

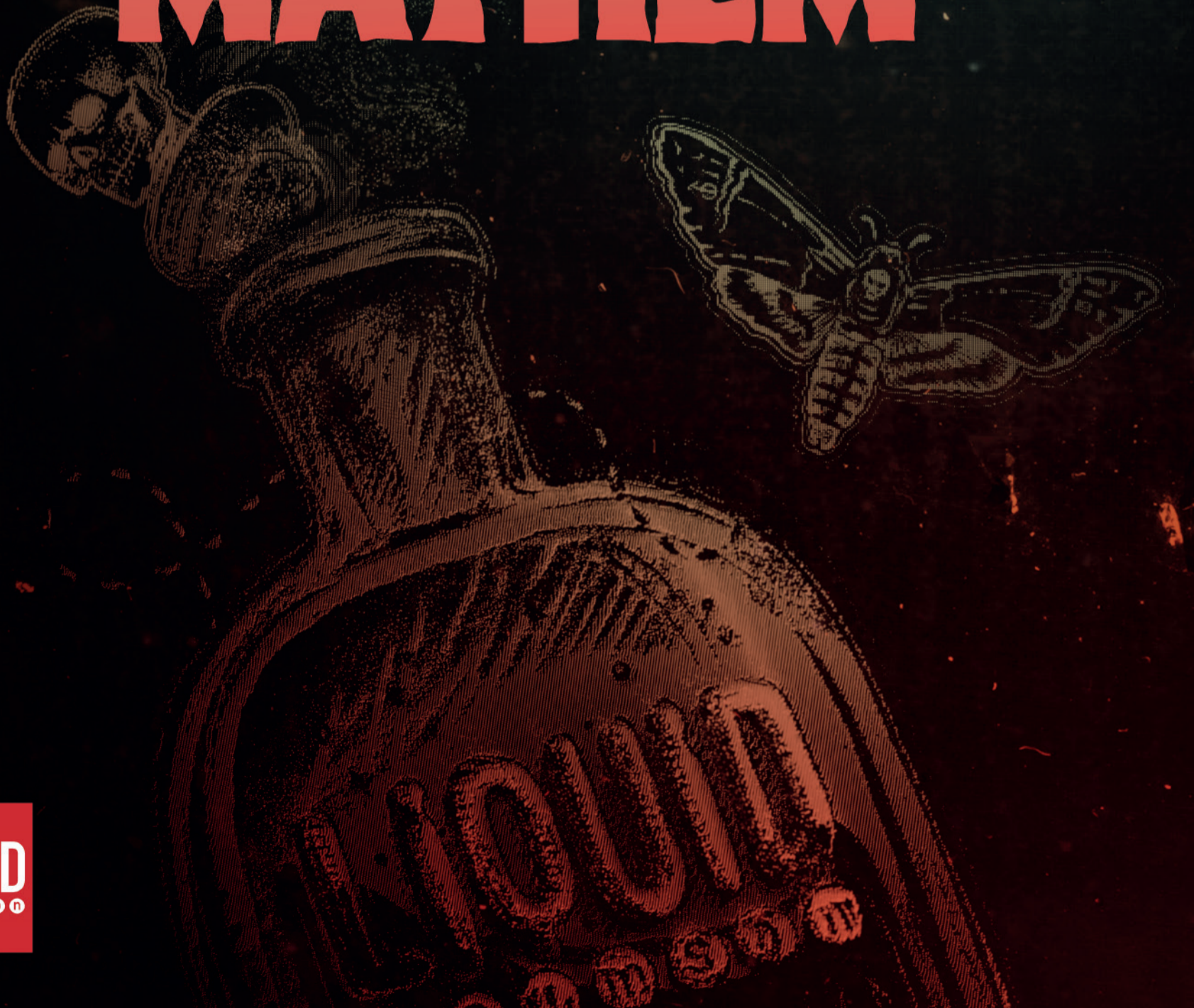


# Making the UK the best place to make, play and sell games



# HOW TO MAKE A MONSTER TRAILER

## AND SOCIAL MARKETING MAYHEM



**LIQUID**  
CRIMSON



# UK video game market valued at £7.05 billion in 2022 – 17% higher than pre-pandemic levels



Ukie announced this year that the UK video game consumer market value in 2022 was £7.05 billion, representing a stabilisation following several years of unprecedented growth. Although this is a 5.6% dip on 2021's figure, it's still 17% above pre pandemic levels.

Software revenues remained steady, growing 0.4% to £4.57 billion, thanks in part to growth in digital PC and mobile games sales. Mobile software was up 11% year-on-year to £1.43 billion.

Digital console software revenues were down by 4.7%, while boxed game sales declined 4.3%, making 2022 the only year in the past decade where boxed software has seen better year-on-year performance than digital console sales. This suggests a levelling off of

the decline in boxed software sales over the past decade as digital formats have grown in popularity.

For the first time Ukie investigated the UK market share of UK-made games based on research from Ukie and data provided by GfK Entertainment. In 2022, 16% of the £4.57bn game software total was spent on games developed by British game companies – for comparison, French and German made games represent 6% and 4% of the games sold in their respective markets.

Compared to 2021, sales of all forms of game hardware in 2022 were down 19% to £832 million, with console revenue down 27%, PC game hardware 14% and VR hardware by 6.6% year-on-year. This aligns with historical figures, where similar declines were

seen two to three years after new generation console hardware hit the market. Big screen video game adaptations Uncharted and Sonic The Hedgehog 2 contributed to a significant year-on-year increase for television and soundtracks to £54.8 million. This was the biggest year for films based on video games IP at the UK box office ever, up 66% from 2019's figure of £33 million, adjusted for inflation.

Finally, event revenues recovered significantly in 2022, more than tripling the figure for 2021 when events were still being heavily impacted by the pandemic and hitting £4.35 million. However, this is still 56% lower than the inflation-adjusted pre-pandemic figure of £9.93 million for 2019, so there is still room to grow as confidence returns both among attendees and exhibitors.

## What's Happening

### Every day on the stand

**Fruit smoothies**, with special thanks to TAKE OFF

**Hot drinks** will be provided, courtesy of Amiquis

**Water** is provided thanks to Bastion

**Your pencils** are from ICO

### Wednesday 23 August

**9am** Fruit smoothies

**10am** Breakfast for exhibitors

**1pm** Lunch for exhibitors

**6pm** Drinks on the stand for exhibitors and their clients

### Thursday 24 August

**9am** Fruit smoothies

**10am** Breakfast for exhibitors

**1pm** Lunch for exhibitors

**6pm** Drinks on the stand for exhibitors and their clients

**6:30pm** Announcement of the UK Game of the Show, in partnership with GameTomb

### Friday 25 August

**9am** Fruit smoothies

**10am** Breakfast for exhibitors

**1pm** Lunch for exhibitors

## Featured Articles

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a force for good?  
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ukie

Visit the UK Industry stand  
Hall 3.2, Stand D20g-F39g

# Our exhibitors

**Business Area Key** D = Developer M = Media P = Publisher S = Service

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2	Amiquis	<span style="color: blue;">●</span>	10	42	Liquid Crimson	<span style="color: grey;">●</span> <span style="color: blue;">●</span>	20
3	Barclays	<span style="color: blue;">●</span>	10	43	Little Red Dog	<span style="color: green;">●</span>	20
4	Bastion	<span style="color: blue;">●</span>	10	44	Mi-Clos Studio	<span style="color: green;">●</span>	20
5	Bidstack	<span style="color: blue;">●</span>	11	45	ModSquad	<span style="color: grey;">●</span> <span style="color: blue;">●</span>	21
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**Visit the UK Industry stand**  
Hall 3.2 | Stand D20g - F39g

### Stand opening times

Wednesday 23 August 9:00 am – 7:00 pm

Thursday 24 August 9:00 am - 8:00 pm

Friday 25 August 9:00 am - 8:00 pm

### With special thanks to our sponsors

**Amiqus** for the coffee

**Bastion** for the water

**GameTomb** for UK Game of the Show

**ICO** for pencils

**TAKE OFF** for fresh smoothies

## Ukie staff at Gamescom 2023



**Amen Tesfay**  
Policy & Public  
Affairs Officer



**Amii Oldham**  
Programme &  
Communications Manager



**Bhavina Bharkhada**  
Head of Communications  
& Campaigns



**Daniele Schmidt-Fischer**  
Policy & Public Affairs  
Manager



**Kirstie Russell**  
Office Manager



**Sam Collins**  
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**Yiren Ye**  
Events Coordinator



**Louisa Keight**  
Communications &  
Content Officer



**Helen Johnson**  
Membership Officer



**Gabriel Dracott**  
Team Assistant

**With thanks to our helpers  
from Games London.**

**Joe Carter**  
**Kim Hodgins**

# Artificial Intelligence – a force for good?



**Games have always been a space in which the possibilities of technology can be applied in a structured and creative way.**

AI is a term used in games since the 1970s, traditionally meaning a broad set of algorithms that determine behaviour for computer-controlled entities within a game – such as pathfinding for non-player characters in Pac-Man. Since the 90s, game AI has employed imitations of human neural networks to produce more immersive work than ever before.

Today's AIs can be used to speed up elements of game development such as playtesting, allowing studios to spend time on more sophisticated tasks. AI can complement human moderation in online games, helping to manage fast-growing userbases. And the procedural generation of levels pioneered in Space Invaders is now used to create whole worlds – with Guildford-based No Man's Sky boasting over 18 quintillion planets available for players to visit.

To guide the future of AI down a productive path, we must consider the policy decisions that will be necessary in the coming decades to assuage very real concerns about its use. And we can look to the video games industry as a case study of how AI does not need to exist in opposition to humans, but rather as a tool for us to harness.



## Ukie launches Worldwide international trade campaign to drive investment into UK games industry

Ukie has launched a brand new international trade campaign that aims to generate further investment into UK games businesses.

The Worldwide programme brings Ukie's all of the organisation's trade activities under a single all encompassing banner in an effort to make it easier to promote the sector.

The campaign seeks to tell the already great story of the UK games industry at trade events across the world by emphasising the wealth of experience in the industry, the sector's friendly policy environment, the strong business incen-

tives and the country's wider strengths in areas such as finance and professional services.

Worldwide also looks to myth bust by demonstrating the country's strengths in market sectors such as mobile, PC and VR to both boost inward investment and outbound partnerships.

The campaign launched in 2022 following the release of new figures from Ukie that showed the sector benefitted from nearly £6.2bn of publicly declared inward investment since 2019. The majority of inward investment was driven by four acquisitions worth over £900m

each. However, the research tracked considerable additional value from dozens of full or partial acquisitions driven by investors drawn from 15 countries.

Importantly, UK businesses such as Team17, Curve Games, Sumo Group and Kwalee were some of the businesses responsible for six acquisitions and four international expansions outside of the UK valued at over £160m.

Sam Collins, CCO and acting Co-CEO of Ukie said: "The UK is at the heart of the global games industry, driving investment back into

the country with its world-class creativity, innovation and entrepreneurship. We're pleased to see the growth of UK businesses internationally and through our International Trade Programme, we are helping UK companies make connections in global markets to encourage this further."

