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Business
France

Gamescom 2024

—

Meet the French delegation

Cologne | GERMANY | 21-23 August 2024

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Choose France is a registered trademark of the French government that promotes France's economic attractiveness internationally.

www.choosefrance.fr



Business France has a clear mission: to boost French entrepreneurial audacity in France and throughout the world. Thanks to our network of more than 1,400 employees in France and worldwide, we support French export businesses step by step, providing advice, crucial information on the markets and access to reliable partners.

We also promote France to foreign investors, making it easier for them to establish themselves.

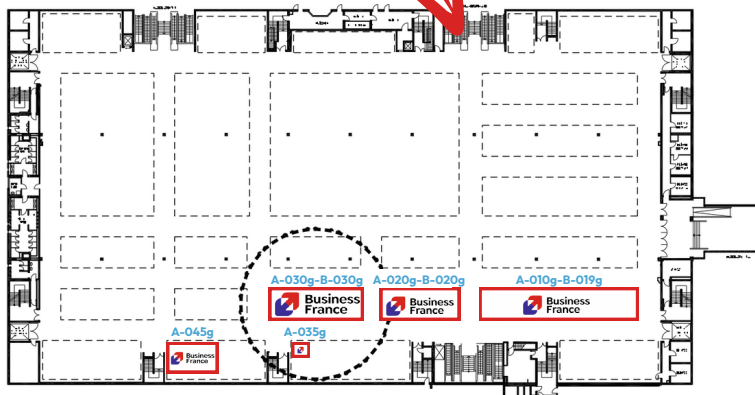
At the same time, we promote the VIE international internship program, a unique experience for young talent abroad.

Alongside CCI France and Bpifrance, we form Team France Export, supporting France's different regions and their entrepreneurial fabric as they succeed in international markets. Together, let's raise the flag of French business throughout the world!

www.businessfrance.fr



Floor plan



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📍 Booth B-023

Publisher

ARTE France

arte

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Founded in 1992, ARTE is a European public cultural television channel and a digital network focusing on creation and innovation. Over the past ten years, ARTE has co-produced a number of interactive creations such as the games To Hell with the Ugly, 30 Birds, The Merlies, Gloomy Eyes – The Game



📍 Booth A-014

Service providers

Ayming



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Did you know that most governments in Europe and in North America can give game developers some money in the form of a tax credits or grants if you respect the eligibility criteria

We help companies large and small apply to these grants and claim these tax credits by providing the necessary justification to the government. If what you are doing is new or innovative you can benefit from these little-known or little optimized government aid programs. In some jurisdictions there is also some specific refundable tax credits for video game studios. Trust Ayming: you are probably eligible without even knowing it!

We are 1 300 employees spread across 14 countries in Europe and North America. Together, we go further!"

📍 Booth B-039

Blacknut Cloud Gaming

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Service providers



Blacknut is the world's leading pure player cloud gaming service dedicated to the general public, distributed both Direct to consumers and B2B through ISPs, device manufacturers, OTT services & Media companies. Blacknut offers the largest catalog of premium games with 500+ premium titles carefully selected for the whole family, all included in a single monthly subscription. The service is now available in 60+ countries across Europe, Asia, MENA, Latin America, & North America on a wide range of devices, including mobiles, set-top-boxes and Smart TVs. Blacknut was founded in 2016 by Olivier Avaro (CEO) and is headquartered in Rennes, France, with offices in Paris, Seoul, and San Francisco. Blacknut was awarded the Red Herring 2021 Top 100 Winner in Europe.



📍 Booth A-022

bump.

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Service providers



bump. is a game-changing influencer marketing agency created by renowned French creators. We've made our mark with successful influencer campaigns, major events like the GP Explorer, launching our esports team Gentle Mates, and handling numerous game launches at both local and international levels. We prioritize transparency and simplicity, fostering authentic partnerships between content creators and brands. Representing 60+ exclusive creators, we ensure exceptional representation and support. With +10 years of experience managing influencer campaigns in Europe, our team is now able to deliver international campaigns based on unrivaled expertise from our local experts.

📍 Booth B-029

Service providers

Capsule Studio



CAPSULE

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CAPSULE is a 3D animation studio based in Paris. We are passionate filmmakers dedicated to the world of video games. We craft trailers and cinematics that tell stories and make people want to play!

