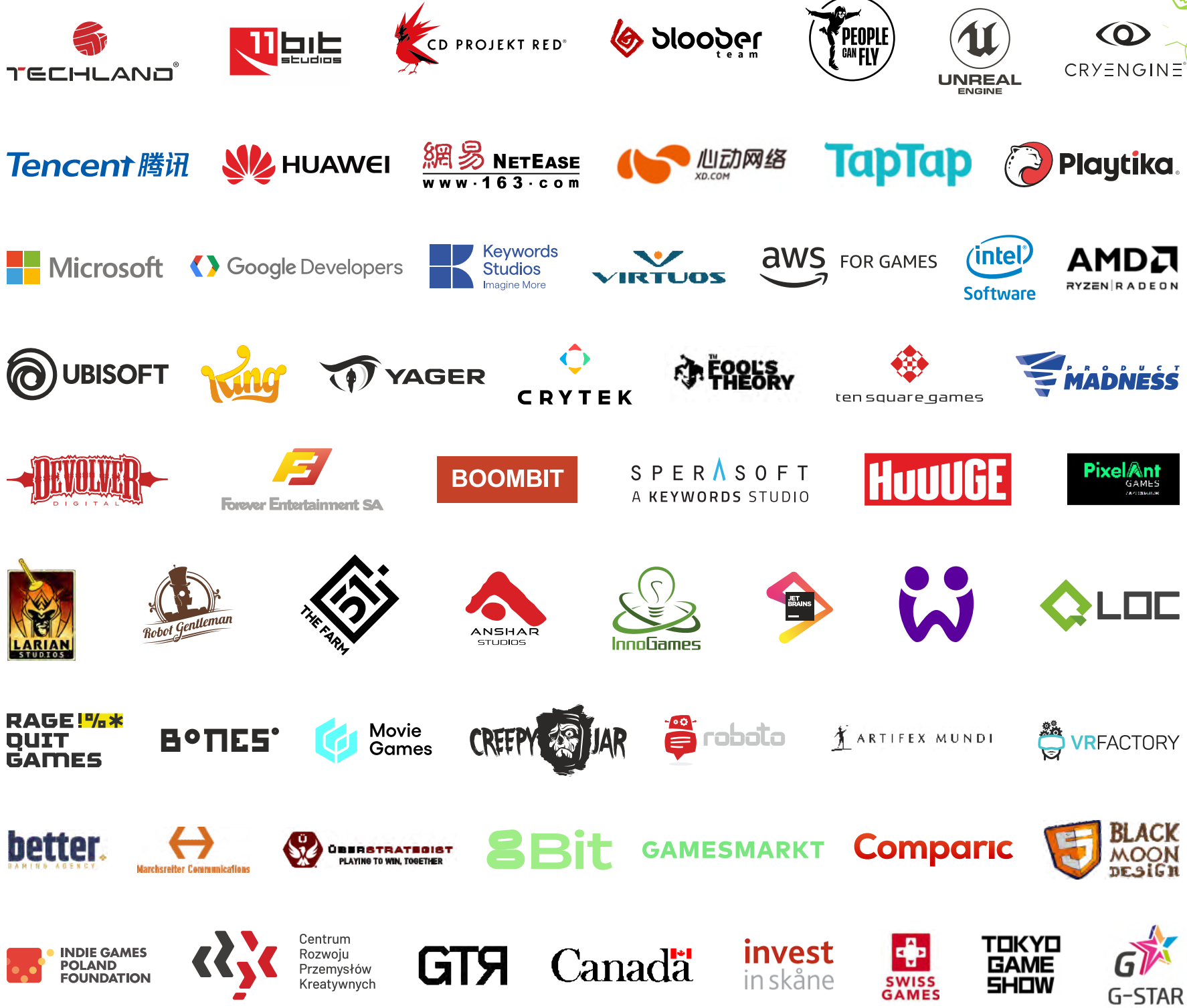


Grzegorz Wątroba
Principal Software Engineer
PixelAnt Games



Marco Bucci
Artist

**Best Speaker
Award**



GIC

GAME INDUSTRY CONFERENCE

Sponsors and partners

We have been going to many well-known events and we've been meeting some already known people everywhere. On GiC we've met completely new people from game industry and made new contacts that helped us grow. It was also fun and more approachable than some more business dense events.

Matias Sanchez Elser, DICO

I heavily recommend GIC as the place where you can get really good know how about all the aspects of gaming industry, that means, design, art, programming, marketing and business. It is also the place where you can actually meet talented developers to hire and we did that as a sponsor, because after GIC 2016 FOUR people that we met at GIC joined our team. So in the end come over to Poznan in October 2017 for business networking and conference. You will not regret that.