**You can find out more about the Ukie Worldwide programme on our website. You can also speak to Sam Collins, our acting Co-CEO, about our International Trade Programme on the Ukie stand or via [sam@ukie.org.uk](mailto:sam@ukie.org.uk).**

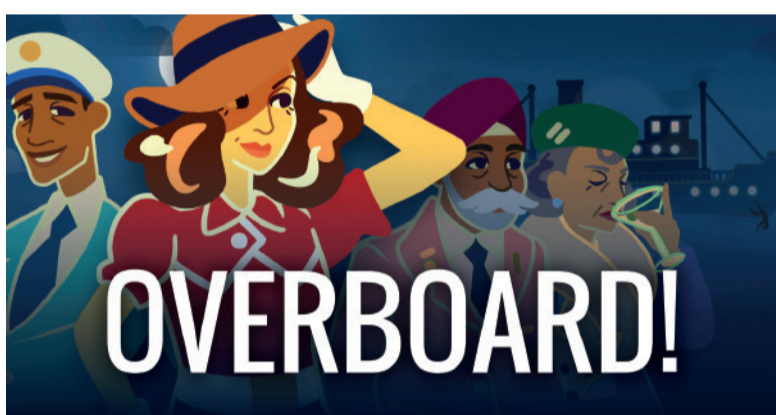
# Three great British video games and what they tell us about the UK games industry



## Alba: A Wildlife Adventure

From London-based developer Ustwo, this is a story about incremental actions. As players help Alba clean up the local landscape on a fictional Spanish island, they bring about long-lasting change. This philosophy translates to the real world – Ustwo plant one tree for each download of the game in reforestation projects around the world, reaching one million trees as of 2022. But they're not the only British developer making games that have a real-world impact. They join a growing UK contingent in the UN's Playing for the Planet Alliance, which encourages the creation of games like Alba that educate players about climate change and conservation whilst cutting their own waste and emissions.

Alba: A Wildlife Adventure is available on Mac, PC, PS4, Switch, Xbox One and iPhone, iPad.



## Overboard!

In a study conducted by the BFI in 2021, audiences worldwide were most likely to describe British video games as “creative” and “intelligent”. And the intricacies of Overboard! that place it into the canon of deeply intelligent British narrative games such as The Stanley Parable and Everybody's Gone to the Rapture. Each of the player's decisions shape the outcome of the story to a new ending wherein the game returns you to the start of the same day, now equipped with a new piece of information. This process of slow revealing can only be achieved in a video game format, a narrative device that shows us British developers are acutely aware of the power of interactive entertainment.

Overboard! is available on Android, PC, Switch and iOS.



## The Fable series

British actors and locations are used almost universally in fantasy film and television – and in the quintessentially British fantasy game, Fable. The UK's wealth of acting talent is a vitally important asset: in that 2021 study, the BFI found that over half of adults globally felt more positive towards film/television produced in the UK after being exposed to UK talent. British film producers have long recognised the value of the ensemble cast, and Fable is no different – iconic actors who have lent their voice to the tripartite fantasy RPG include Stephen Fry, Michael Fassbender, Adjoa Andoh and Simon Pegg. This allows the Fable series to combine the rich literary history with the modern cinematic and televisual landscape of the United Kingdom.

Fable, Fable II and Fable III are available on Mac, PC, Xbox, Xbox 360, Xbox One and Xbox Series X|S.

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FOR THE  
PLANET**

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Made in **gaming.**



Find us in:  
**Hall 3.2, D20-F39**



wiggin

One of the leading games practices in Europe, we represent clients right across the world of interactive entertainment.

Attending Gamescom this year are:



**Paul Gardner**  
Partner  
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**Peter Lewin**  
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**Jonty Cowan**  
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## ADVNCR

We're a multi award-winning creative production agency trusted by the world's leading brands in the video games and entertainment industries. With a fan-first ethos, guided by relentless creativity and a deep understanding of our partners, we consistently drive meaningful connections which inspire significant consumer action. Current and former clients include; EA, Microsoft, Warner Bros, SEGA, Frontier, NVIDIA, Ubisoft, Activision, WWE, Amazon, Twitch, IGN, Red Bull.

### We are looking to meet

Publishers, Developers, Agencies, Communications, PR, Marketing.

### Our main aims and objectives of the show are

Looking to explore mutual opportunities with any games brands at the show.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Amiqus, Recruitment

Amiqus are a UK based specialist, multi award winning Games recruitment agency with over 20 years' experience. We help studios hire new talent in a way that best suits them. Our friendly and experienced team know the games market inside out and understand what it takes to successfully deliver to technical, creative, executive and strategic roles at all levels.

### We are looking to meet

We are looking to meet Game developers, publishers and service providers who are looking to grow or diversify their teams.

### Our main aims and objectives of the show are

We're looking to give you an intro to Amiqus and learn how we can support your growth plans now or in the future.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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820 Birchwood Boulevard, Birchwood  
Warrington, Cheshire, WA3 7QZ  
United Kingdom



## Barclays - Games and Creative

Games bring communities together, inspires creativity and innovation, and creates more environments to learn. Barclays has a rich history of supporting the creative industries. We have a specialist Games and Creative Team and a bank wide strategy. We want to support the industry and enable its success – from entrepreneurs and start-ups using our Eagle Labs business building programmes, up to the biggest games companies with their global banking needs.

### We are looking to meet

We are looking to meet studios, developers and publishers from the UK who are looking for support beyond banking.

### Our main aims and objectives of the show are

To increase awareness of the great work the bank does within the industry beyond banking and meet some awesome people we can support along their journey.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Bastion

Bastion - the leading communications agency in the UK dedicated to interactive entertainment delivering global product and corporate PR campaigns, events and marketing plans for small and large game makers. Pinpoint - An influencer agency with a refreshingly transparent approach and driven by creativity OneVoice - A global network of highly successful agencies enabling campaigns to be localised and enhanced all around the world. If you're looking to drive awareness and build momentum then come and talk to the Bastion and Pinpoint teams. From local to global we have the creativity and connections to get your worldwide plans moving. Our OneVoice Network also means we're able to replicate campaigns globally through highly experienced partners who really understand how to get traction in their country. Whatever the task let's have a chat and see if we can help you get the momentum you deserve.

### We are looking to meet

We're looking to meet developers, publishers and hardware companies who want to promote their upcoming titles and products and are interested in a new approach.

### Our main aims and objectives of the show are

Meet new and existing clients. Catch up with industry contacts. And, of course, play some great games whilst also drinking test tube beers and eating knuckles of pork.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Bidstack LTD

**Bidstack** is an in-game advertising and video game monetisation platform. Its sophisticated technology allows brands to serve advertisements into natural spaces within video games whilst protecting the gaming experience. These branded experiences can vary from trackside banners and cityscape billboards to pitch-side LED boards, skins or any other contextually relevant spaces within the metaverse.

### We are looking to meet

We'd like to meet game developers and publishers that are interested in a new incremental revenue stream, with non-intrusive ad-placements, leveraging from our strategic relationships with the world's biggest brands.

### Our main aims and objectives of the show are

Our main aims and objectives at Gamescom are to showcase our native in-game ads technology capabilities, meet-up with existing partners and get to know new actors in that space.

### Platforms

Console, Mobile, PC / Mac, esports



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@bidstack

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14 Hewett Street, London  
England, EC2A 3NP,



## Big Games Machine

**Big Games Machine** is the specialist PR agency for the global games industry, covering both B2B and consumer audiences. As a dedicated video games PR agency, we have unique experience in delivering consumer and B2B PR campaigns for clients around the world. Sure, we could write paragraphs of text telling you how different we are from other agencies, claiming we're strategic, straight-talking, full of helpful advice and get great results. But you've probably seen and heard it all before. What you should know is that we're all about showing and not telling, so please take a look at our website, and we'd be happy to share our deck with you. If you like what you see, we'd love to hear from you. We are Big Games Machine, and we stand for Games PR. Made better.

### We are looking to meet

We're looking to meet anyone that needs PR for their game, service or product. These could be for consumer or B2B audiences.

### Our main aims and objectives of the show are

To meet new people and help them understand how PR could help solve their problems.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports



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## Buck Eejit Games

**Buck Eejit Games** is a fresh and innovative game development studio located in Belfast. The company is currently focused on creating a Gaelic Football game, which is being designed for current generation consoles and PC.

### We are looking to meet

Publishers or other game developers to look at developing/co-developing new games. Service providers to help improve our development workflow.

### Our main aims and objectives of the show are

We want to show off the work on our current game and talk to others about new opportunities.

### Platforms

Console, PC / Mac



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BT2 7BB, United Kingdom



## Code Wizards

**Code Wizards** have dedicated themselves to solving the hardest of technical problems and providing the snazziest of creative services for some of the world's leading game tech and esports companies, since the mid-2000s. High performing and battle-hardened yet always good-humoured and humble, the Code Wizards team will move heaven and earth to ensure it understands the individual dreams and requirements of the companies it works with. It's why folks like AWS Game Tech, Epic Online Services, Unity (Multiplay), Microsoft and a host of brilliant indies ask Code Wizards to help them make games and platforms globally awesome for millions of players. Life's better in co-op, and when you need a top-class technical team, speak to Code Wizards!

### We are looking to meet

Meeting with Game Developers and Publishers that need support with developing Backend Gametech for their games. Anything from LiveOps to Multiplayer systems.

### Our main aims and objectives of the show are

Our objective is to build relationships with brilliant teams who want to focus on building fantastic player experiences rather than backend game tech.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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United Kingdom



## Contact Sales Limited

We are a distributor of boxed PC and console games, also offering a selection of high-quality gaming hardware, and more recently, a range of affordable console and hand-held accessories. Since 1997 we have shipped over 7 million copies of boxed products. We have exclusively distributed over 500 titles and published 428 under our brand names of Excalibur Games and First Class Simulations. This year launched our very own Maxx Tech label offering highly popular gaming accessories at affordable prices. This is a fully owned brand name of Contact Sales Limited that includes accessories for the Nintendo Joy-Con controllers some with downloadable code for Switch. This Autumn we are excited to launch a range of accessories for the VR market namely Meta Quest 2 and PSVR2 including golf clubs, gun kit, beat sabre, carry case, charging stand, VR headset for Switch plus more. We are proud to be a medium-sized, privately owned business that has shown significant growth over the last year with the addition of new publishing partners and peripheral ranges. We're here to help your business!

### We are looking to meet

We're looking to meet potential trade partners interested in working with us, as well as press interested in covering our peripherals.

### Our main aims and objectives of the show are

Our main aims at gamescom are to meet trade partners new and old, and to speak with press interested in reviewing our peripherals.

### Platforms

Console, PC / Mac, VR / AR / MR



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United Kingdom



## CryBaby Studios

Crybaby Studios was founded by Christina in October 2022 in after winning a place in NI Screen's MiniGame Program. We are a diverse team based in the Pixel Mill, NI. Our focus is making games for underrepresented niches and creating a healthy, safe, inclusive environment to work in. Crybaby was founded by Christina, an experienced freelance artist who has worked with numerous indie games companies in Belfast. She was listed in She Plays Games top 100 women in games of 2022. The Pixel Mill is the heart of the NI Games community and provides us access to a panel of advisors and network of proven freelance talent.

