

[Nordic Game Introduction
#NG21 Spring: 26-28 May & #NG21 Fall: 17-19 November
Updated 01-12-21]

Nordic Game INTRODUCTION



NORDIC GAME RESOURCES



Nordic Game is organised by Nordic Game Resources AB, a privately held Swedish limited company formed in 1990 and based in Malmö, Sweden.

Nordic Game created the first Nordic Game conference in 2004 and subsequently raised 12 million EUR from Nordic governments to found the Nordic Game Program. Nordic Game also administered the resulting Nordic game development grant program over six years for 107 projects selected from 1,277 applications, half of which have been published.

NORDIC GAME CONFERENCE & SPECIAL EVENTS

The Nordic Game conference and special events are held annually in Malmö, Sweden. The 2021 editions of Nordic Game will begin online on 26-28 May with a second digital conference on 17-19 November.

As the leading games industry event in Europe, we have a lot to offer, including programs filled with the best speakers from the global industry and our own Nordic heroes, access to thousands of games industry professionals and a host of networking opportunities and special events, such as MeetToMatch • Nordic Game Awards • Nordic Game Discord • NGDC Grand Finals • and much more!

KNOWLEDGE. EMOTION. BUSINESS.

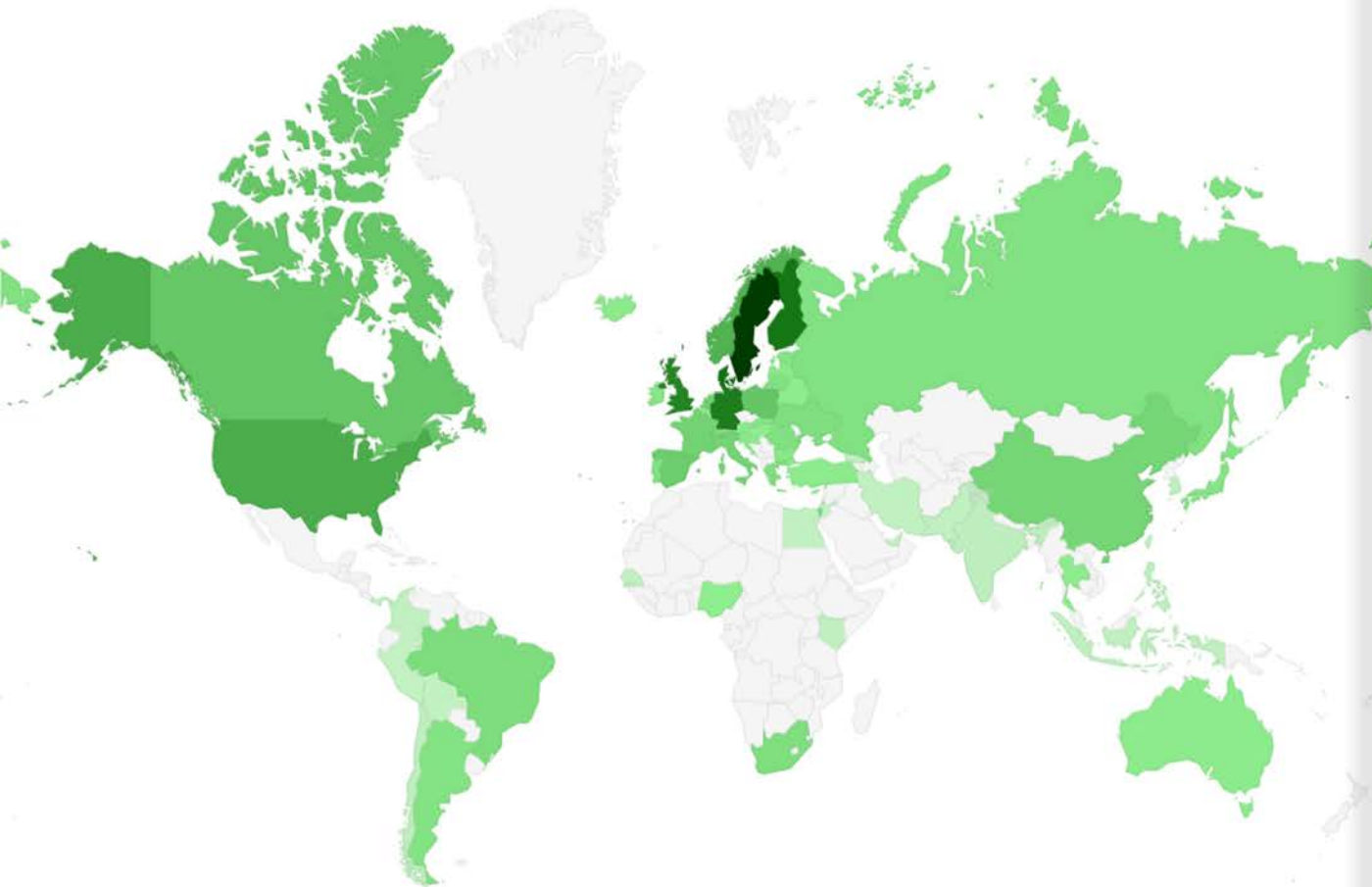
These are the pillars on which we have built the unique Nordic Game experience, both at our venue in Sweden and online in 2020.