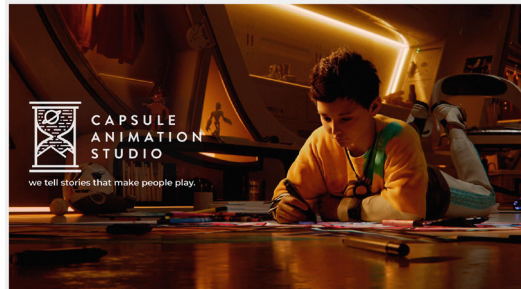
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📍 Booth A-028

Develop

Service providers

Chat3D

Chat3D

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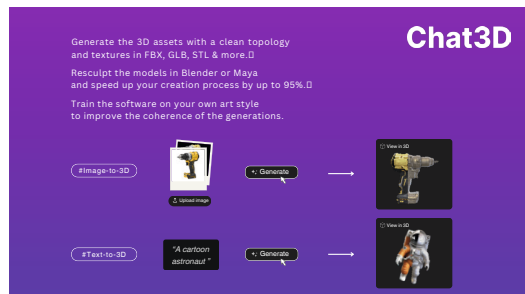
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Chat3D is a generative AI startup offering a solution for creating 3D objects based on textual descriptions or even images. In addition to avoiding lengthy and laborious training, Chat3D reduce the 3D modeling time by 95% compared to traditional software!

www.chat3d.ai

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📍 Booth A-012

Institution/Association

CNC



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The CNC (the French National Center for Cinema and Moving Image) supports projects in the cinema, audiovisual and video games. It finances the creators of today and tomorrow. The Game France label supported by the CNC promotes the French video game ecosystem at home and abroad and connects French studios with international stakeholders.

Game France, supported by CNC :

- is the gateway for video game companies and professionals who want to set up in or work with France;
- assists with project funding in France : either through the tax credit or the support fund for video games;
- provides data and information about the French ecosystem (regional hubs, events, schools, talents and studios);
- brings together a network of French partners supporting the video game industry, from public organizations to business trade associations.

📍 Booth A-024

Service providers

Digital Virgo

DIGITAL VIRGO

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Digital Virgo is an international player in the mobile payment industry with an offer dedicated to the content ecosystem, DV CONTENT. A catalogue of turnkey platforms for Telcos and a global distribution network for content creators.

With this offer, Digital Virgo gives the opportunity to Mobile Operators to be connected quickly and efficiently to key players of the content ecosystem particularly in the areas of gaming, music, video, TV, youth, edutainment and e-learning. An offer which integrates the technical platform, premium content, payment module and promotional features. For content creators, becoming part of DV CONTENT's services is the occasion to integrate corners and marketplaces of Mobile Operators in more than 40 countries. A strong and sustainable distribution network to address new users and grow their business. Since 2008, the Group has built partnerships with over 140 operators in more than 40 countries, thanks to local teams mainly in Europe, Africa, Middle East and Latin America. Digital Virgo has a turnover of 400 million euros a year and 800 employees.

📍 Booth A-045

Develop Publisher

DON'T NOD



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DON'T NOD is an independent French publisher and developer with studios in Paris and Montréal creating original narrative games in the adventure (Life is Strange, Tell Me Why, Twin Mirror), RPG (Vampyr, Banishers: Ghosts of New Eden), and action (Remember Me) genres. The studio is internationally renowned for unique narrative experiences with engaging stories and characters and has worked with industry leading publishers: Square Enix, Microsoft, Bandai Namco Entertainment, Focus Entertainment and Capcom. DON'T NOD creates and publishes its own IPs developed in-house such as Harmony: The Fall of Reverie, Jusant and Lost Records: Bloom & Rage, as well as using its knowledge and experience to collaborate with third-party developers whose editorial visions parallel the company's own. DON'T NOD (ISIN code: FRO013331212 - ALDNE) is listed on Euronext Growth Paris

📍 Booth B-033

Develop

Enginn Technologies



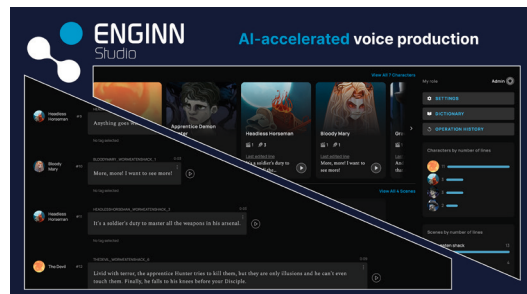
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Enginn creates human-quality voices which don't belong to anyone, and provides a SaaS platform, Enginn Studio, allowing to use those voices for game/content production.

Thanks to Enginn Studio, video game creators can add a voice to all their characters, in 30 languages.



📍 Booth A-010

Publisher

FABLOO Games



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Fabloo Games is an independent publisher and producer of video games. Founded by our CEO, Michael Sportouch.

We are passionate about collaborating with independent developers and studios around the world. We strive to provide a solid platform for them to realize their creative vision and captivate gamers with unique and memorable experiences.