### We are looking to meet

We are looking to meet publishers who are interesting in partnering with us on our first game, and other diverse talent making horror games.

### Our main aims and objectives of the show are

Our main aims and objectives at Gamescom are meeting with potential future publishers and networking with company directors and creators of under represented genders.

### Platforms

PC / Mac



crybabystudios.dev  
hello@crybabystudios.dev  
@crybaby\_studios

The Pixel Mill, 18 Ormeau Ave  
Belfast, Northern Ireland, BT2 8HS  
United Kingdom

## datascope

## Datascope Recruitment Ltd

Datascope Recruitment is a boutique consultancy that specialises in providing recruitment services for the games industry. Established in 1991, with over 30 years of experience and knowledge in the market, we are currently ranked as one of the top 1% of games recruitment agencies in the UK. We have a team of specialist consultants who are experts in Programming, Design & Production, Art and Commercial. Over the years we have expanded our services into other sectors, including Analytics, Animation, Community Support, PR, Mobile Applications, UI/UX, website development and more. As a result, Datascope offers a comprehensive service for candidates and extensive experience as a recruitment consultancy in the games industry. We provide various recruitment services, including retained research, critical hire methodologies, managed recruitment, and onsite consultancy. Our focus is on the Digital Entertainment market - Games, Mobile and Technology Jobs.

### We are looking to meet

We are looking forward to meeting our existing clients and candidates as well as connecting with new clients who are looking to grow their business.

### Our main aims and objectives of the show are

We are looking to meet clients who are planning to increase their staff headcount or looking for a specific person to fill a key role within their organisation.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



datascope.co.uk  
info@datascope.co.uk  
@Datascope

+44 (0)20 7580 6018  
Victory House, 99 - 101 Regent Street  
London, W1B 4EZ, United Kingdom



## Dead Good Media

The global media house for video games PR, game key distribution, and comic book publishing.

### We are looking to meet

Publishers and developers either looking to utilise our bespoke game key distribution service, or our licensed comic book publishing service.

### Our main aims and objectives of the show are

Reconnect with our current games PR clients and friends, as well as discuss opportunities with our new brands: game key distribution service GameTomb, and licensed publishing line Dead Good Comics.

### Platforms

Console, PC / Mac, VR / AR / MR



deadgoodpr.com  
hello@deadgoodmedia.com  
@DeadGoodMedia

69 Knowl Piece, Wilbury Way  
Hitchin, Hertfordshire, SG4 0TY  
United Kingdom

# Digimans.ai

## Digimans AI

**Digimans AI** generate unique and diverse 3D characters with personalities. Decrease the production cost and time from up to 90%. Differentiate your crowd for different cities, levels, by geographies or even weather conditions. Iterate more and deliver the game faster to your market!.

### We are looking to meet

Investors (fundraising)  
Game dev studios and film/animation studios  
Partners from above

### Our main aims and objectives of the show are

Our aim is to meet other ecosystem companies and game dev studios (tech researchers and artist, C-level) publishers (responsible for tech research) talk about amazing opportunities.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse

S

digimans.ai  
info@digimans.ai  
@AIDigimans

+48 5131 72813  
Czeczota 31, Warsaw  
02-607, 02-607, Poland



## Disobey

**Disobey** is a UK-based games marketing agency specialising in social media, community management, & influencer marketing. We create sh\*t hot campaigns & content that's relatable, engaging & drives results for game publishers, studios, devs & brands all around the globe. We're a passionate team of gamers, creators & marketers that have lived & breathed in the same audiences we're not creating content for.

### We are looking to meet

We're looking to meet marketing/PR managers who utilise external marketing agencies so that we can put Disobey onto their radar & into consideration for the next project.

### Our main aims and objectives of the show are

Our main goal for Gamescom is to establish new relationships across publishers & game studios to get Disobey into decision-makers minds for the next project that rolls around.

### Platforms

Console, PC / Mac, esports

M

disobey.gg  
hello@disobey.gg  
@disobey

Amelia House, 201 Crescent Rd  
Worthing, BN11 1RL  
United Kingdom



## Diva Agency

**We're the** leading integrated marketing agency for the world's biggest games publishers, developers, platforms and entertainment brands. At every stage from insight, ideation and creative, to campaign production, activation, PR and media, we go one step further. Adding a touch of craft, love and magic that delivers results and wins awards.

### We are looking to meet

We are looking to meet game publishers, game developers, press and content creators while at gamescom.

### Our main aims and objectives of the show are

Our main aim is to develop new industry connections to generate business and deepen our understanding of emerging opportunities, trends and future game releases.

M

diva.agency  
@AgencyDiva

St Thomas Court  
Thomas Lane, Bristol  
BS1 6JG, United Kingdom



## Dovetail Games

**Dovetail Games** is an award-winning developer and publisher of market leading simulation entertainment software, based in Kent, UK. We craft digital hobbies for passionate enthusiasts and sell these in more than 100 countries across the globe. These hobbies come in the form of simulation experiences that faithfully recreate real world situations and put players at the heart of the action. Our core products are Train and Fishing simulators, which are available for PC, Xbox One, Xbox Series X/s, PlayStation 4 and PlayStation 5. In addition to these core products, Dovetail creates and maintains an extensive library of over 800 pieces of downloadable content (DLC). This allows our customers to build their own personalised collection of DLC to complement the core product, ensuring that even the most enthusiastic of players has a steady stream of new content to keep their experiences as fresh and engaging as possible. We also provide continuous optimisation and improvement of core product through free 'quality of life' updates. We are growing fast, and currently employ approximately 170 passionate & creative individuals at our home in the Historic Dockyard Chatham.

### We are looking to meet

We are looking to meet with developers with finished games or in development games for publishing.

### Platforms

Console, PC / Mac

D

P

dovetailgames.com  
enquiries@dovetailgames.com  
@dovetailgames

3rd Floor, Fitted Rigging House  
Chatham Historic Dockyard, Chatham  
Kent, ME4 4TZ, United Kingdom



## ECI Games

**ECI Games** are a global games production services provider, working with hundreds of the industry's top games companies. We want our partners to expect more from their service provider. We've been providing leading language services since 1997, and now assist our clients with Localization, LQA, Audio Production, Chinese-Market Community Management, Art Production, User Acquisition, and Marketing. Our solutions are custom-built for every game, delivering exactly what you need, precisely when you need it. We focus on quality, innovation, and efficiency in our solutions, with processes so robust that they were adopted by the Translators Association of China. Our localization teams retain the original message, emotion, and cultural context of your world, while making it accessible to an ever-expanding world of players. We hold a 99.1% CSAT Recommendation rating, with our services trusted by 4 of the 5 global leading publishers and 24 of the 30 leading mobile publishers in China.

### We are looking to meet

We're looking to meet developers and publishers seeking to innovate their outsourced Localization, Art, Audio, User Acquisition, and Marketing. We want our partners to expect more from their service providers.

### Our main aims and objectives of the show are

We want to speak with developers and publishers of all sizes who want to improve their outsourcing results while reducing the management required from their teams.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse



ecigames.net  
info@ecigames.net  
@ECIGames

Erzsébet királyné útja 125., 2/215  
Budapest, H-1142, Hungary



## Evil Owl Studios

**We are** a team of four members, with most having a Master's Level in Game development, formed in North Wales; with a passion to develop fun and detailed games for everyone to enjoy. Each member of the team demonstrates a range of skills, and everyone works to their strengths whilst working on projects

### We are looking to meet

We are looking to meet publishers, investors, industry giants and indie game developers alike, and the public to get a general sense of reception to the game.

### Our main aims and objectives of the show are

Our main aims and objectives at gamescom are to gain a wider international audience and to gain valuable feedback from those who show interest in our project.

### Platforms

PC / Mac



linktr.ee/evilowlstudios  
evilowlstudio@gmail.com  
@EvilOwlStudios

Games Talent Wales Enterprise Centre  
Wrexham Glyndŵr University, Mold Road  
Wrexham, Clwyd, LL11 2AW,  
United Kingdom



## Fanatical

**With over 25 years** of heritage in the gaming industry, at Fanatical our mission is to provide the global gaming audience with amazing games and a great value proposition. Working with over 1400 of the best publishers, studios and game developers, we offer over 11,000 products from the latest AAA new release, store catalogs, indie gems and carefully curated bundles of games and other digitally delivered content. We are proud of our integrity in the market with all of our products being fully licensed, benefiting both our customers and publisher partners. As part of the Fandom family of brands, the world's largest fan platform with more than 330 million monthly users, which includes Gamespot and Metacritic, we also have the ability to reach a huge global audience, offering a unique opportunity to reach gamers at all stages of the purchase and post purchase funnel.

### We are looking to meet

PC game publishers & developers with games on Steam, Epic Game Store and GOG, Self-publish indies, Media partners (affiliates), Gaming Content Creators, Gaming brand partners.

### Our main aims and objectives of the show are

To bring the latest and greatest games to the Fanatical platform and deliver to our global PC gaming audience.

### Platforms

PC / Mac, VR / AR / MR



fanatical.com/en  
publish@fanatical.com  
@fanatical

+44 (0)1889 227 377  
The Studios, Lea Hall Enterprise Park, Rugeley  
Staffordshire, WS15 1LH, United Kingdom



## Exient Games

**Established in 2000**, Exient has for over two decades been entrusted by world leading game publishers and brand owners with their most prized IPs. FIFA, Madden, F1, Little Big Planet, Fast and Furious, CSR Racing, Angry Birds, are just a few of the franchises Exient has brought to market as premium productions. Game development and publishing is ever changing, and Exient lives at the forefront of that change. Live-ops is at the heart of the most successful games, with Exient pioneering weekly and monthly events, content and feature updates in games such as Angry Birds since 2014. With nearly a decades experience of Live-ops, there's no better partner that understands the value of community and evolving living games experiences. Our philosophy is to exceed expectations, deliver on time, and keep to budget.

### We are looking to meet

Game publishers, game developers, IP owners, digital games stores and distribution platforms.

### Our main aims and objectives of the show are

Meeting with game publishers, developers, IP owners, digital platforms, hardware manufacturers.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



www.exient.com  
hello@exient.com

SAS House, Friarswood  
Chipperfield Road, Kings Langley  
WD49JB, United Kingdom



## Firefly Studios

**Creators of the BAFTA** nominated Stronghold series, Firefly Studios is a Devolver Digital games developer with over 20 years of experience publishing historical real-time strategy titles on PC and mobile. Enjoyed worldwide by a community of millions, their games have a dedicated international following and rich legacy in strategy gaming. Founded in 1999 by Simon Bradbury and Eric Ouellette of Caesar and Lords of the Realm fame, the company has brought to market many high profile and commercially successful strategy games. These include the Stronghold series with lifetime sales of more than 11 million and Stronghold Kingdoms, which currently has ten million registered players.