Knowledge: World-class speaker program, trends, inspiration, workshops.

Emotion: Intimacy, socialising, fun, networking events and parties.

Business: Meeting platform, matchmaking, publisher market, investment-focused events.





"Everyone is at Nordic Game"

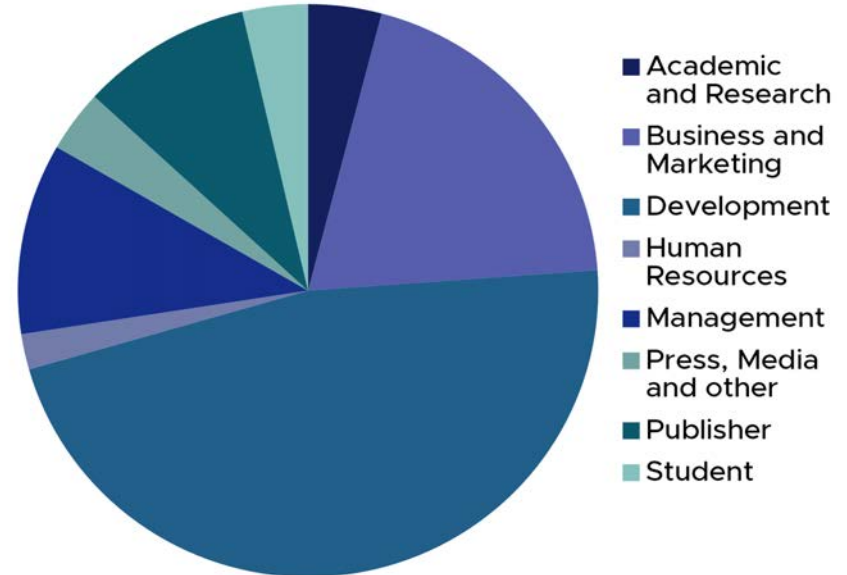
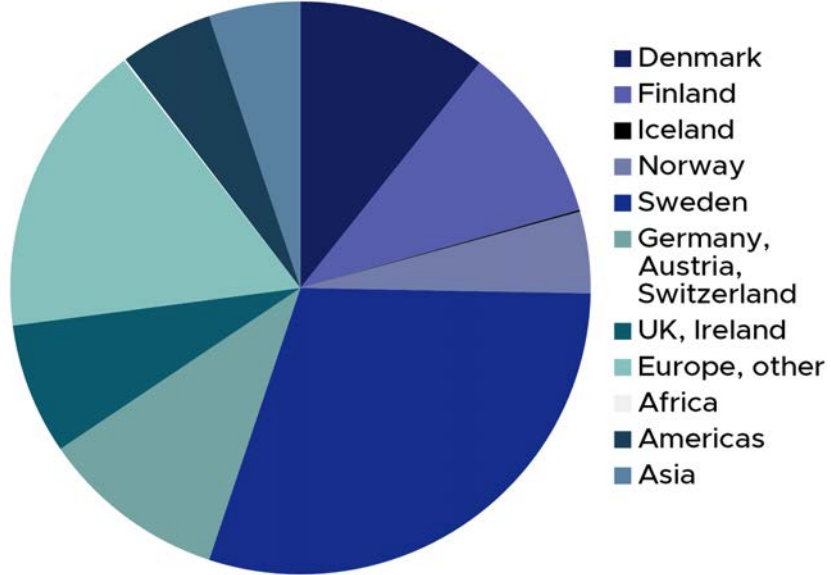
Along with our unique focus on the Nordic region, we engage with and welcome the rest of the world with open arms. Nordic Game's diverse roster of speakers, delegates, visitors and partners, as well as cutting-edge content, attract people from across the globe. A fact we are both proud of and continuously work to develop further.

NG19 gathered over 1000 companies from more than 50 countries.