📍 Booth B-019

Institution/Association

Game IN



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LinkedIn: [game-industry-north](#)

Game IN (Game Industry North) is the northern France trade association.

We gather more than 50 companies including great studios (Ankama, Ishtar Games, Ludogram, ...), Publishers (Nacon) and service providers (Seaven studio, Stormancer)

Some years ago, we created the great annual game devs gathering in France : the Game Camp France. Since 2017, it is the premier video game conference in France, taking place on June 24-25, 2024 in Lille (northern France).

With a focus on bringing together top professionals in the industry, the event attracts over 1600 game developers, designers, publishers, and investors, ... Beside our great french companies and speakers, each year we invite major international speakers to join us and share with our community (Mobius Digital, Mintrocket, Larian, Arrowhead, CD Projekt Red, Outerloop, Free Lives, Sad Owl Studios, 11bit, Devolver, Chucklefish, UsTwo, Guerrilla, ...)

📍 Booth A-018

Institution/Association

Game Only



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Game Only is an association created by and for companies whose main activity is the design, creation, development and marketing of video games in Auvergne-Rhône-Alpes.

📍 Booth B-035

Publisher

Goblinz Studio



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Indie Studio & Publisher specialized in Strategy & Management games

📍 Booth A-032

Hectiq

Develop



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Facebook: HectiqGames

TikTok: @lospingheros

Hectiq is a newly founded video game development studio based in Bordeaux, France.

Driven by the ambition of making unique and engaging games of various genres, we emphasize creativity, gameplay, and technical innovation.

We're enthusiastically working on our first project: Los Pignheros.



📍 Booth B-027

Institut français Deutschland

Institution/Association



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Through its cultural network in Germany, France is present in 25 cities either through branches of the Institut français Deutschland or through Franco-German centers.

In Support of the cultural and creative industries, Institut français Deutschland is offering several mentoring initiatives such as WOMEN MAKING GAMES.

This programme is an exclusive itinerary to enable female-led studios to multiply encounters, boost international cooperation, and showcase their main current and upcoming projects from June to November.

Women making games is made possible by the ICC fund allocated by Institut français Paris, by the support of the French-German Youth Office (OFAJ / DFJW), the Ministry for Europe and Foreign affairs and Creative Europe Desk Wallonie-Brussels.

📍 Booth B-017

Publisher

Ishtar Games



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Ishtar Games is a videogame developer and publisher based in France. We are the makers of the “Dead in” survival games (Dead in Bermuda, Dead in Vinland), The Last Spell (a tactical RPG with roguelite mechanics), and Lakeburg Legacies (a social-based village management sim). More projects are currently in development. Since the creation of our indie publishing label, we have published Lakeburg Legacies and Spirited Thief (a tactical turn-based heist simulator). Forgotten Mines (a small-scale tactical roguelite RPG) and Worlds of Aria (a co-op adventure game inspired by tabletop role-playing games) are scheduled to launch in 2024.



📍 Booth A-010

Service providers

Level link Partners



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LPP. boasts 20 years of experience and in-depth knowledge of the video game ecosystem, establishing the legitimacy of the company to offer its expertise to professionals and industry partners. LPP. supports video game professionals in the following areas: - Support for financing innovation and production (public programs such as CIJV, FAJV, regional grants and CIR, CII, Ip Box, etc.) - Fundraising support - Financial support (CFO as a service) - Assistance in growth financing - Facilitating networking and partnership creation, as well as business development. LPP. also collaborates with public and institutional entities to make video games a strategic tool for territories. Services include: - Ecosystems management in the video game industry - Video game strategies for territories - Territorial attractiveness - Export missions

📍 Booth B-025

Service providers

LoveCraft Agency



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Creative and Production agency specialised in global communications and marketing services for game publishers and developers.

Our areas of expertises :

STRATEGY

STORYTELLING

FILMS / DIGITAL CONTENT

ACTIVATIONS

DESIGN

BRANDING

CONTENT x SOCIAL

INFLUENCES

LOCALISATION & VERSIONING

📍 Booth A-034

Service providers

Menhir FX



MENHIRFX

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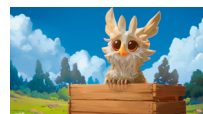
X: Menhir_FX

Facebook: MenhirFx

Menhir FX is an animation studio based in Montpellier, specializing in creating trailers and marketing assets within a highly creative universe.

With several years of experience in the gaming industry, the studio produces 3D, 2D, and motion design trailers, focusing on storytelling. Its mission is to enhance each game by providing it with the success it deserves and evoking genuine emotions in future players.