### We are looking to meet

We are looking to meet press, existing and new business partners to discuss our upcoming releases such as Stronghold: Definitive Edition (Releasing November 7th 2023).

### Our main aims and objectives of the show are

Our main aims and objectives at gamescom are to speak with journalists about our upcoming games, develop existing relationships and forge new partnerships where possible.

### Platforms

Mobile, PC / Mac



fireflyworlds.com  
nick@fireflyworlds.com  
@fireflyworlds

Thomas House, 84 Eccleston Square  
Pimlico, London, SW1V 1PX  
United Kingdom



## Fireshine Games

**We discover** hidden gems. Our goal is to publish the kind of games people want to take the day off to play. We're a team of passionate and hard-working gamers who want to help you succeed by doing the things you don't have time to do, from sales and QA to influencer programs and performance marketing. In our 20 years of experience, we find people do their best work when they feel valued, secure and have a great team around them. And that's what we want for our partners. To build a stress-free environment, a realistic schedule and the support and structure you need to focus on what you do best – make great games.

### We are looking to meet

We are looking to meet indie devs for digital and boxed opportunities.

### Our main aims and objectives of the show are

To chat to great devs about their projects.

### Platforms

Console, Mobile, PC



fireshinegames.co.uk  
ka@fireshinegames.co.uk  
@FireshineGames

21 Whitefriars St  
London, EC4Y 8JJ,  
United Kingdom



## Fourth Floor

**Fourth Floor Creative** is an insight-led, creative, social and influencer agency that enables games businesses to engage audiences, build emotional connections and get results. It is part of the Fourth Floor Group – a marketing services group delivering world-leading, full service solutions for gaming brands and creators.

### We are looking to meet

We are looking to meet existing and potential clients and partners.

### Our main aims and objectives of the show are

Strengthen connections in the industry and further increase the company profile.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



fourthfloor.co  
contact@fourthfloor.co

+44 (0)20 7871 8282  
King William House, 13 Queen Square  
Bristol, BS1 4NT, United Kingdom



## Fundamentally Games

**Fundamentally Games** is reimagining publishing for living games. We focus on helping game developers with bringing their games to live, providing LiveOps, publishing & UA. We get involved early, have a flexible approach, and are committed to a transparent partnership. Our engagement-led strategy aims to scale games faster by getting more players, doing more things, more often and for longer. We help get games and dev teams ready for market, from support with monetisation and economy design, to retention, market testing and data. We're looking for living, scalable games, that deliver great player experiences. We want to find teams who need support to get their game ready for a commercial launch, particularly with topics such as monetisation, economy design, retention, data structuring/analysis, and market testing, and who want a partner to work alongside them, to scale the game in live. We're also looking for games that are already launched – or close to – who need funding and support to scale.

### We are looking to meet

We are looking to meet developers who are making GaaS on any platform.

### Our main aims and objectives of the show are

Our main aims and objectives at gamescom are to find developers to sign.

### Platforms

Console, Mobile, PC / Mac



fundamentally.games  
bizdev@fundamentally.games  
@fundamentally

Queensgate House  
48 Queen Street, Exeter  
EX4 3SR, United Kingdom



## Games London

**Games London** has one mission: to make London the games capital of the world. We do this with a year-round programme of support for local businesses, engagement with investors and funders via inbound and outbound trade missions, and delivery of the UK's biggest games festival. We are responsible for the London Games Festival, which welcomed nearly 60,000 visitors in April 2023, accelerator programmes for new and established games businesses, plus trade missions. Since our founding in 2015 we've generated nearly £100m in business for participating games companies and over 500 jobs.

### We are looking to meet

We are looking to meet studios, publishers and investors keen to know more about our work supporting London as a games cluster.

### Our main aims and objectives of the show are

At Gamescom we want to spread the word about London Games Festival 2024 and make new industry contacts.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



games.london  
info@games.london  
@londongamesfest

The Arts Building  
Morris Place, London  
N4 3JG, United Kingdom



## Genba Digital

**For digital content** owners and sales channels, we make growth simple. With a world-leading technology platform that specialises in security, transparency and efficiency, GENBA™ manages your distribution and grows your revenue. From standardizing product ingestion to collecting royalty payments, from simple technical integration to advice on promotions optimization. We make things faster, flexible, and more robust, so that you can focus on what you do best – making or selling incredible content.

### We are looking to meet

We're interested in publishers who're looking for a secure, transparent and efficient way to seed your content to a wider gaming audience and digital retail partners looking for more content.

### Platforms

PC / Mac, VR / AR / MR



genbadigital.com  
bizdev@genbadigital.com  
@GenbaDigital

+44 (0) 1926 505 506  
22 Lavington Street, London  
SE1 0NZ, United Kingdom



## Go Testify Limited

**Testify** assists investors/VC & companies (Zynga, 505 Games, 2K, Supercell, Annapurna, Amazon Studios...) to validate/evaluate their IPs with the market to make meaningful decisions at pace during all stages of development, increase the chances of repeat success & maximize ROI.

### We are looking to meet

Looking to meet companies (Indies/Studios/Publishers/Investors) who are interested in evaluating their VR/PC/Mobile projects against the market.

### Platforms

Mobile, PC / Mac, VR / AR / MR



gotestify.com  
damian@gotestify.com  
@gotestify

+44 (0) 28 9048 6793  
Unit 17, Ormeau Business Park, Belfast  
Antrim, BT7 2JA, United Kingdom



## Grandad Digital

**Grandad Digital** is a leading brand & digital provider to the games industry. We develop brands and websites for studios, publishers, and service providers across the globe. Our clients include Keywords Studios, Space Ape, Saber Interactive, Cold Iron, and many more. Our services span from full solutions, to tailored niche projects that focus on delivering real value. Whether you need more players, candidates, or clients our process can deliver success across physical & online.

### We are looking to meet

Grandad Digital are seeking Studios, Publishers, and Service providers who are searching for a partner who delivers brand, web/online, and print for their brands or IP's.

### Our main aims and objectives of the show are

Speak with existing and prospective new clients. Exhibitors to use our site scanner to understand more around the 6 factors needed to be EPIC online.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



grandad.digital  
will@grandadlondon.com  
@GrandadDigital

+44 (0)7961 094189  
8 Vine Street, Brighton, East Sussex  
BN1 4AG, United Kingdom





## Green Man Gaming

**Green Man Gaming** is an official gaming retailer of PC and Xbox game keys. We make sure to get you the best prices on your next favourite game, from AAA blockbusters to indie hits. If it's gaming, think Green Man Gaming.

### We are looking to meet

We are looking to meet people in need of Green Man Gaming's extensive experience across retail, publishing or distribution services.

### Platforms

Console, PC / Mac



greenmangaming.com  
bizdev@greenmangaming.com  
@GreenManGaming

C/O Tc Group 6th Floor Kings House  
9-10 Haymarket, London, SW1Y 4BP  
United Kingdom



## Gridly AB

**Gridly** is a content spreadsheet platform for automated workflows and seamless localization. With Gridly, teams can manage, localize, and ship content while shortening publishing cycles and enhancing quality. Headquartered in Helsingborg, Sweden, Gridly streamlines the localization pipeline and empowers organizations with a single source of truth for content of all types.

### We are looking to meet

We are looking to meet developers, game designers, and localization managers who share common interest in boosting game players' experience, transforming workflow, cutting production cost and enhancing teamwork through localization.

### Our main aims and objectives of the show are

At Gamescom, we focus on discussing and sharing our insights of efficient localization solutions, streamlining game development, and understanding industry professionals' evolving localization needs..

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



gridly.com  
mk@gridly.com  
@GridlyCMS

+46 (0) 704 507377  
Henckels Torg 4, Helsingborg  
Skane, 252 36, Sweden



## Heaven Media Ltd

**Heaven Media** is a global team of gaming marketing experts. Established for over 20 years we provide the full range of marketing services: Influencer Marketing, Content Creation, Social Media Management, Events, Esports, Paid Media, Public Relations and Loaner Pool. We work with the biggest and best clients in the gaming marketing space, both endemic and non-endemic; clients such as AMD, ASUS, Nexon, Netease and Sky. Our client relationships are built upon three foundations. Firstly, strategy. We underpin all marketing efforts with a bespoke and robust strategy. Each client knows exactly why a marketing channel is used and what outcomes to expect. Secondly, data. Marketing unlocks data at every touchpoint. Our teams make sense of this data and use it to optimise campaigns and provide insight. Lastly, continuous improvement. Every marketing channel constantly changes. We react to these changes, on our clients behalf, at the speed of that change. Striving to constantly improve our clients marketing plans is at the heart of everything we do.

### We are looking to meet

We are looking to meet companies that are looking for cutting edge marketing solutions, in whichever country around the world in which they operate.

### Our main aims and objectives of the show are

Our main aim and objective at Gamescom is to meet with existing and potential customers, to build and strengthen business and personal relationships and go home to produce great work.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



heavenmedia.com  
agency@heavenmedia.com  
@heavenmedia

+44 (0)7818 428459  
4 Kingfisher Way, Hinchingsbrooke  
Business Park, Huntingdon, Cambridge  
PE29 6AA, United Kingdom



## Hi-Rez Studios

**Hi-Rez Studios** is an industry-leading video game developer at the forefront of the free-to-play, games as a service model. Our games have been played by more than 70 million people worldwide on PC, mobile, and console.

### We are looking to meet

We are looking to meet companies that are looking for cutting edge marketing solutions, in whichever country around the world in which they operate.

### Platforms

Console, PC / Mac, esports



hirezstudios.com  
shutchins@hirezstudios.com  
@HirezOps

Lees House 21 - 23 Dyke Road  
Hi-Rez Studios, Second Floor, Brighton  
BN1 3FE, United Kingdom



## ICO Partners

**Games agency** unlocking your self-publishing potential since 2008. Comms (PR + Influencers), BI & Marketing. We work with you to find your voice and tell your story to the right audience. From connecting with the right journalists to launching great influencer marketing campaigns, drafting your latest press release or managing your online social media presence, we do it all. Our team is made of games-industry veterans, working in the AAA and indie games you love. We live and breathe publishing and can help bringing your game to market. And if we can't help you directly we will connect you to the right people who can.

### We are looking to meet

We are happy to meet with studios and publishers looking for support bringing their games to market.

### Our main aims and objectives of the show are

We are looking to connect with old and new contacts from the industry during gamescom. Present our services and learn about the trends.

### Platforms

Console, PC / Mac, VR / AR / MR, esports



icopartners.com  
contact@icopartners.com  
@icopartners

Victoria House 125  
Queens Road, Brighton,  
BN13WB, United Kingdom



## Jagex

**A leader** in creating deep and engaging live games on PC and mobile, Jagex's flagship MMORPG, RuneScape, has welcomed almost 350 million player accounts to its world and is a \$1billion lifetime revenue franchise. Today the RuneScape franchise exists beyond running games in live operations; our titles are living games that connect and inspire millions of players, with content and experiences both inside and outside of inexhaustible game worlds. Both RuneScape and Old School RuneScape, on PC and mobile, offer ever-evolving, highly active worlds and our community-focussed development ethos empowers players to have a real say in how each game is shaped. Now we're expanding and extending our portfolio with fresh franchise titles and new IP to bring life to the living games of the future. Jagex employs more than 450 people at its Cambridge headquarters. Career information can be found at [www.jagex.com](http://www.jagex.com).

