

050216



Knowledge. Emotion. Business.

18-20  
MAY  
2016

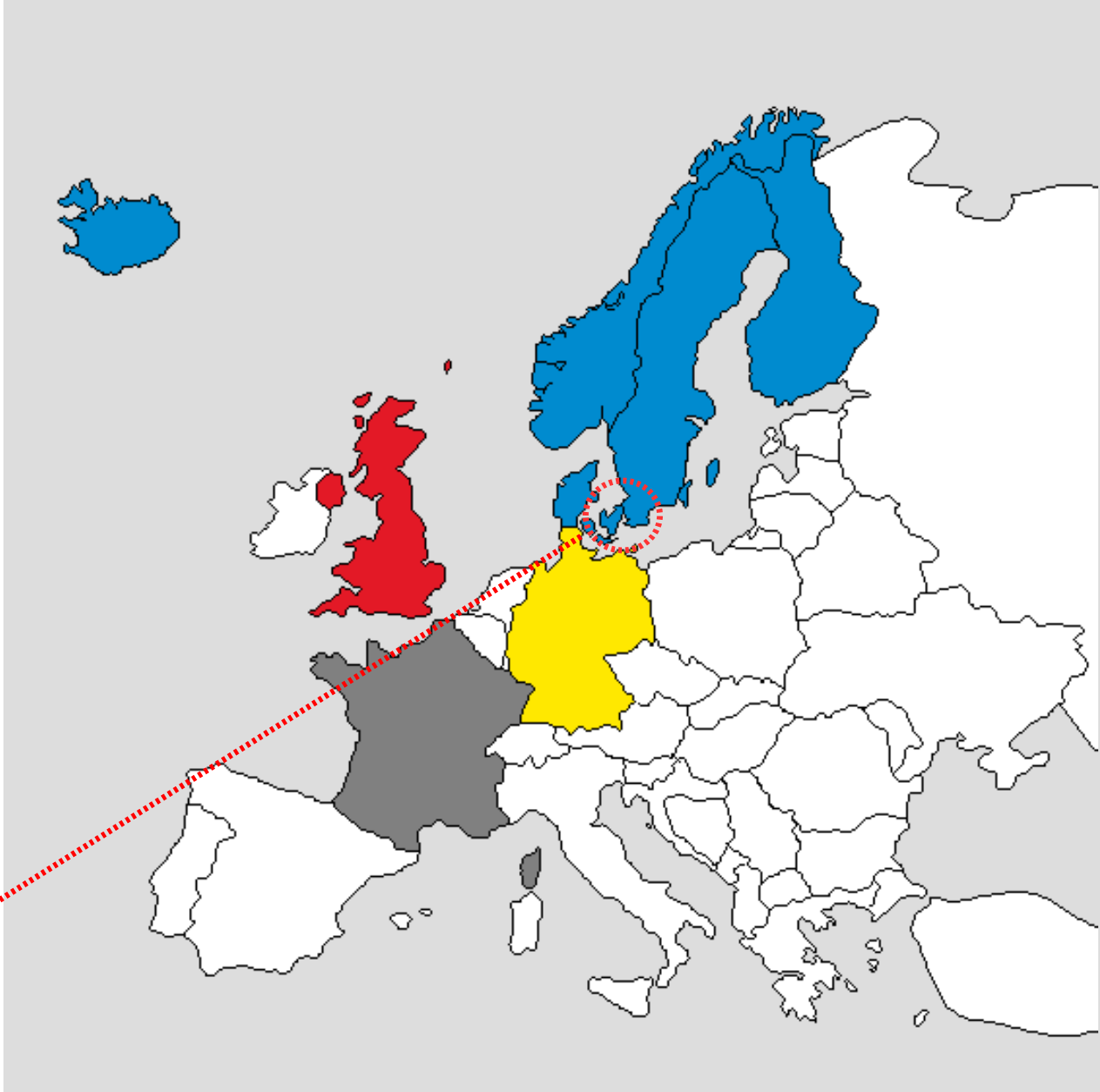
MALMÖ

NG16: An Introduction

# The European leaders in game development

Malmö, Sweden, the home of the Nordic Game conference.

20 minutes by train from Copenhagen airport, then just cross the street.