Its marketing objectives include increasing visibility, wishlists, and engagement while sharing its expertise. Menhir FX also develops its own projects internally. The studio has adopted innovative management practices, fostering team well-being, which is reflected in initiatives such as implementing a four-day workweek, financial transparency, and menstrual leave.



📍 Booth B-031

Service providers

Native Prime



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We are a game localization company based in France with offices and recording studios in Spain, Italy, Germany, and France. We offer multilingual localization (text, VO, LQA) in +24 languages.

We put a strong emphasis on the human touch, and we are very committed to keeping a trusted and transparent relationship with the teams that work with us. Our deep respect for localization professionals is what sets us apart.

We partner with developers and publishers, big and small.

Some of our titles include Hi-Fi RUSH!, Company of Heroes 3, Endless Dungeon, Lineage, Cult of the Lamb, Cosmic Wheel Sisterhood, Forspoken, Crusader Kings 3, Hitman 2 and 3, Snack World, and many more!



📍 Booth B-021

Service providers

New Vega

NEW VEGA

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We drive awareness, wishlists and sales on digital stores (Steam, EGS, consoles) via a well-thought-out mix of advertising, influence, earned and paid media, powered by proprietary technologies (CRM, Monitoring, Trading Desk).

New Vega is a group of talented experts in game marketing:

- Warning Up (PR, Events)
- Culture G (Influence, Community)
- Wizenco (Media Buying, User Acquisition)
- PocketWhale (Strategy, Creatives)



📍 Booth A-035

nothing2install

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Service providers



nothing2install

Nothing2install offer a new distribution solution for Mobile Games, converting instantly any native game to HTML5/Webgl.

The solution offers some other key features :

- Distribute games directly to gamers through Web/HTML5, avoiding 30% app store fees
- Create portal app offering all your games in a single app or portal
- Generate HTML5 Playable ads reflecting exactly you game

Check our website at nothing2install.com to learn more and schedule a demo!



📍 Booth A-030

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Service providers

STEELCASE

Premium collector. Elevated.

Novobox has been creating innovative packaging solutions, POS systems, goodies, and merchandising solutions for over 20 years. We focus on great quality and great service.



📍 Booth A-010

Persistant Studios - PopcornFX

Service providers



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Established in 2005, Persistant Studios created PopcornFX, an award-winning solution to create visual effects in realtime. PopcornFX expanded its services in creating real-time VFX and provides video game productions with its creativity, technical expertise and technology.



📍 Booth B-019

Plaine Images

Develop

Service providers



PLAINE IMAGES

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Inaugurated in 2012, Plaine Images is today the main European hub dedicated to the creative industries. This structure aims to accelerate innovation and business for companies in the world of audiovisual, gaming and music in the European Metropolis of Lille and the Hauts-de-France Region.

And it is from this totem site that Plaine Images aims to sustainably position the European Metropolis of Lille and the Hauts-de-France Region as a leading territory for creative industries in Europe.

Less than 80 minutes from Paris, Brussels, London and in the heart of Europe's leading consumption area, Lille Métropole is a privileged gateway to Europe.



📍 Booth A-036

Publisher Develop

Play Connection



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We'll be at Gamescom to meet studios, publishers, and investors with projects in development. We have access to funding, investors and publishers who have been with us for many years. We also have access to the best IPs and franchises from around the world and are able to act as an executive producer to match these IPs with the most appropriate studios for their development. We are always looking for talent to develop the next IP/franchises that we will support and offer.

We will be happy to meet you at booth Play Connection

📍 Booth B-013

Publisher Mobile gaming

Playdigious / Playdigious Originals



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With more than 20 games released on PC, mobile and console, we are proud to bring this expertise to you with our publishing label: Playdigious Originals.

The video game industry is growing, and so are we. In our years of experience, we've seen a huge amount of inspiring game pitches and projects coming our way and it is time for us to explore new horizons by working with them on original PC/Console titles.

Playdigious Originals wants to help bring those creative and innovative indie projects to light. The goal is to be a well oiled machine sharing its industry insight and technical know-how to collaborate with teams that need to get to the next level.

Our two first project announced are Linkito (a logic-based puzzle game all about connections) and Fretless (a guitarRPG in the universe of Rob Scallon).



📍 Booth A-020

Service providers

Playruo

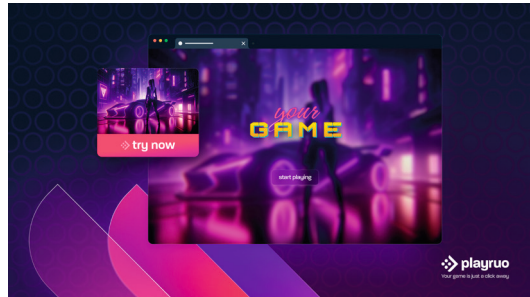


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Playruo redefines the way to experience video games with its click-and-play technology. Without installation or download, players can experience PC games demo, directly in their browser. It's as easy as watching a TV show!