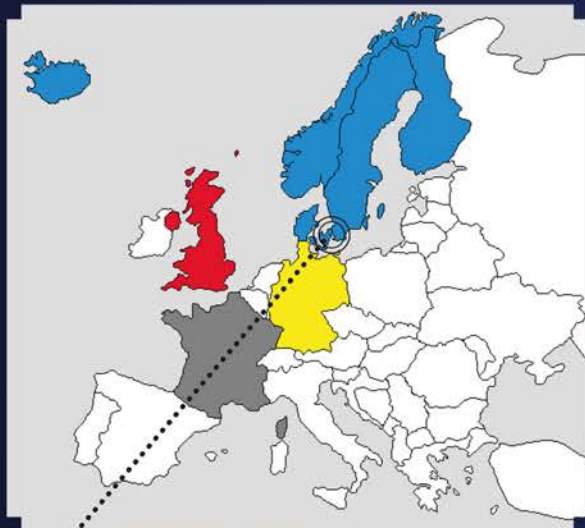
NG20 and NG20+, our online conferences in May and November, brought together over 1600 companies from even more countries (55) around the world.

WHO WILL YOU MEET?

Regardless if you are from a start-up studio looking for investors, an established company looking for recruitment opportunities, an organisation in search of cutting edge knowledge or just on your own, looking to share good times with industry peers – Nordic Game has something for you.



KEY FACTS



Malmö, Sweden is home to the Nordic Game conference. About 20 minutes by train from Copenhagen airport, and just steps from Malmö Central station.

NORDIC COUNTRIES
10,000 Developers

GERMANY
11,000 Developers

UK
10,000 Developers

FRANCE
5,000 Developers

NG19

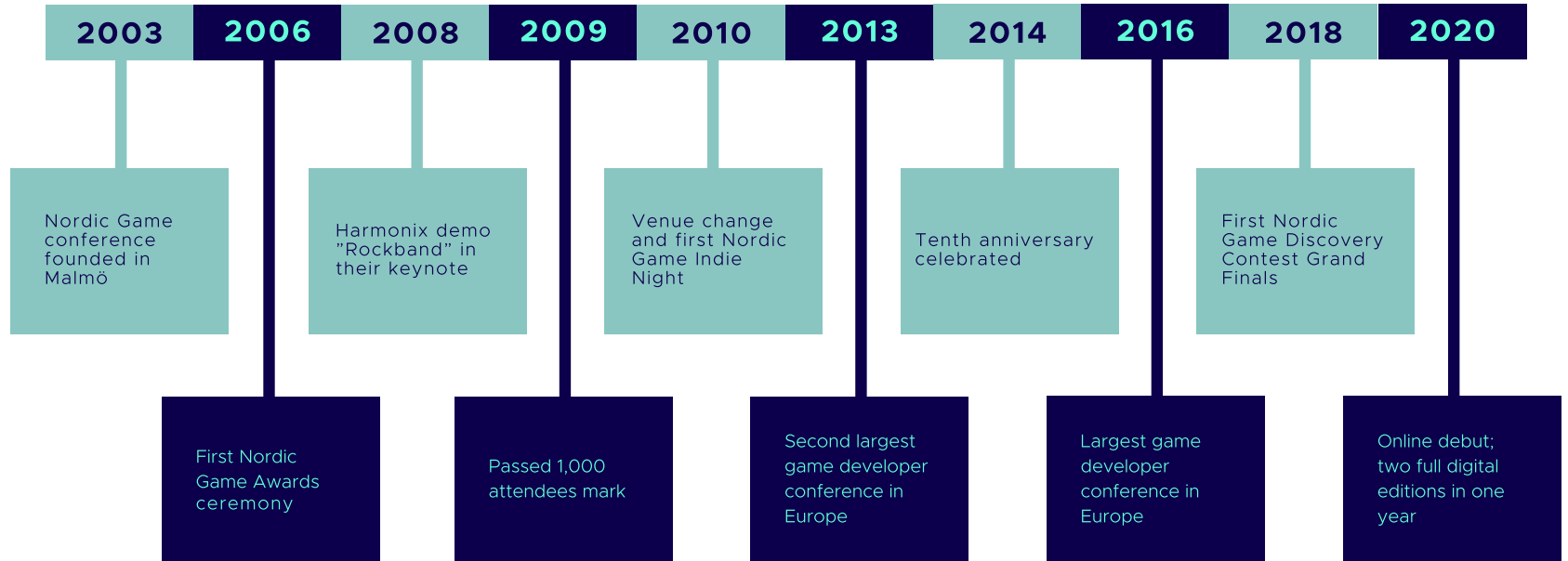
3000+ Attendees
6 Parallel Auditoriums
101 Sessions
138 Speakers
2995 Business Meetings
1000+ Companies Represented
2 Award Shows
1236 NG19 Dinner Participants