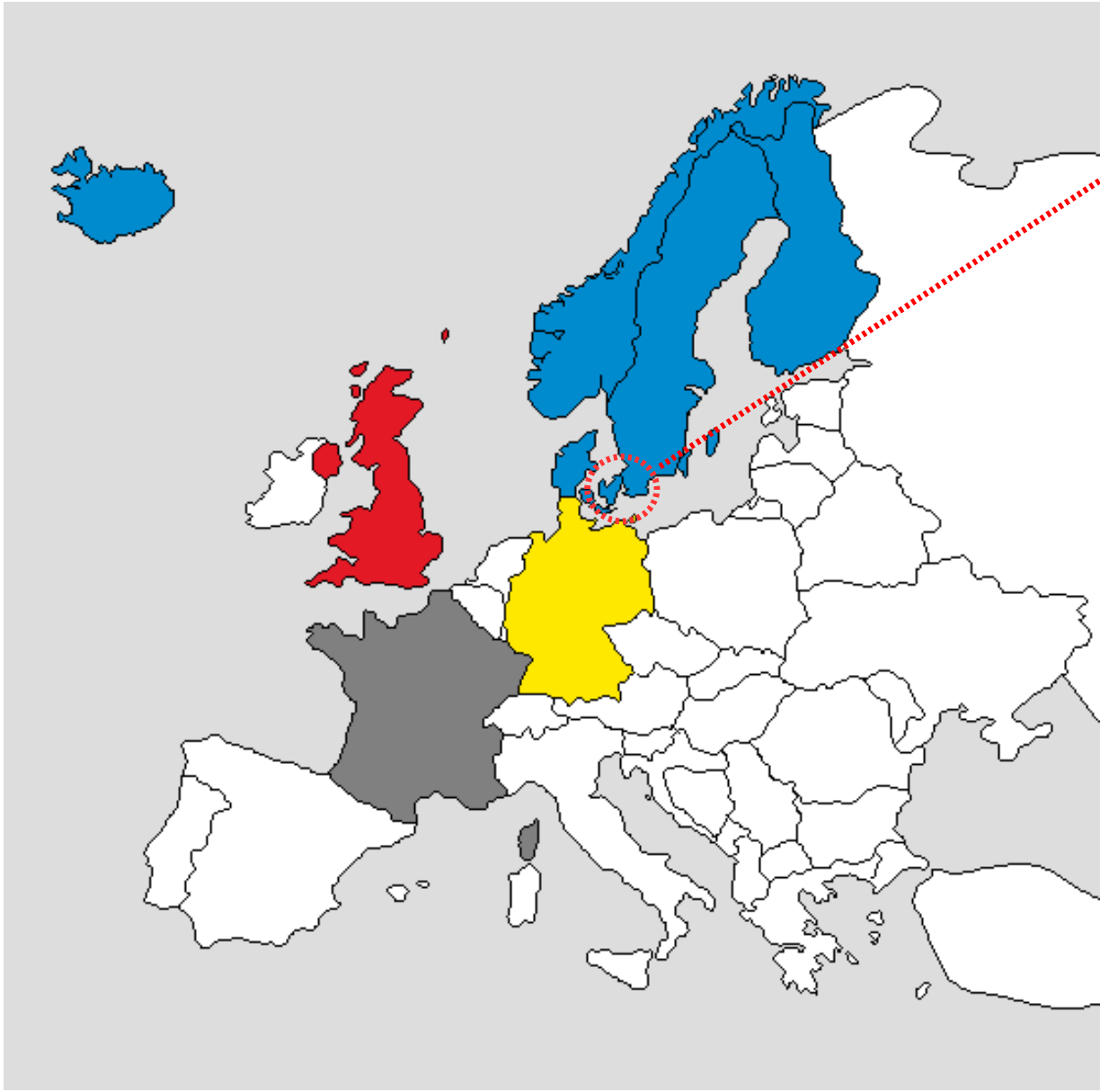


Nordic:  
7,000 developers

Germany:  
10,000 developers

UK:  
10,000 developers

France:  
4,000 developers



Nordic Game,  
Malmö,  
May, 2,400  
attending

The leading EU  
game  
developer  
events

Quo Vadis,  
Berlin,  
April,  
1,500 attending

Game Developers  
Conference Europe,  
Cologne,  
August,  
1,800 attending

Game Connection  
Europe,  
Paris,  
October,  
2,000 attending

Develop,  
Brighton,  
July,  