📍 Booth A016

Institution/Association

Push Start



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Push Start is an organisation regrouping companies, professionals, and students from the gaming industry in the south of France. We aim to help all the game industry actors collaborate by providing all the necessary tools to push projects from start to release.



📍 Booth A-014a

Institution/Association

Regional Development Agency – La Reunion



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📍 Booth A-026

Develop

Publisher

Shiro Games



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Shiro Games is an independent video game development studio based in Bordeaux, France. Our team is made of talented and passionate developers who strive for excellence and are brave enough to make bold decisions on a daily basis.

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📍 Booth A-032

Institution/Association

SO· Games



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SO· Games is a trade association representing beyond 100 pioneering game-making companies in South West France. Our mission: evolve the industry, promote our studios and attract talents to the region.

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📍 Booth B-011

Service providers

SpielFabrique



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Founded in 2016, SpielFabrique has developed an international and cross-border expertise of the video game industry.

www.spielfabrique.eu

From mentoring indie game studios looking to bring their first game to market or established indie studios looking to scale up, to its consulting business towards public entities, SpielFabrique has built a comprehensive understanding of the video game ecosystem.

LinkedIn: spielfabrique

X: SpielFabrique



📍 Booth B-015

Develop

The Game Bakers



Lauranne CAUDURO

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thegamebakers.com

YouTube: TheGameBakers

X: TheGameBakers

Instagram: gamebakers

Facebook: thegamebakers

Discord: thegamebakers

The Game Bakers is an independent game studio striving to create games that will be remembered long after they are finished. Their track record includes frenzied bossfight game Furi, romantic space RPG Haven, underwater tactical RPG Squids Odyssey and the mobile brawler Combo Crew. The studio, founded in 2010, is based in Montpellier, France. They are self-funded and self-published, and the team works remotely with collaborators all over the world.



Exhibitors list



Stormancer

28

Service providers

Develop

Stormancer



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President

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www.stormancer.com

X: Stormancer

Stormancer has been multiplayer specialists for 10 years, providing providing technical expertise to game studios on PC, mobile and console games, including networking, gameplay synchronization, backend, and cybersecurity. Additionally, we developed reusable technologies for multiplayer crossplatform games, with a focus on enabling the studio to keep control over their online stack. We are open sourcing this tech this year, come see us !

Exhibitors list



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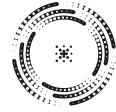
Apologue FX

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www.apologuefx.com

LinkedIn: [apologue-fx](#)



Working to assist awesome studios in creating stunning productions We are a small team of artists devoted to the craft of real-time visual effects. We collaborate with game developers, XR developers, animation studios, and more, ranging from AAA games to indie productions. Our internal ecosystem ensures that each of our artists has the best opportunities to successfully fulfill all your needs.

Artefacts Studio

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www.artefacts-studio.fr

Develop



Created in 2003, Artefacts Studio has now become one of the major independent actor of the French video game industry. The studio is based in the heart of the Lyon Metropolitan Area. Over 100 skilled employees participate in the creation of our projects, and also many qualified freelancers who can join the core teams at short notice.

Bertie

contact@bertieformation.com

www.bertieformation.com

LinkedIn: bertie-formation

X: BertieFormation

Service providers



Bertie is a training organism created by Game Only and Capital Games for professionals from the video games and animation industries. We are offering tailored trainings to develop the talents of today and tomorrow. Bertie is an initiative supported by the State and the Auvergne-Rhône-Alpes Region as part of the 'Bottom-up Innovation Support' action of the regionalized France 2030 Program, operated by Groupe Caisse des Dépôts (La Banque des Territoires).

Blanktone Studio

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www.blanktone.com

LinkedIn: laurentvang

Service providers



We are a creative studio with an expertise in interactive music and audio. We craft soundtracks for award winning games and VR experiences.

Develop

Breakfirst

breakfirst

Benoit AUGUIN

Funder

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www.breakfirst.games

LinkedIn: breakfirst

Breakfirst is a 10 years old French indie studio developing two game's styles: 1. Main stream Casual / multiplayer games: "INSTANT SPORTS" is our biggest success with 1 million units sold across all gaming consoles 2. Asymetric coop indie games: "How 2 Escape game" is our latest success What we are looking for publishers to publish or co-publish several projects

Ça Part En Prod

Develop

Service providers



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[www.store.steampowered.com/
app/2600850/Lighthouse](http://www.store.steampowered.com/app/2600850/Lighthouse)

LinkedIn: capartenprod

X: cpep_studio

Ça Part En Prod is an independent video game studio based in Lyon, currently developing the game: Lighthouse. The studio aims to create games where gameplay and art direction feed off each other to immerse the player in a strong and unique atmosphere.