### We are looking to meet

We're excited to meet developers whose games do something innovative, and who want to find great audiences for their upcoming projects.

### Our main aims and objectives of the show are

We'd like to meet developers, and partners during the show.

### Platforms

Console, Mobile, PC / Mac, Web / metaverse



jagex.com  
communications@jagex.com  
@Jagex

+44 (0)1223 427 250  
220 Cambridge Science Park, Milton Rd  
Milton, Cambridge, CB40WA  
United Kingdom



## Kairos Group

**Kairos Group** is the go-to social agency for brands and creators, specialising in gaming. Born in the creator economy, Kairos Group has always remained a gaming marketing industry leader whilst delivering effective creativity for brands and creators. Working with hero brands such as Samsung, Blizzard, and PUBG among others - our team of social natives have delivered game-changing results to bring non-endemic brands into the gaming space.

### We are looking to meet

We are looking to meet new partners who want to grow their business through social media and influencer marketing.

### Our main aims and objectives of the show are

To connect with more brands and creators that align with our business purpose and to introduce our service offering to a wider network.

### Platforms

Console, Mobile, PC / Mac, esports, Web / metaverse



kairosmedia.com  
lewis.cardew@kairosmedia.com  
@KairosMedia

+44 (0)7922 662733  
5th Floor, New Penderel House  
283-288 High Holborn, London  
WC1V 7HP, United Kingdom



## Kalypso Media UK

**Kalypso Media UK** is part of the Kalypso Media Group GmbH, an independent publisher, developer and marketer of interactive entertainment software with over 200 employees at 10 locations across Germany, England, France, Japan and the USA. The Kalypso Media Group includes Kasedo Games, along with five development studios: Realmforge Studios (Dungeons series), Gaming Minds Studios (Railway Empire, Port Royale), Claymore Game Studios (upcoming Commandos game), Nine Worlds (Tropico 7), and Bulwark Studios (Warhammer 40,000: Mechanicus, IXION). Specialising in the development of strategy and simulation games for a global audience on multi platforms, Kalypso Media Group's IP portfolio includes the Tropico series, Commandos, Port Royale, Dungeons, Sudden Strike and Railway Empire. Kalypso Media's most recent releases are Matchpoint – Tennis Championships, Commandos 3 – HD Remaster, Tortuga - A Pirate's Tale, and Railway Empire 2 (upcoming: Dungeons 4 2023 and The Inquisitor 2023).

### We are looking to meet

We are looking to meet with the media, press, influencers, streamers and other content creators who are interested in discussing titles from Kalypso Media.

### Our main aims and objectives of the show are

Our main aim and objective at Gamescom this year is to provide the media with a first in depth look at our upcoming dark fantasy adventure title, The Inquisitor.

### Platforms

Console, PC / Mac



kalypsomedia.com/uk  
press@kalypsomedia.com  
@kalypsomedia

4 Milbanke Court, Milbanke Way  
Bracknell, Berkshire, RG12 1RP  
United Kingdom



## Kasedo Games

**Kasedo Games** work closely together with enthusiastic & talented indie developers from around the world to publish 'Triple I' titles that players will love. Through our vast knowledge of producing, PR, marketing and distribution, we always strive for quality games made by quality indie teams and we understand that every game and every studio has different requirements. The support, creative freedom and platform we provide means we can make great games happen without forgetting their roots.

### We are looking to meet

We are looking to meet with talented indie developers who are pitching their games.

### Our main aims and objectives of the show are

Our main objectives are to showcase our latest games to media and to meet talented indie developers.

### Platforms

Console, PC / Mac

P

kasedogames.com  
press@kasedogames.com  
@KasedoGames

Phoenix Square, Midland Street  
Leicester, Leicestershire, LE1 1TG  
United Kingdom



## KeepItHuman Studio - University of Manchester

**Keep•It•Human** is an Indie video game studio connecting people with the ownership of environmental and social challenges. This social venture is a spin-out from The University of Manchester with support from the ASPECT accelerator, Masood Enterprise, Innovation Factory and UMRI. We build video games that can convert DIGITAL interaction into REAL world change, to have a positive impact on our planet and its people. We use the transformative power of immersive media narratives and role-play game models to achieve this goal. Games like Timbi.World help to send real skateboards to our ONG partner in Mozambique, via solving musical puzzles. Others like Mangrove.World raised awareness of the importance of mangroves reforestation in the Philippines, in partnership with local ONG Oceanus Conservation. Our latest game, Resourceful.World, developed for Sustainable Futures with Imago Software, uses the power of video games as a transformative medium to engage the public in sustainability research. Join us on this journey of fun and discovery and make positive changes playing our titles.

### We are looking to meet

We are looking to meet video game publishers, potential investors, gamers and talented video game developers and related.

### Our main aims and objectives of the show are

To get feedback on our latest game, to generate some buzz about our studio, and to find potential investors and collaborators.

### Platforms

PC / Mac

D

keepithuman.org  
ricardo.climent@manchester.ac.uk  
@keepitHumanUK

+44 (0) 161 275 3246  
Novars Research Center at The  
University of Manchester, Manchester  
North West, M13 9PL United Kingdom



## Kippie

**We are a highly** acclaimed indie game development and education company based in Northern Ireland, founded and led by women, and proud recipients of numerous awards. What we're working on: a nostalgic 2D hand drawn wholesome point and click puzzle adventure game. Follow Edie the cockapoo as she takes her owner on a series of meandering walks through beautifully illustrated landscapes. Immerse yourself in their world. Take time to notice nature and the changing seasons. Interact with the inhabitants and the scenery to discover secrets and surprises. Solve puzzles to try and make the lives of your fellow park users that little bit better. Made in Gamedev. Education: We're delivering our award winning 'Make Games' classes to 11 - 14 year old girls and young people with learning disabilities, and promoting game dev as a career to young people in Northern Ireland. Chosen as one of The Observer and Nesta's New Radicals in 2018 and GamesIndustry.biz Game Changers 2021.

### We are looking to meet

We are looking to meet developers, publishers and educators, to build and foster meaningful connections and provide opportunities for collaboration and growth in the foreseeable future.

### Our main aims and objectives of the show are

To plan and learn. To research the game/genres/industry, to "analyse-interpret-iterate," focus and foster our community first approach, to engage and track impact.

### Platforms

Console, Mobile, PC / Mac

D

kippie.org.uk  
katherine@kippie.org.uk  
@KippieCIC

+44 (0)7808 161558  
23 Montgomery Close, Derry~Londonderry  
Londonderry, N Ireland, BT47 5NW  
United Kingdom



## Kwalee Ltd

**Kwalee** is a multi-award-winning games publisher and developer based in Leamington Spa, UK, and publishes a growing catalogue of PC and console titles including Eternal Hope & Scathe, along with the upcoming titles Die By The Blade, Wildmender, ROBOBEAT, Space Chef, The Precinct and The Spirit of the Samurai.

### We are looking to meet

We are interested in meeting gaming press and influencers along with developers looking for a publisher for their games.

### Our main aims and objectives of the show are

Give press hands-on access to our upcoming PC & console games.  
Meet developers to discuss potential publishing deals with them.  
Meet industry partners.

### Platforms

Console, Mobile, PC / Mac

D

P

kwalee.com  
pr@kwalee.com  
@kwalee

Southam Road, Radford Semele  
Leamington Spa, CV31 1FQ  
United Kingdom



## Level 91 Entertainment Ltd

At Level 91, our goal is to build games with great feel, smooth flowing action and highly responsive controls. Our first title Inertial Drift released in 2020 to critical acclaim on PC and console.

### We are looking to meet

Partners to help us in creating our next racing project

### Platforms

Console, PC / Mac



level91.co.uk  
gamescom23@level91.co.uk  
@Level91Ent

32 Collinbridge Drive,  
Newtownabbey, BT367SX  
United Kingdom



## Liquid Crimson

Liquid Crimson are a full service, award winning Creative Agency for the Games Industry. We provide video (trailers, dev diaries and more) and communications/social marketing support as well as influencer management. From Supermassive Games to Interior/Night, Stellar Entertainment to Kepler - we're proud to have been able to support some of the best in the business!

### We are looking to meet

We're keen to connect with Developers in need of Trailers, Dev Diaries or social marketing/PR/Influencer support!

### Our main aims and objectives of the show are

Our main aim at Gamescom are to network with the rest of the industry with a view to helping folks market their games!

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports



liquidcrimson.co.uk  
lauran@liquidcrimson.co.uk  
@LiquidCrimson

Egley Road, Woking  
Surrey, GU22 0AY  
United Kingdom



## Little Red Dog

Little Red Dog is the best strategy game developer that you've never heard of. The creative minds behind the fan favourites Rogue State Revolution (2021) and Precipice (2019), we have grown our team from 6 to 35 employees. With our new capacity we are tackling much more ambitious games while staying true to our roots of creating games with unique concepts and bold messages.

### We are looking to meet

We are looking to meet publishers to show off our upcoming title.

### Our main aims and objectives of the show are

Our main aims and objectives at Gamescom are to gather feedback and generate publisher interest in our new game.

### Platforms

Console, PC / Mac



littlereddoggames.com  
general@lrdgames.com

3rd Floor One London Square, Surrey  
Guildford, GU11UN, United Kingdom



## Mi-Clos Studio

Mi-Clos Studio is an ambitious French studio specializing in story-driven science fiction games. From a one-man studio to a 30 people team, Mi-Clos Studio has grown organically over the last decade to reunite talents and create meaningful games. With 6 games developed in-house including Out There and Sigma Theory, as well as 5 published games, the studio is proud to continue developing rich universes and offering impactful experiences. The studio's strength also lies in the healthy working environment it has created. By placing diversity and kindness at the heart of its concerns, Mi-Clos was able to bring out the best in everyone and tap into the creativity of every team member.

### We are looking to meet

We are looking to meet publishers and partners at Gamescom.

### Our main aims and objectives of the show are

Our main aims and objectives at Gamescom are meeting with publishers and partners to show what we've been working on for the past months.

### Platforms

Console, PC / Mac



www.miclos.com  
melanie.cansse@miclos.com

222 Cours Lafayette  
Lyon Rhone, 69003  
France



## ModSquad

**ModSquad** leads the Customer Experience (CX) Service industry. Top brands around the globe turn to us for customer support, content moderation, trust and safety, community management, and social media services. Since 2007, we've been reinventing traditional outsourcing. We embraced remote and steered clear of cubicles in soulless call centers. We secure our distributed team with Cubeless, our patent-pending security platform. We deploy our services by the hour rather than saddle you with inefficient FTEs. And our Mods are so experienced and empathetic it isn't fair to call them "agents" – so we don't. We are the Mods!

### We are looking to meet

We're looking forward to meeting industry friends, clients, partners, and anyone in the gaming space who is looking to bring their player experience to the next level.