1,600 attending

# NG04-NG15: Past highlights

2003: Nordic Game conference founded in Malmö

2006: First edition of Nordic Game Awards organised as part of the conference

2008: Harmonix demo "Rockband" in their keynote

2009: Passed 1,000 delegate mark

2010: Venue change, first edition of Nordic Game Indie Night

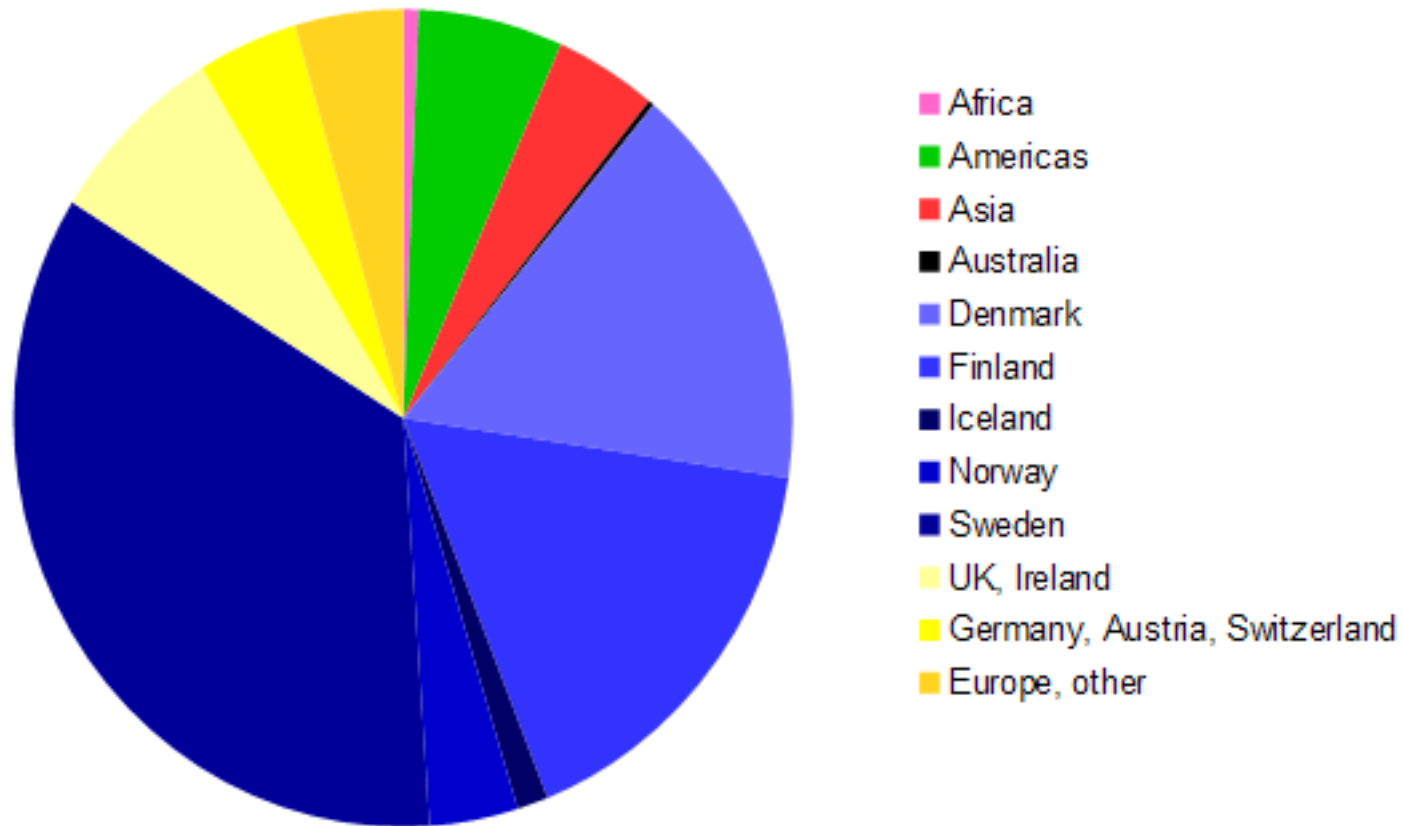
2013: Tim Schafer keynote, Unity pre-conference event, NG13 the second largest games developer conference in Europe