NG20/NG20+*

3000+ Online Participants
8000+ Live & Pre-Recorded Views
1200+ Discord Participants
100+ Live & Pre-Recorded Sessions
3500+ Remote Meetings
1600+ Companies Represented

***Two online editions in 2020 (May & November)**

HIGHLIGHTS & MILESTONES



NORDIC GAME DISCOVERY CONTEST



Building on fourteen years of organising successful games industry activities, including the annual Nordic Game conference and exhibition, regional funding programs, overseas networking events and other developer support initiatives, we introduced the Nordic Game Discovery Contest (NGDC) in 2016 - an exciting, competitive challenge where selected game projects are showcased live in pitch competitions at partner events across Europe and around the globe.

In 2019-20, the NGDC's fourth season tour included sixteen events across Europe, Africa and Latin America.

Partner events for the current season include Brazil and South Africa. NGDC Season V qualifier winners will secure seats in the NGDC Grand Finals online during this fall's NG21 on 17-19 November.



TESTIMONIALS

"I want to thank everyone for making me so welcome at this year's Nordic Game event. It was an invaluable experience for me. Everything about the event made me realise once again that there are many people out there who genuinely love games, and just how many fantastic game creators there are in the Nordic area. It also made me very aware of how the Nordic area has the ideal conditions to develop a wide range of games, spanning AAA games to mobile titles. Personnel, environment and technology can all be found in the area, which will prove vital in gaming's future. I look forward to seeing what you all come up with."

**- Hideo Kojima, Lead Designer,
Founder, Kojima Productions**

"It was my first time in Scandinavia, and I got to enjoy it attending this great conference of gamers, artists, programmers, and educators from across the globe. It was a fantastic experience to be under the same roof with such talented people and being able to inspire the next generation of game developers. I was happy and honored that my matte painting talk resonated with so many people at the event in the great city of Malmö. Thank you for the memories!"

**- David Luong,
Visual Effects Artist, Blizzard**

"It was an amazing experience. It was my first time at Nordic Game and the organisation was awesome, there were a lot of interesting people to network with and the audience was also very interested in the topic. I really appreciate the invite to be a speaker and I hope that someday I can come back!"

- Sabrina Carmona, Producer, King

"The Nordic Game conference offers a friendly and relaxed atmosphere, a perfect foundation to meet talented developers from all over the world. I am amazed by all the creativity and product quality I have seen at the event."

**- Patrick Rose, Business & Product Analyst,
Bandai Namco Entertainment Europe**

"Nordic Game is a thoughtfully planned event with something for everyone. There are interesting talks that cover a diverse range of topics, many cool games shown by regional developers and easy to access business facilities. To add to all of that, it's in a great city and run by great people."

- Kevin Carthew, Creative Director, Team 17 Digital

"NG20 went online and pulled it off big time!"

- Søren Lundgaard, CEO & Co-Founder, Ghost Ship Games

"I was hugely impressed that this May's digital conference (NG20) managed to preserve the spirit of friendship and sharing that has always been the framework and focus of the conference. All credit to the program director and their team for being able to adapt to a very trying situation so fast, and create a unique and memorable digital conference."

- Jon Cato Lorentzen, CEO, Krillbite

"(NG20 in May) was by far one of the best digital conferences I've attended this year. The welcome meeting system, crystal clear streaming sessions and helpful conference staff were all top-notch."

- Scott Humphries, Head of Product Development, Amber

"Nordic Game is always one of the highlights of the year! Nordic Game is all about learning from each other and creating meaningful connections. The Nordic Game team did a really great job recreating that true Nordic Game atmosphere, with the people in the live studio and the wholesome content and activities on Discord."

- Anette Ståloy, CMO, Dirtybit

"In a time of isolation, NG20+ is an event that gets it all right. It informs, it teaches and inspires a game community that needs all those things more than ever. It was an awesome online event that made me feel as part of a vibrant and evolving industry."

- Dan Bernardo, Founder and Game Director, Playtra

"NG20+ was an amazing experience. The whole team put a lot of effort into providing a great digital conference with lots of excellent talks and social activities. A fantastic way to share knowledge and meet new people."

- Scott Basse, Apprentice Software Developer, InnoGames

WELCOME TO NORDIC GAME!

Learn more and contact us:
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