Service providers

CBLF Avocats



Clara BENYAMIN

Lawyer

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Entertainment law firm based in Paris

Chaotic Games

Develop



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X: Cha0tic_Games

Chaotic Games is a video game company currently developing SETH, a fast FPS rogue lite inspired by Doom Eternal for its gameplay and Hades for its mechanics.

EDEN GAMES



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X: edengames

Instagram: edengamesofficial

LinkedIn: eden-games

EDEN GAMES, based in Lyon, France, is born in 1998 and specialize in motor racing simulation franchises. Creators of V-Rally, Test Drive Unlimited or Gearclub, the studio creates and launch IP's. Beyond simulation racing or kart games, it also developed adventures games such as Kya or Alone in the Dark. EDEN GAMES work and ship games as independant for the biggest publishers such as Apple or Electronic Arts and is now part of Animoca brands Company. Eden is currently working on a number of ambitious innovative car-games projects on every platform available on the market.

Develop

Service providers

Gameleon Studio



Bruno MARION

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www.gameleon-studio.fr

LinkedIn: gameleon-studio

GAMELEON STUDIO is an independent studio currently working on a very great IPA a city builder/God Game. We are a team of 16 people. We got help from the Auvergne-Rhône-Alpes region for prototyping. We are going into production and are starting to look for partner publishers and/or distributors. GAMELEON STUDIO is also an outsourcing studio providing a wide range of skills and services for your game development.

Publisher

Develop

Mobile gaming

Gaminho



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LinkedIn: gaminho

Gaminho is a mobile sports game developer & publisher (with hits played by 20+ millions players like Top Seed Tennis Manager, Idle Five Basketball or Idle Eleven Tycoon) Gaminho est un développeur et éditeur de jeux de gestion de sport sur mobile (+ de 20 millions de joueurs avec des hits comme Top Seed Tennis Manager, Idle Eleven Football Tycoon ou Idle Five Basketball).

The games are available on itunes and google pay.

Develop

IMV Studio



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CEO

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X: imvstudio

LinkedIn: alexis-montoro

IMV Studio is an innovative game development company based in Lyon, France. Established in 2020, we specialize in creating immersive and engaging video games with a focus on high-quality visuals and gameplay. Our flagship project, Seven Cities, exemplifies our commitment to pushing the boundaries of the hack-and-slash genre. With a talented team of developers, artists, and designers, we are dedicated to delivering exceptional gaming experiences.

Jyros



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www.jyros-jeuvideo.com/en/home-english/

LinkedIn: consortium-national-du-jv-pour-l-environnement/

X: Consortium_JV

Jyros is the first environmental footprint calculator tailored to the video games industry. Jyros enables video games company to calculate the greenhouse gas emissions of their activity (including the impact of their games when played) but also their impact on other environmental criteria such as water and mineral resources. This operation is supported by the French government as part of the "Supporting green alternatives in culture" initiative in the cultural and creative industries (CCI) sector of France 2030, operated by Caisse des Dépôts.

Kimeria Games



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X: KalinarmDev

Kimeria Games, an innovative video game studio, pushes the boundaries of interactive entertainment. Our DNA combines interactive art and immersive technologies to create unique & hybrid gaming experiences, with a particular focus on content that stimulates creativity. Our first game, Linkito, embodies this vision by offering a creative, community-based puzzle game, with the distinctive feature of extending the experience off-screen by connecting to the real world.

Lucid Factory

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Facebook: LucidFactorypro

X: FactoryLucid

LinkedIn: lucid-factory-lyon

Develop



We're a French indie game studio crafting our latest IP, Inu: Loas' Fate. Our specialty? Creating strategic games with a unique twist on game design.

Million Victories

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X: millionlords

Facebook: millionlords

Instagram: millionlords

Mobile gaming

Develop



Million Victories is a French independent game studio that develops and publishes unique MMO games since 2017. By blending innovative gameplay with captivating mechanics, the studio is dedicated to revitalizing and revolutionizing the MMO genre.

Publisher

Develop

New Tales



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X: NewTales_En

Founded by gaming pioneers, NEW TALES is a new ambitious publisher, focused on games' DNA & player communities. With the growing number of releases, great publishing is increasingly important: Content is King / Publishing is Queen / Community is resilience. The NEW TALES teams are delivering state of the art game operator services with a fresh twist & global scope, working with partnered studios as one team to maximize success.