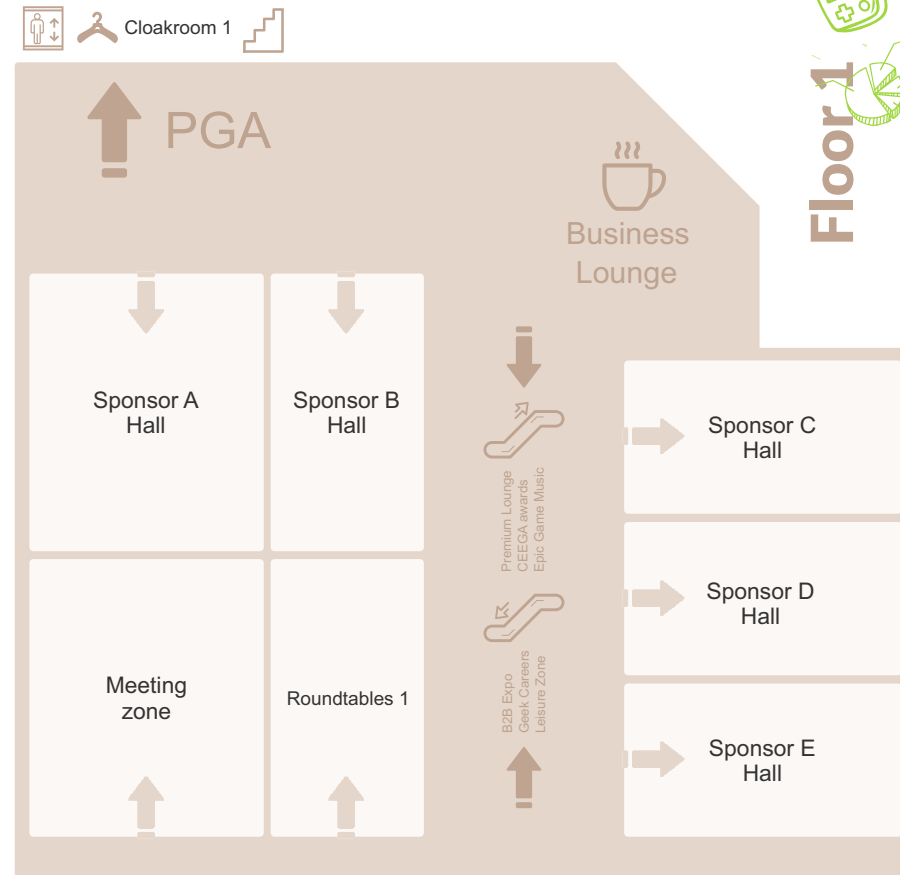
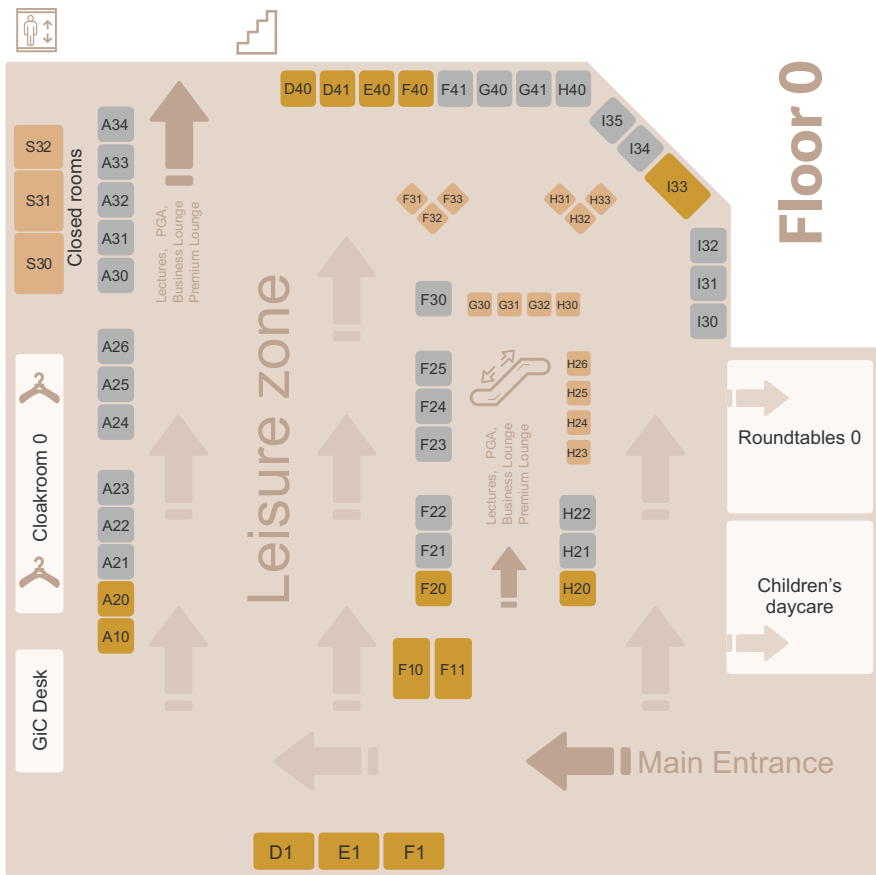
Paweł Miechowski, 11bit studios