### Our main aims and objectives of the show are

As the premier provider of outsourced player support, moderation, community, and social for the gaming industry, ModSquad is here to help attendees boost their customer experience.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



modsquad.com  
hi@modsquad.com  
@modsquad

+44 28 2003 2123  
100 Patrick Street 3rd Floor  
Derry, N Ireland, BT48 7EL  
United Kingdom



## Moxy.io

**Founded in 2021**, Moxy is the middleware layer that will power the next generation of video games. Moxy brings the utility of blockchain plus Proof of Play and play to earn mechanics to any video game through an industry standard SDK/API stack. Publishers can easily introduce their own regulatory compliant token ecosystems to new or existing titles with the help of Moxy's infrastructure, team, and expertise. Moxy is by gamers. Moxy is for gamers

Club members can gain MV (a Moxy subtoken) at any time by burning MOX to MV in a 1:1 ratio. MV holders earn daily rewards PAID IN MOX based on the number of MV tokens they hold and how long they hold them for. The more MOX you burn to Vault the more daily rewards you earn. The longer you hold MV, the greater the daily rewards become.

### We are looking to meet

Content creators and games developers

### Platforms

PC / Mac, Web / metaverse



moxy.io  
@Moxyio

Stratford-Upon-Avon  
United Kingdom



## Northern Ireland Screen

**Northern Ireland Screen** is the national screen agency for Northern Ireland. We are committed to maximising the economic, cultural and educational value of the screen industries for the benefit of Northern Ireland. This goal is pursued through our mission to accelerate the development of a dynamic and sustainable screen industry and culture in Northern Ireland.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



northernirelandscreen.co.uk  
rory@northernirelandscreen.co.uk  
@NIScreen

+44 (0)28 90 232444  
3rd Floor Alfred House, 21 Alfred  
Street, Belfast, Co. Antrim, BT2 8ED  
United Kingdom



## nDreams

**We are a virtual reality** games publisher and developer at the forefront of gaming innovation. Founded by CEO Patrick O'Luanaigh in 2006, we've grown from our base in Farnborough, UK, to encompass multiple remote studios. Since 2013 we've been focused entirely on virtual reality. As one of the lucky few to get our hands-on Oculus Rift and PlayStation VR prototypes, we were among the first to step into this immersive new medium. We haven't looked back since. Combining state-of-the-art technology with creative excellence, we've developed the award-winning Phantom: Covert Ops, Far Cry VR and Fracked - and there's so much more to come, including bringing the iconic Ghostbusters to VR and multiple next generation titles.

### We are looking to meet

We are looking to meet developers, publishers, partners and media who share an excitement for VR, MR and the future of gaming.

### Our main aims and objectives of the show are

Our main aims and objectives at Gamescom are showcasing our new and upcoming games to partners, potential partners and media.

### Platforms

PC / Mac, VR / AR / MR



ndreams.com  
enquiries@ndreams.com  
@nDreams

+44 (0)1252 546 082  
Spectrum Point, 279 Farnborough  
Road, Farnborough, Hampshire  
GU14 7LS, United Kingdom

## OTHER THINGS

### Other Things

**Other Things** is a creative agency focused on the video games sector. We help publishers and studios of all sizes present their brands in the best possible light so that they look awesome, attract the best talent, and sell more games. We make game trailers, design and build websites, take in-game and in-engine captures, craft key art, brand games and companies, manage socials, and all sorts of other things...

#### We are looking to meet

We are looking to meet studios and publishers that want support with their creative services, want to attract the best talent to their teams, and want to sell more games.

#### Our main aims and objectives of the show are

We would like to raise our profile within the games industry and to meet people passionate about games - be they potential clients, suppliers, or just cool people.

#### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



otherthingsagency.com  
matt@otherthingsagency.com  
@otherthingsxyz

Platform, New Station Street  
Leeds, Yorkshire, LS1 4JB  
United Kingdom



### Outright Games

**Founded in 2016**, Outright Games has established itself as a global leader in the world of video game publishing, having delivered high quality and engaging games that feature the most beloved global family favourite franchises. Outright Games work with some of the biggest names in entertainment like Sony Pictures, Dreamworks, Nickelodeon and Cartoon Network to bring their stories and characters to life across titles such as Jumanji: The Video Game, Ice Age: Scrat's Nutty Adventure, Dragons: Dawn of New Riders, Adventure Time: Pirates of the Enchiridion and Paw Patrol: On A Roll. We create games designed to delight the whole family and bring them to play together on Nintendo Switch, PlayStation, Xbox, PC.

#### We are looking to meet

Developers

#### Our main aims and objectives of the show are

Showcase our upcoming games  
Brand awareness  
Meetings with potential partners

#### Platforms

Console, PC / Mac



outrightgames.com  
pr@outrightgames.com  
@Outright\_Games

2080075812  
Unit 54, Fareham Innovation Centre  
4 Meteor Way, Lee on Solent  
Hampshire, PO13 9FU, United Kingdom



### Payload Studios

**Payload Studios** is a London-based game developer and publisher. Our first game, TerraTech, was launched in 2015 and we are about to launch our next game, TerraTech Worlds.

#### Our main aims and objectives of the show are

Our main aims and objectives at gamescom are to meet other games companies and network.

#### Platforms

Console, PC / Mac



www.payloadstudios.com  
@PayloadStudios

1 Baker's Yard  
London, EC1R 3DD



### Pingle Studio

**Pingle Game Studio** is a Ukrainian game development company specializing in AAA games. With over 15 years of experience, we have worked as an external developer and delivered top-notch game development services to clients worldwide. At Pingle Studio, we have a team of 400+ specialists proficient in Unreal Engine and Unity technologies.

Our expertise lies in full-cycle development, co-dev, art production, and porting games to different platforms. We have worked with some of the world's leading game publishers and developers, such as Disney, EA, Square Enix Montreal, Zynga, Epic Games, Jagex, Annapurna, and many more. Our portfolio includes various games, from action-packed shooters to immersive RPGs. We are confident that our expertise and experience can help you achieve your game development goals. If you are looking for a game development partner who can help you bring your game to life, please don't hesitate to contact us.

#### We are looking to meet

Developers and publishers

#### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



pinglestudio.com  
notif@pinglestudio.com  
@PingleStudio

Ifigeneas, 14, 3036 Limassol  
Cyprus, Limassol, Cyprus  
3036, Cyprus



## PitStop Productions

An award-winning provider of audio services, PitStop Productions have worked with many of the world's leading developers and publishers. Since PitStop was established in 1997, we have collectively worked on hundreds of titles and products. Our team of Composers, Sound Designers, Voice and Casting Directors and Project Managers have earned a reputation for providing the highest quality creative services to the video game and entertainment industries.

Our team handles projects of all sizes and budgets, from voice production in multiple languages, to music production, to sound design and implementation. Years of experience means we can support you through the production process at every stage, giving you full creative freedom, whilst ensuring that milestones and deadlines are adhered to.

### We are looking to meet

PitStop Productions are looking to meet game developers and discuss our services with a view to form a working relationship.

### Our main aims and objectives of the show are

PitStop Productions are looking to meet game developers and form a working relationship. We pride ourselves in creating a one stop creative audio and visual service.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



pitstopproductions.co.uk  
info@pitstopproductions.co.uk  
@PitStopTweets

+44 (0)1226 249 067  
Brook House, Barnsley Road, Dodworth  
Barnsley, South Yorkshire, S75 3JT  
United Kingdom



## PlanetPlay

PlanetPlay is the first climate conscious game platform and marketplace. We are a not-for-profit organisation working in partnership with game studios to achieve pro-climate goals while supporting your games' business KPIs. We are partnered with some incredible studios and have already raised over \$2 million for climate projects worldwide. We are continually looking to support studios who share our passion for the climate, as well as those who are looking for innovative ways to activate and engage their player communities.

### We are looking to meet

We are looking to meet developers, publishers and all those who are interested in reversing the climate crisis.

### Our main aims and objectives of the show are

Our main aims at gamescom are to connect with likeminded individuals, as well as explore partnership possibilities with studios looking for alternative ways to activate and engage their players.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



planetplay.com  
cj.arnold@planetplay.info

41782627705  
Altgasse 43 Baar, Baar  
Zug, 6340, Switzerland



## Playstack

Playstack was founded on the belief that even the greatest developers need support to be at their best. We offer our development partners the security and resources that allow them to play to their strengths as creative leaders, entrusting our experienced team to mastermind the marketing and publishing campaign. At Playstack, we support great ideas wherever they come from and we're completely platform agnostic, from PC to console, mobile and more. Headquartered in London, our diverse team works from all over the world to innovate in the way games are discovered, published, and managed: shaping an entire lifecycle for creative, independently-developed games. We know what it takes to build an IP from concept to global success, and over time, both our Mobile and PC & Console publishing teams have built a rich portfolio of titles generating critical and commercial success, including BAFTA nominations and IGF awards.

### We are looking to meet

Playstack is focused on meeting developers and existing partners at Gamescom. We are looking for inventive and delightful games with commercial intentions.

### Our main aims and objectives of the show are

Playstack's aim at Gamescom is to showcase its best ever collection of upcoming indie games, as well as continue its search for new and wonderful development partnerships.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



playstack.com  
aaron.ludlow@playstack.com  
@PlaystackGames

+44 (0)20 7118 1618  
56A Poland Street, London  
W1F 7NN, United Kingdom



## PQube Limited

PQube is a leading international creator, publisher, and distributor of video games. We have a worldwide team who are committed to publishing games they love by working closely with development partners and reaching consumers globally on all major gaming platforms. PQube manages a rich portfolio of brands, from big-budget anime licences to renowned indie hits and have earned valuable experience from bringing such a wide breadth of titles to market.

### We are looking to meet

We are looking to meet with current developer partners, retail distribution partners, and potential developers for any new upcoming projects.

### Our main aims and objectives of the show are

Our main objectives at Gamescom are to network with our game development partners and our retail partners, and to connect with media outlets to present upcoming titles.

### Platforms

Console, PC / Mac



qube.co.uk  
publishing@pqube.co.uk  
@PQubeGames

+44 (0)1462 487 373  
PQube Ltd, Spirella Building, Suite 204-  
207, Bridge Road, Letchworth Garden City  
Hertfordshire, SG6 4ET, United Kingdom



## Publisher Collective

**Publisher Collective** are a global advertising platform with publisher values. We help games and entertainment communities grow by delivering monetization that works. Representing an ever growing roster of over 200 games, entertainment, media sites and desktop apps, we reach over 100 million engaged gamers every month. Publishing is in our DNA, we care about the sustainability of our partners and as gamers ourselves, UX and contextual content is incredibly important to us. Connecting publishers to brands and advertisers, we deliver market leading technology and a full-stack of programmatic, native and direct demand, delivered across high-impact video and display formats. Always prioritising high value, fast loading advertising. Our technology is built to be considerate to a publisher's audience. Our partners and commercial partners benefit from our publishing expertise across SEO, social, affiliate and technology.

