

EVENT PITCH

23.10.2025 - SUMMITS & KICK-OFF
24-26.10.2025 - CORE CONFERENCE
POZNAŃ, POLAND



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 GDCON

 GIC

THE BIGGEST GAMEDEV
CONFERENCE IN EUROPE

Check page 7 for stats

GLC'25 aims for 4000+ attendees, 300 lectures, and 70+ B2B exhibitors.

The three main features of GIC are size, reach, and inclusiveness. The event brings together half of the European gaming community, joined by 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.



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.



B2B options

The GIC offers numerous B2B or business-to-developer opportunities. We use the Grip system, considered the best conference app for business meetings. A conveniently furnished meeting zone is waiting to host your meetings. The B2B exhibition area, although close to the PGA B2C expo, provides excellent grounds for both visibility and meeting business partners. The Business Lounge offers a more casual area with coffee as well as lunches. Since 2018, GIC has also featured a few big pitching events.

GIC'24 meant 1818 business connections made in the conference app only.

Geek Careers

The Geek Careers zone has been a part of the conference since 2016. This space is 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, attracted by GIC's unique care quality of advanced-level talks.

Companies recruiting at Geek Careers see it as the event to recruit seniors!





It is the oldest event of its kind in Poland, where all experts dealing with legal and business aspects of the video game industry meet in one place, on one stage, and exchange experiences and ideas. Since 2022, the GIC Legal Summit has offered a hefty dose of knowledge, interesting meetings, and discussions. It grows yearly due to its openness to new legal companies, in-house counselors of the leading game studios, policymakers, and SMEs in the game industry.

GIC'24 introduced the new Mobile Summit in partnership with Google and Game Camp. This one-day summit established a new platform for creators and professionals specializing in mobile productions to share their extensive knowledge and experience, fostering a collaborative environment for industry advancement.



At least two new summits are being discussed to be brought to GIC'25 to increase the #FOMO of everyone attending.



The GDIF is being established as a platform for the gaming and investment industries to connect. It aims to facilitate knowledge exchange on investing in gamedev, targeting both new and established companies. The forum will feature lectures and panels on market trends, company potential, and industry challenges, alongside workshops and meetings for investors with global gamedev representatives. Additionally, the GDIF supports networking with financial backers and offers exhibition opportunities for game developers and investors.

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

GIC'24 expanded with the addition of the globally unique "HowToMultiplayer - Dev Summit." This summit focused on multiplayer game development, live operations, and business strategies. Its goal was straightforward: to make multiplayer game development knowledge more accessible. The summit benefited individual developers by providing insights into immediate applications, innovative practices, and research-driven strategies.

**How to
multi-
player**



GAME INDUSTRY CONFERENCE



3400+ onsite attendees coming from
52 countries and all continents
9 parallel stages, 22 tracks
200 talks, panels, round tables, ...
9 summits and 7 formats
73% intermediate, 14% advanced

300 onsite speakers
57 B2B exhibitors



890+ companies attending

1120+ bizdevs in the meeting system

1818 business connections in app only

20 companies recruiting in GeekCareers
57 candidates on average
13% of these were foreigners
24% above junior level
23% particularly interesting for recruitment

61000 visitors on collocated PGA B2C expo
48000m² of indoors exhibition area in 10 halls
400 journalists, streamers and bloggers
220 exhibitors
129 teams showcasing in indie zone



Past stats

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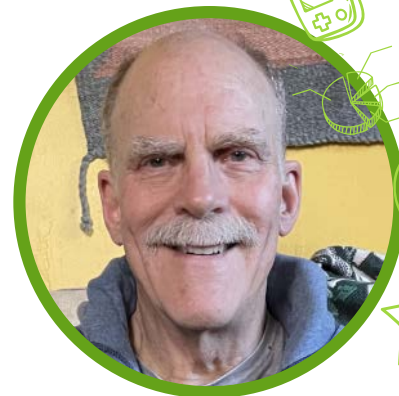
Oscar Clark
CEO
Fundamentally Games Ltd