Develop

Nustrale Studios

NUSTRALE
S T U D I O S

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X: NustraleStudios

Nustrale Studio is an independant studio based out of Lyon, France. We work on Role Playing games with a focus on permeadeath mechanics.

Develop

Service providers

Mobile gaming

Ocellus Services



Bruno DE CASTRO

Director of Development and
Business Support

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www.ocellus-studio.com/services

ArtStation: ocellusart

We help game developers and publishers, providing top industry art and game development services.

Ocellus Services is a leader in stylised Game Art and Game Development services. We work for top industry developers and publishers but also on our own IPs and games with Ocellus Games. We can be deployed on the full art pipeline from pre production to production, on all types of project, size, genre and platform. Games, brands and videos we helped created totaled multiple billions of downloads and views.

Old Skull Games

Develop



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LinkedIn: old-skull-games

Instagram: oldskullgames

X: oldskullgames

TikTok: @oldskullgames

We are creating game titles from A to Z.

Founded in 2012, currently 85, we built a strong expertise in IP-based game creation and GAAS design and operations for PC/Console/Mobile SubscriptionServices.

We offer seasoned game creation expertise, from design/prototyping to IP matching/creation to production and post-launch content.

Service providers

TAKEOFF

TAKEOFF
BEYOND CREATIVE

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Managing Partner

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We are a full service creative studio building unforgettable experiences for entertainment and luxury brands.

www.takeoffstudios.com

Instagram: wearetakeoff

The Tiny Digital Factory

Develop

Mobile gaming



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Created in 2017 and located in Lyon and Montreal, The Tiny Digital Factory creates Mobile and PC games for car enthusiasts.

www.tinydigitalfactory.com

X: tinydfactory

LinkedIn: tiny-digital-factory

Instagram: thetinydigitalfactory

United Bits Games

Develop



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We are a game studio specializing in multiplayer experiences. We use AI to personalize the gameplay, ensuring an amazing multiplayer environment. Our target audience is Gen-Z, who socializes through gaming and craves unique, immersive experiences.

www.unitedbits.games

Discord: United Bits Games

Wanadev

Develop



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WanadevStudio is a french gaming studio based in Lyon, France. The studio is developing games for PC and console and has built solid expertise in the development of virtual reality experiences.

www.wanadevstudio.com

X: wanadevstudio

Instagram: wanadevstudio

YouTube: @WanadevStudio

Exhibitors list



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Develop

Publisher

Blue Ramen Studios



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President

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www.blueramen.fr

LinkedIn: blue-ramen-studios

BLUE RAMEN STUDIOS is a small game development studio based in Reunion Island. We are creating "Stamps of Nature" a cozy game about an iconic postman. We also provide top-tier talent in areas such as game/level design, Game Art production, Gameplay Programming, and Quality Assurance.

Develop

Chromatic Dream



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Art Director

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www.chromatic-dream.com

Facebook: ChromaticDreamStudio

X: ChromaticDream

Chromatic Dream is an independent game studio dedicated to creating immersive worlds with new & fresh game design, blending 2D HD Graphics and vibrant colors with modern technics. Our games focus on delivering captivating and visually stunning experiences that haven't been seen before.

Creative DN8

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www.creativedn8.com
www.greylines.world

Creative DN8, Founded by Emmanuel ROSEMONT is a digital creative lab crafting immersive experiences at the intersection of technology and creativity, driven by a passion for pushing boundaries and creating captivating digital gems and games.

Develop



Darie Jean Lionel - Darie Productions

Lionel DARIE

Video Game Developer
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Facebook: darieproductions

LinkedIn: lionel-darie

YouTube: ultimeneon

Independent video game developer with more than 80 video games on the mobile platform and more than 10 million downloads worldwide. (in business for 10 years.)

Develop

Mobile gaming



Develop

Dodorassik Games



Céleste GIOVANNI

fonder

giovanni@dodorassik.com

tika.dodorassik.com

Linktr: [dodorassik](https://dodorassik.com)

Indie game developer working on an IP about taking care of people and nature. Inspired from Japan and Reunion Island culture.

Develop

Service providers

Mobile gaming

Institution/Association

Grafitoid

grafitoid
DIGITAL EXPERIENCE DESIGNER

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www.grafitoid.com

Instagram: [grafitoid](https://www.instagram.com/grafitoid)

Facebook: [grafitoid](https://www.facebook.com/grafitoid)

YouTube: [@grafitoidtv](https://www.youtube.com/@grafitoidtv)

Multimedia development and creation company, which offers various services: graphic design, 3D, game and web development Grafitoid also develops several innovative and creative projects internally in the digital and video game fields.