### We are looking to meet

We are interested in meeting Marketing and Partnership representatives from Hardware manufacturers, Software Developers, Software Publishers and Media Agencies across the Global Games ecosystem.

### Our main aims and objectives of the show are

We want to meet new partners from across the globe & build new relationships for the future, whilst showcasing the Publisher Collective communities in a meaningful marketing & media sense.

### Platforms

Mobile, PC / Mac, Web / metaverse



[publisher-collective.com](http://publisher-collective.com)  
[sales@publisher-collective.com](mailto:sales@publisher-collective.com)  
 @Publisher\_Coll

+44 (0)1225 531 631  
 Circus Mews House, Circus Mews, Bath  
 Banes, BA1 2PW, United Kingdom

## QUANTIC LAB™

Quality Assurance | Localization | User Experience

## Quantic Lab

**Established in 2006**, Quantic Lab is a highly-experienced outsourcing company specialising in all-platform high-quality testing, UX and localization solutions. With over fifteen years of experience, we are one of the leading European outsourcing companies, contributing through our outstanding activity to the release of thousands of projects worldwide (including games, business applications and more). Quantic Lab takes great pride in its successful long-term partnerships based on integrity and trust.

### We are looking to meet

We are looking to meet with developers, publishers and content creators who are in need of QA, Localisation and/or UX services.

### Our main aims and objectives of the show are

Our objectives are to engage with current and new clients for our service provision.

### Platforms

Console, PC / Mac



[quanticlab.com](http://quanticlab.com)  
[sales@quanticlab.com](mailto:sales@quanticlab.com)  
 @QuanticLabRo

5.08/5.09 Mocatta House, Trafalgar Street  
 Brighton, East Sussex, BN14DU  
 United Kingdom



## RallyHere

**RallyHere** is a fully integrated, battle-tested platform for cross-platform games-as-a-service. RallyHere was founded in early 2023 by veterans of Hi-Rez Studios to bring world-class live-services operations to game developers of all sizes, making it easier than ever to build and operate cross-platform games. Developed over nearly 20 years within Hi-Rez Studios, before becoming available to the wider industry, RallyHere has already been used by over 150 million gamers worldwide. Based in the U.S., the team is headed up by Stewart Chisam, CEO (currently also CEO of Hi-Rez Studios), Trevor Williams, Chief Revenue Officer and Phil Collins CTO, alongside a team of 50. To schedule a demo, visit [rallyhere.gg](http://rallyhere.gg) or email [trevor@rallyhere.gg](mailto:trevor@rallyhere.gg).

### We are looking to meet

We are looking to meet AA game Founders and/or C-Levels, VCs/investors who are backing live game developers, and game developers (especially AA game devs, live ops engineers, etc).

### Our main aims and objectives of the show are

RallyHere's sales & business development goals are to forge partnerships with AA game publishers and live gaming service providers, showcase the platform's value proposition, and secure contracts.

### Platforms

Console, Mobile, PC / Mac



[rallyhere.gg](http://rallyhere.gg)  
[trevor@rallyhere.gg](mailto:trevor@rallyhere.gg)  
 @RallyHere



## Renaissance PR

**Renaissance** is an award-winning media communications agency, founded in 2015 by industry veteran and BAFTA member Stefano Petruzzo. We work with a diverse portfolio of clients of varying sizes, types, and unique requirements. With a team of 12 people (nine in the UK and three in the US), all with a minimum of 10 years of game industry experience, Renaissance is focused on product and corporate PR with media and content creators at all levels of the game industry as well as social media and community management. Data driven and heavily focused on KPI oriented Renaissance can cover local UK to global campaigns from indie to AAA.

### We are looking to meet

Developer and Publishers that need PR and Content Creator support in launching their game or brand locally or globally.

### Our main aims and objectives of the show are

New business lead generation  
 Recruitment

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



[renaissancepr.co.uk](http://renaissancepr.co.uk)  
[stefano@renaissancepr.biz](mailto:stefano@renaissancepr.biz)  
 @renaissancepruk

+44 (0)7828 692315  
 6 Bullock Crescent, Kingsmoor Park  
 Woking Surrey, GU2 29FW, United Kingdom





## Revolution Software

**Founded in 1990**, Revolution Software Limited is a world-leading developer / publisher of narrative-driven adventure games. The company is a pioneer of digital self-publishing: titles such as cult classic cyber-punk adventure Beneath a Steel Sky; and the multi-million selling Broken Sword series, first released in 1996, which has earned over \$100 million at retail. In 2011, Broken Sword: Director's Cut went to #1 on the Apple App store in every major European territory, achieving 5 million downloads and 'Broken Sword' was for a time one of the world's top 10 most Tweeted keywords. Multi-million seller Broken Sword 5: the Serpent's Curse, was successfully crowd-funded in 2012, raising \$850,000 from 15,000 backers. Revolution self-published the game in 10 languages across 10 formats.

In 2020 the company released Beyond a Steel Sky, written in partnership with graphic novel artist Dave Gibbons (Watchmen), which was commissioned by Apple as a lead title for Apple Arcade. Translated into 14 languages, Revolution subsequently self-published the title on PC, with console versions published by Microids. The company continues to evolve and redefine the adventure genre for a broad and highly diverse audience.

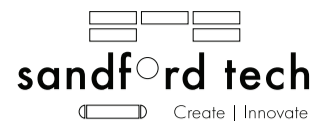
### Platforms

Console, Mobile, PC / Mac



revolution.co.uk  
info@revolution.co.uk  
@revsoftgames

23 Ogleforth, York  
N. Yorkshire, YO1 7JG  
United Kingdom



## Sandford Tech

**Sandford Tech** is an independent development studio with a dedicated team of talented individuals specialising in VR/MR/AR game creation, applications and experiences. We are based in the South East of England with offices in Reading and Bournemouth. Our first launched title 'Color Connect' is available on Meta Quest, Pico, Vive, Steam VR, YVR, IQIYI and coming to further platforms soon. We were a launch title for both the Vive Flow and Vive XR Elite, and have received a plethora of 5\* reviews from our players globally. We have been busy working on our next title 'Slot Car VR' after securing an initial pitch with META. We are bringing an old popular pastime to a new platform and audience with exciting gameplay, features and the ability to build/race infinite tracks with your friends, family or compete online. We hope to share an early demo of the game with you at Gamescom - you can find us at the UKIE stand so come and say hello!

### We are looking to meet

We are looking to meet with publishers, press and potential investors.

### Our main aims and objectives of the show are

To showcase our early stage demo of "Slot Car VR" a fully immersive mixed reality racing game to publishers, press and investors.

### Platforms

VR / AR / MR



sandfordtech.com  
info@sandfordtech.com

32 Opal Way  
Wokingham, RG41 3UL  
United Kingdom



## Skillsearch Ltd

**Skillsearch** is a market leader in recruitment across Games & Interactive. We have worked in over 35 countries in the last 12 months alone and alongside our Brighton office we have a dedicated team based in the Philippines for the China and EMEA market - so when we say we work across the globe we really mean it (although breaking into the Arctic/Antarctic market hasn't been overly successful so far...)

### We are looking to meet

We are looking to meet potential new studios to work with along with people looking for their next position.

### Our main aims and objectives of the show are

Our main aims and objectives are to meet with current studios that we are working with along with future clients.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



skillsearch.com  
gf@skillsearch.com  
@skillsearch

0044 1273 287007  
Fourth Floor, 20 Huntingdon House  
North Street, Brighton, East Sussex  
BN1 1EB, United Kingdom



## Skyhook Games

**Skyhook** is your art outsourcing and game development partner, ready to step in when needed and help you to raise your game. We are also the developer of Lawn Mowing Simulator and have more exciting titles in the works.

### We are looking to meet

Games studios looking for art outsourcing and full dev support. Publishers looking for PC/console pitches in the £2m+ bracket.

### Our main aims and objectives of the show are

Networking  
Meeting potential new clients  
Pitch the sequel of our current game  
Enjoy the expo

### Platforms

Console, PC / Mac, VR / AR / MR



skyhookgames.com  
info@skyhookgames.com  
@SkyhookGames

+44 151 558 1477  
Elevator Studios, Second Floor  
27 Parliament Street, Liverpool  
Merseyside, L8 5RN, United Kingdom



### Soft Leaf Studios Limited

At **Soft Leaf Studios** we strive to develop accessible game experiences that everyone can enjoy. We work closely with those from disabled and neurodiverse communities to help remove barriers from our games and to help raise awareness. Our hope is that by doing so we can make the future of games accessible.

#### We are looking to meet

Happy to speak with anyone about our process of making disability-friendly game experiences, and potential partnerships for future IP.

#### Our main aims and objectives of the show are

Our main objective at Gamescom is to increase wishlists and sales for our game *Stories of Blossom*.

#### Platforms

Console, PC / Mac



softleafstudios.com  
conor@softleafstudios.com  
@SoftLeafStudios

+44 (0)7784 133970  
70 Willowfield Drive, Belfast  
Antrim, BT6 8HN, United Kingdom



### Soul Assembly

We are **Soul Assembly**, a new video games studio of over 80 passionate individuals who love games and want to make emotive experiences that players love! We are devoted to creating remarkable and emotionally impactful adventures primarily on XR platforms but have a great deal of experience with other platforms too. We love working on and publishing our own IP but are also excited to work with great partners on theirs. We have huge amounts of experience and expertise in the XR space as well as mobile, console and PC, and have been fortunate enough to work with some huge brands and IPs. We look forward to building an awesome workplace that makes incredible things!

#### We are looking to meet

We're interested in meeting content creators, press and media. We are also interested in setting up business development meetings with appropriate parties in our sector.

#### Our main aims and objectives of the show are

Demoing our latest MR game *Drop Dead: The Cabin - Home Invasion*  
Showcasing new projects  
Business development

#### Platforms

Mobile, PC / Mac, VR / AR / MR



soulassembly.com  
joe@soulassembly.com  
@SoulAssemblyLTD

+44 (0)1926 941 070  
Regent Square House, 70 Regent St  
Leamington Spa, Warwickshire  
CV32 4NS, United Kingdom



### Studio Momentos, LTD

**Northern Irish Indie** Game Studio, Developing Games in Unreal Engine 5. Currently working on *Cross/Slash*. a Linear Adventure Game with Turn Based Encounters.

#### We are looking to meet

We are looking to meet developers and make new friends.

#### Our main aims and objectives of the show are

Our Main objectives and aims is to experience a large games event and plant roots outside of Northern Ireland with fresh faces.

#### Platforms

PC / Mac



studiomomentosltd@gmail.com  
@Studio\_Momentos

+44 (0) 141 468 5976  
22 Ravenhill Parade, Belfast  
Antrim, BT6 8NU, United Kingdom



### Starlight Games

A **pioneering** video game studio with a mission to create original IP using the power of Unreal Engine 5 and nurturing young talent from the local community. Led by seasoned industry veterans, **STARLIGHT GAMES** is developing visually stunning and immersive experiences that aim to focus on innovative game play experiences. The studio has three new games in development with one available for publishing this year and a further title available from Q1 2024.