I really enjoyed speaking at GIC. There are a lot of passionate developers in Poland and I had a great time learning about all of their studios and projects. I made a lot of friends on my last visit to GIC and wanted to return to meet up with them and give another talk based on my experiences.

Josh Sawyer, Obsidian Entertainment



**Others
about us**



Conference venue

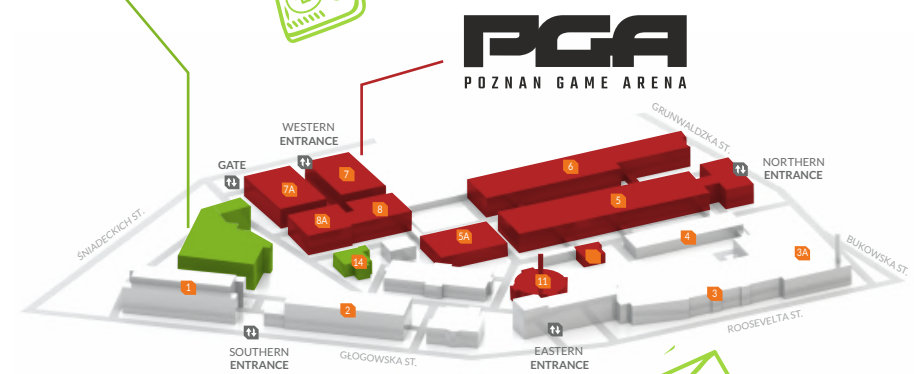
The GIC is held in Poznan Congress Center of Poznań International Fair, taking over 12000sqm of the most modern and premium venue in the city.

Professionally equipped lecture rooms and vast halls provide excellent space for all of the conference activities.

GIC'23 is expected to have around 60 booths in the B2B expo.

Floor 2

CEEGA Awards gala
 Epic Game Music concert
 Premium Lounge
 AUA stage / hall



Poznań

Poznań is the fifth largest city in Poland. With International Poznań Fair, the biggest expo grounds in Poland, this capital of the rich Greater Poland region plays an essential role in business and industry.

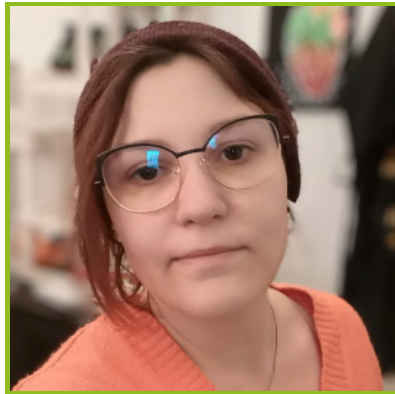
Being the nearest major city to the east of Berlin and northern Germany, it can be connected by highway, multiple trains, and bus lines. If you prefer to fly, there are regular direct flights to Poznań from more than 20 European airports. And from most other places, Poznań should be reachable by plane with only one transfer. Poznań Airport is conveniently located: with a 20min/8€ Uber, one will reach expo grounds or hotels.

Poznań is also one of the oldest cities in Poland, with a history dating back more than 1000 years. The town is famous for its rich trading traditions, beautiful sights, original cuisine, and welcoming atmosphere. The Old Market Square, with a renaissance Town Hall and historic apartment houses, is the true heart of Poznań.

The Cathedral Island was the home to the capital of the earliest Polish state. Mieszko I and Bolesław Chrobry, Poland's first rulers, lie in the Golden Chapel. Poznań may surprise you with the variety of its offer. It is the city where modernity meets tradition and history, creating a unique and one-of-a-kind cultural mosaic.



Contact us



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