Okabe Michiteru
General Manager
Capcom



Emilie Beauchamp
Associate Art Director
WB Games Montreal



David Fox
Founding member of Lucasfilm Games
LucasArts



Maria Burns Ortiz
Executive Director
Global Game Jam



Chris Proctor
Combat Design Lead
Bungie



Eugene Evans
SVP, Digital Strategy and Licensing
Wizards of the Coast



Bartosz Kwietniewski
Head of Business Development
GOG.com



Graham Mills
Associate Technical Director
Sumo Digital



Bárbara Framil
Senior Narrative Designer
Crytek GmbH



Steacy McIlwham
Product Owner
Avalanche Studios



Tramell Ray Isaac
Creator of the original Vault Boy
Fallout series



Speakers in the past



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

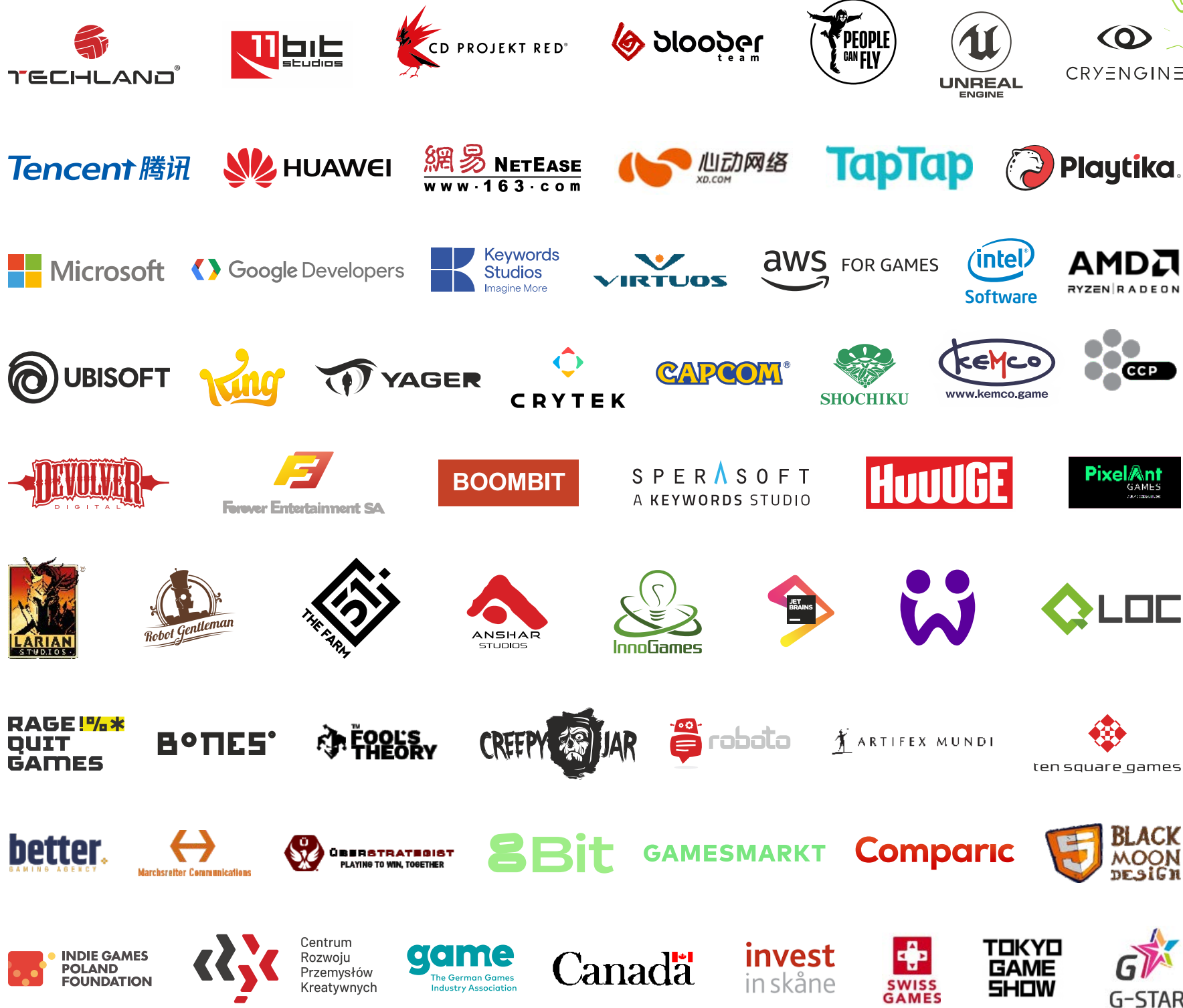


Daniel Vavra
Creative Director
Warhorse Studios

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Speakers
in the past



We have been going to many well-known events and we've been meeting same 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 Elinser, 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



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**Others
about us**

Poznań / Wielkopolska / Poland

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



Sponsors

Hanna

Marszałkowska

hanna@gic.gd

+48 737 895 665



Exhibitors

Piotr

Piotrowski

piotr@gic.gd

+48 798 960 974



Speakers

Olga

Matej

olga@gic.gd

+48 667 022 921



Communication

Kacper

Żubryk

kacper@gic.gd

+48 781 589 895

WWW.GIC.GD



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