#### We are looking to meet

Want to meet publishers who are looking to sign titles across Arcade, Sci-fi management/strategy and competitive online.

#### Our main aims and objectives of the show are

To find and agree a publishing deal across multiple titles.

#### Platforms

Console, PC / Mac



starlightgames.co.uk  
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## Sumo Group

**Sumo Group's** businesses have provided acclaimed development, design and publishing services to the video games and entertainment industries for 20 years from studios in the UK, Europe, India and Canada. Sumo Digital Ltd., Sumo Digital, is the Group's primary business, it is one of the UK's largest independent developers of AAA-rated video games providing turnkey and co-development solutions to a global blue-chip client base from studios in Sheffield, Newcastle, Nottingham, Leamington Spa and Warrington, plus Pune and Bangalore in India. BAFTA award-winning The Chinese Room in Brighton, Red Kite Games in Leeds, Lab42 in Leamington Spa, PixelAnt Games in Wroclaw, Poland and Czech Republic and Timbre Games based in Vancouver, Canada also fall under the Sumo Digital umbrella along with the award-winning design studio Atomhawk, who have bases in the UK and Canada. Secret Mode is a video games publisher, focused on delivering fresh and new gaming experiences to players and building expansive and fulfilling communities around those games. It publishes titles developed within Sumo Group and also by independent developers. Auroch Digital is a Bristol-based videogame developer and publisher with a focus on original IP creation.



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## SuperScale

**SuperScale** is a technology company that exists to maximize the earning power of games. We work with developers and owners who want to see the highest possible returns from their portfolio, while keeping their IP. Over the last few years, we've built a unique analytics platform that predicts the best opportunities for growing game revenue through different marketing channels and metrics. Our experts in creative, marketing, monetization and LiveOps translate these insights into precise, co-ordinated actions that deliver new levels of commercial success. We work flexibly, supplying our dashboards with or without a bespoke mix of support, up to managing entire games. At the heart of our approach is a deep love and understanding of games. This means we put gameplay and the player experience first, boosting revenue by engaging players, building loyalty and driving even more success over time.

### We are looking to meet

We are looking forward to meet gaming companies and publishers who might need our distinctive services.

### Our main aims and objectives of the show are

Our main aims and objectives are to interact with our main leads and that they become warm leads for our company.

### Platforms

Mobile, PC / Mac, VR / AR / MR



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SURE  
WHY  
NOT?

## Sure Why Not?

**We are** an Indie Game Studio based in Belfast with a focus on creating games with interesting mechanics and gameplay-driven experiences. Our first title was a puzzle adventure game called "FaceValue" which is available on steam.

### We are looking to meet

Publishers & more experienced developers from around the world.

### Our main aims and objectives of the show are

Expand our network and meet other passionate game developers

### Platforms

Console, Mobile, PC / Mac



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## TAKEOFF

**TAKEOFF** is an award-winning global multidisciplinary creative design studio that specialises in the entertainment industry. Our team has worked alongside the most notable names in entertainment, and we're able to operate on a truly international scale. We partner with leading, innovative entertainment companies, videogame developers and publishers to provide them with innovative, interactive marketing solutions designed around the audiences they wish to attract most. We have strong partnerships with creatives throughout the world via our international multidisciplinary talent pool, allowing TAKEOFF to activate in any market through some of the best global creative talent available today. Most of all, we're a friendly team that's passionate about what we do, and work hard to deliver results for our international entertainment clients. Give us a call today; we'd love to have a chat about how we can help you market to a wider audience.

### We are looking to meet

We're interested in meeting Publishers and Developers.

### Our main aims and objectives of the show are

We're interested in meeting Publishers to support them with future limited editions, experiential and marketing needs and Developers with branding and any other marketing communication as appropriate.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Testronic

**Testronic** is a unique, international outsource partner providing award-winning services to the global games industry. Established in 1998, and based in London, Testronic employs over 1,500 testers and has grown its operations to facilities in Warsaw, New Orleans, Lisbon, Bucharest, Belgrade, and Manila. A trusted partner for leading video game publishers across the globe, Testronic offers the following services: Functionality QA, Localisation QA, Player Support, Localisation/Translation, Compatibility, Compliance, and Live Ops. Quality matters to Testronic. It has for 25 years.

### Our main aims and objectives of the show are

Meeting existing clients, sales prospects, and supporting UKIE.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, Web / metaverse



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## Theorycraft Marketing

**Theorycraft Marketing** is a leading video game marketing agency with a wealth of experience in the gaming sector. Whether you don't have any marketing resources in-house, or if you need reinforcement for your existing set up, we integrate smoothly as an extension of your team. We can plan and execute revenue generating ad campaigns, reliably source, manage and optimise data-led influencer campaigns, and measure direct ROI on all digital marketing spending. Get in touch via our website [www.theorycraftmarketing.com](http://www.theorycraftmarketing.com) or email [nick@theorycraftmarketing.com](mailto:nick@theorycraftmarketing.com).

### We are looking to meet

We're looking to meet Developers, Publishers, Investment companies and Ecommerce/Platforms to assist with marketing needs for their projects/portfolios.

### Our main aims and objectives of the show are

We would like to extend our network and find gaming projects that are looking for a cost effective ways of scaling their marketing efforts. Let's chat!

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Tower Studios Ltd

**Tower Studios** is headed by Jon Hare designer of World famous games such as Sensible Soccer, Cannon Fodder and Wizball and more recently Sociable Soccer. We are currently looking to talk to press about the upcoming release of our hit football game series Sociable Soccer on PC and Console, which has recently acquired the FIFPro license giving us the names and images of over 13,000 professional football players to use in the game. We are also looking to extend our publishing and development partnerships across all platforms for the Sociable Soccer series, including PC, console and mobile platforms worldwide.

### Our main aims and objectives of the show are

Game press to show our upcoming launch of Sociable Soccer 24 on PC and Console. Publishers, investors and distributors interested in the Sociable Soccer series for PC, Console & mobile.

### Our main aims and objectives of the show are

To secure further publishing, investment and distribution deals for the Sociable Soccer game series and to show the games press Sociable Soccer 24 which is due out soon.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



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## Ukie

**Ukie** (UK Interactive Entertainment) is the only trade body for the UK's games and interactive entertainment industry. A not-for-profit, it represents businesses of all sizes from small start-ups to large multinational developers, publishers and service companies, working across online, mobile apps, consoles, PC, eSports, VR and AR.

Ukie aims to support, grow and promote member businesses and the wider UK games and interactive entertainment industry by optimising the economic, cultural, political and social environment needed for businesses to thrive. Ukie makes connections for businesses and help them access the opportunities a digital economy offers, via a successful International Trade programme, running UK Games Industry stands.



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## Variable State

**Variable State** is a multi award winning game developer. We build impactful, critically acclaimed titles, across multiple platforms. Established in 2014, our released games include Virginia (2016), published by 505 Games, and Last Stop (2021), published by Annapurna Interactive. Our studio accolades include the BAFTA award for Music and the Writers' Guild Award for Best Writing in a Video Game. Our games have received over 20 award nominations, including the BAFTA for best British Game. We have proven experience developing for Steam, macOS, PlayStation, Xbox, and Nintendo Switch. With a growing team, and multiple Unreal Engine 5 projects in development, our story is just getting started.

### We are looking to meet

Variable State is exploring opportunities for both studio and project financing, including equity investment. We have pitch materials ready to share with financing partners, be they publishers or investors.

### Our main aims and objectives of the show are

We have a project pitch ready to share with financing partners, be they publishers or investors. We have a studio deck available for equity investors.

### Platforms

Console, PC / Mac



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## Wiggin LLP

**We're a law firm** focused on media, technology and IP. We help your ideas work for you through our legal, digital and entrepreneurial intelligence. We're the firm of choice for many of the leading businesses in our core sectors. From Hollywood studios to early stage tech businesses, games developers to leading brands, we understand our clients' needs and give informed advice. We don't just tell you the risks – we give our opinion in a jargon-free, real-world context, so you have the freedom to do what you do best, creatively and commercially. We have one of the largest games practices in Europe and represent clients in the video games, interactive entertainment and esports industries. Our team specialises in commercial agreements, IP and regulatory issues but our role often goes beyond the purely legal. We use our specialist industry experience, knowledge and insight to provide truly targeted, commercial advice.

### Platforms

Console, Mobile, PC / Mac, VR / AR / MR, esports, Web / metaverse



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## Wired, Productions

**Wired Productions** is an independent video games publisher based in Watford, UK. Wired has produced and published award-winning titles across all major platforms and its games are curated to deliver on its mantra: 'Driven by Passion.' Bringing games to market in both physical and digital media, recent notable launches include Tin Hearts, The Last Worker, Tiny Troopers: Global Ops, Arcade Paradise, Martha Is Dead, The Falconeer, and Deliver Us The Moon. Upcoming titles include Gori: Cuddly Carnage, Hotel Architect and Bulwark: Falconeer Chronicles.

### We are looking to meet

We are interested in connecting with independent developers, as well as providing media and press with hands on and interview opportunities for our collection of games.

### Our main aims and objectives of the show are

Our main objectives for Gamescom are to meet independent developers, connect with partners, press and media, and offer hands on opportunities with our diverse collection of games.

### Platforms

Console, PC / Mac, VR / AR / MR



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## YRS TRULY

**YRS TRULY** is an award-winning, B Corp-certified creative agency connecting gaming brands with new audiences. We're an ethical company, born out of a belief that gaming is for everyone – and working to bring the joy of video games to previously underserved audiences. We create social content, collaborate with content creators, produce interactive activations, organise press and creator sendouts and run digital PR campaigns. Our clients include Magic: The Gathering, Dungeons & Dragons, Ubisoft, ASUS ROG, Bandai Namco, Team17, Curve Games, SEGA – and more!

### We are looking to meet

We're looking to meet publishers and devs who are up for broadening their marketing and trying something new. We're keen to discuss TikTok, if that's a platform you're interested in!

### Our main aims and objectives of the show are

We're looking to make new connections in gaming, catch up with industry friends and (hopefully) have a good time!

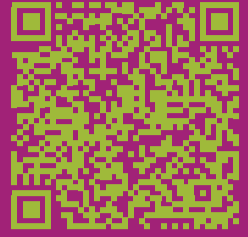
### Platforms

Console, Mobile, PC / Mac, VR / AR / MR



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## Join the Jetpack Collective: Where LiveOps Games Soar

Fundamentally Games publishes as the Jetpack Collective and their mission is to supercharge amazing, long-lasting games through their LiveOps expertise to build strong communities of players, doing more things, more often, for longer



Submit Your Game



# Heaven.

**Heaven is a leading creative marketing agency that specialises in the gaming and technology industries.**

Our experienced team provides unparalleled knowledge in brand building, creative execution, and strategic planning. We push boundaries and advance our industry with innovative and daring solutions. Our creative prowess and strategic mindset ensure outstanding results for our clients. We redefine the concept of play and entertainment with a playful and human approach.

We are the go-to agency for trusted and experienced experts who consistently deliver outstanding results.

# Connect. Advance. Play.



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# Ethical communications for the games industry



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