2014: 10th anniversary celebrated

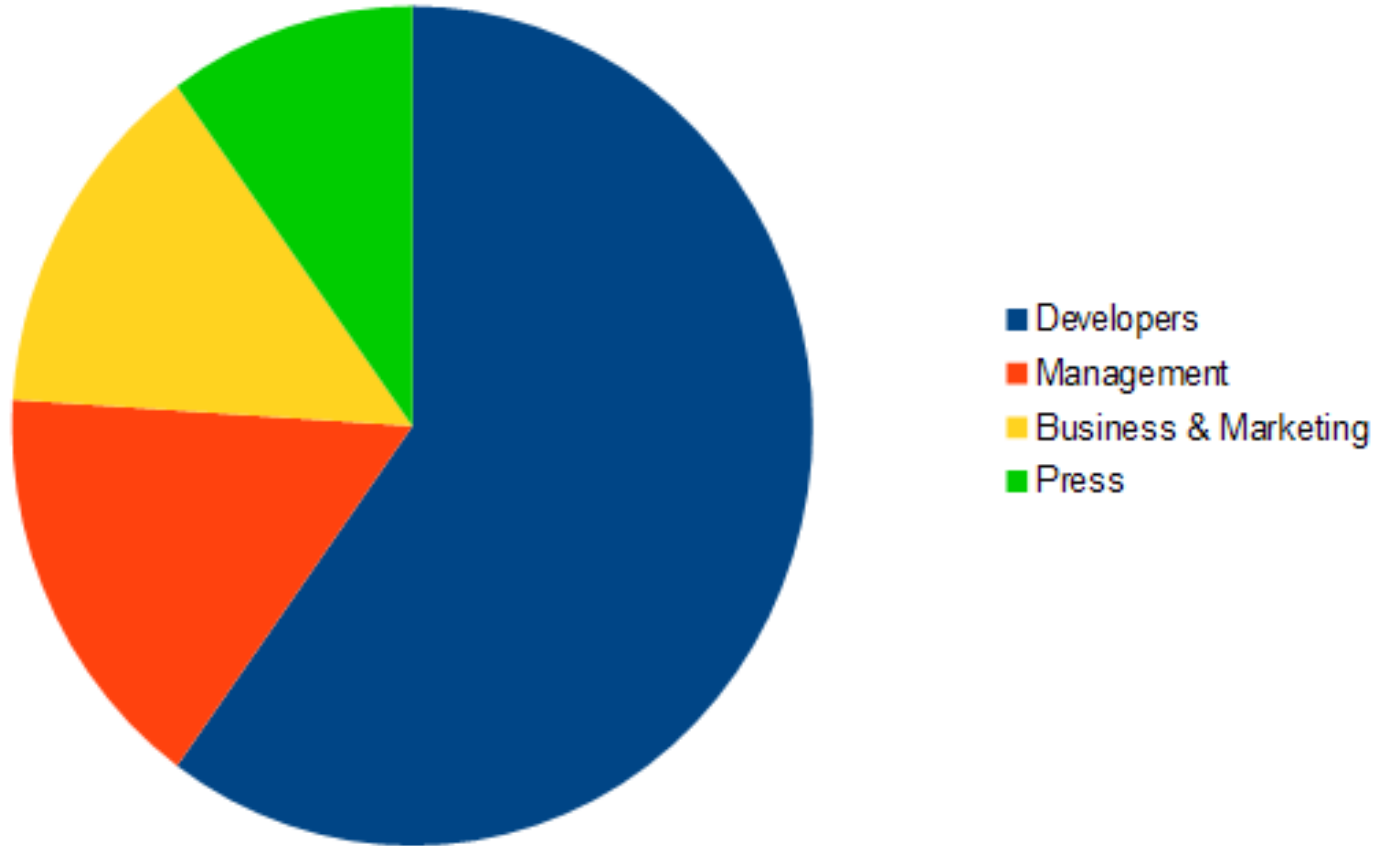
2015: 300 investor-company meetings, Korean trade delegation, NG15 the largest games developer conference in Europe



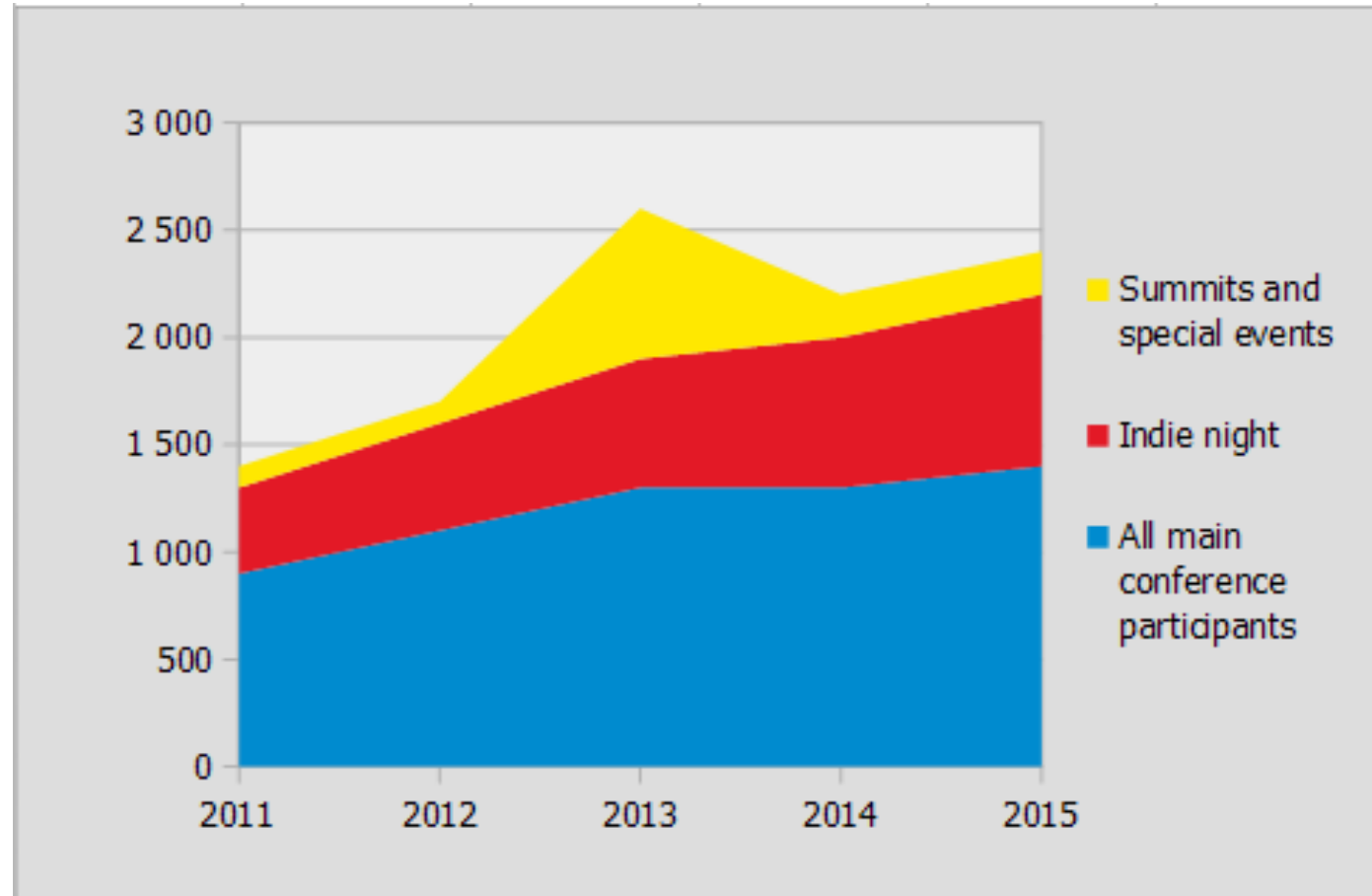
# NG15: Delegates' origin



# NG15: Delegates' profile



# NG11-NG15: Attendance growth



# NG15: Testimonials

"Nordic Game does a great job providing an arena for knowledge sharing and fun networking for all game developers in the important Nordic region."

- **Christer Swahn, Studio Technical Producer, Avalanche Studios**

"Nordic Game is a wonderful conference and is definitely one of my favorites. It's just the right size to be meaningful but not soulless. The energy and creativity at the conference is amazing. Hope to be part of Nordic Game in the future!"

- **Shailesh Prabhu, Yellow Monkey Studios**

"Out of all the games conferences I have attended this year, Nordic Game was by far the most gender diverse conference in terms of both speaker line-up and audience mix. It was also very interesting to see very diverse topics being discussed on panels and sessions."

- **Salone Sehgal, CEO and Director of Strategy, TrulySocial Limited**

"There is no other place to find the best publishers, interested investors, and the most talented group of developers all in one spot. Nordic Game is a must attend conference for anyone working in the interactive entertainment industry."

- **Jesse Divnich, Vice President, Product Strategy and Insights, Tilting Point**

"Nordic Game is simply one of the key global events on the industry calendar. An absolute must-attend."

- **Phil Elliott, Project Leader for Collective, Head of Community at Square Enix Europe**





# Welcome!

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