Service providers

Develop

Publisher

Pixel Sunset Studio



Arnaud BRU

Owner

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Independent game design, development, and self-publishing studio focused on delivering original and memorable experiences on PC and consoles.

We also provide co-development, console porting and distribution services for other indie developers.

www.pixelsunsetstudio.com

Linktr: pixelsunsetstudio

Yab Ninja

Develop



Rémy TROLONG

Indie Developer

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remymaru@yab.ninja

Yab Ninja is an independant game studio located in Reunion island. Currently working on a punchy beat'em up, it's devoted to create fun and eye catching games for the PC and console market !

www.yab.ninja

LinkedIn: remy-trolong

X: remymaru

Exhibitors list



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AD'OCC Agence Régional de Développement / Inward Investment Agency



Ellen RUTSCH

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Push Start

AD'OCC supports companies in the Occitanie region at every stage of their life: start-up, establishment, innovation, growth, financing, export, transfer-takeover. The agency participates in the development and promotion of the Creative Industries in Occitanie. Video Game industry and associated services in Occitanie represent more than 1,500 jobs (100% more employees in 5 years!). Key forces include video game, serious game, advergame and audio-visual game.

Arisk Studio

Develop



Vincent VIDAL

CEO - Creative Producer
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www.ariskstudio.com

Facebook: Arisk Studio

Arisk Studio is an independent video game studio formed by a collective of adventurers who have already sailed and weathered storms together. We are determined to explore new ideas, create original universes, and tell stories that inspires and leave a lasting impact. We passionately and innovatively develop independent games for PC and consoles

Develop

Service providers

BBlack Studio



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X: BBlack_Studio

Facebook: CrankedUpGame

Discord: invite/mTBwRFN

YouTube: bblackstudio

Instagram: crankedup

BBlack studio was created in 2018, the company attaches great importance to game feel and sharing. After our first game Cranked Up, we're currently working on a second, more ambitious survival craft game focused on game feel. We've also shared our experiences through courses on the following subjects: C++, Unreal and project management.

Develop

Publisher

Double Jack



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www.maestro-game.com

The studio Doublejack is the creator of the game Maestro. Double Jack is a team of six industry veterans with 10 to 20 years of international experience: passionate players, developers, musicians, and decent people in general with a passion for games. Together, they have released several AAA titles across various genres on practically all platforms.

Service providers

enCaps SAS



Antoine JANNING

CBO

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LinkedIn: [encaps-io](#)

enCaps: Revolutionizing Game Key Distribution with Point Nexus enCaps proudly introduces Point Nexus, an innovative platform designed to secure and centralize game key distribution. Point Nexus serves as the ultimate hub where publishers, distributors, and stores can seamlessly transfer and exchange game keys. By providing a secure and efficient ecosystem, Point Nexus ensures that the entire game key distribution process is streamlined, reliable, and safeguarded against unauthorized access. Join enCaps in transforming the future of game key management with Point Nexus, where the power of security and centralization meets the needs of the gaming industry.

Exalted Studio

Develop



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Production Director

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Linktr: [exaltedstudio](#)

Nestled in the sunny South of France, our cosy studio is home to a passionate team of creators. At Exalted Studio, we blend skill with imagination to craft games that delight and inspire players worldwide. We're not just a studio; we're a small crew of about a dozen people, a family that loves to laugh, dream, and create together. Join us on this playful journey to make the world a bit more fun, one game at a time!

Hot Chili Games

Maxime CHAIZE

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X: Hot_Chili_Games

LinkedIn: hot-chili-games

Develop



Hot Chili Games is a company created by a group of passionate game developers in 2021 after signing their first game with a publisher, with the aim of turning what was a student project into a fully fledged game. The studio focuses primarily on the quality of its work, inscribed in a desire to create an aura with its players, carrying values of recognition, communication, collective creativity and growth. After only a year and a half's work, the young studio has completed production of its first title, Elypse, which is available on numerous platforms. Hot Chili Games is now looking for new partners to develop its next project.

Outer Zone Entertainment

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Develop Mobile gaming



Outer Zone Entertainment is a dedicated game development studio located in the Toulouse region, France. Founded in 2015 by two passionate game enthusiasts with over 15 years of collaborative experience, our studio is committed to crafting high-quality games and providing bespoke production solutions. We bring together a team of innovative creators who excel in collective creation, research, and multidisciplinary. By blending creativity with technical expertise, we develop immersive and engaging gaming experiences. Our commitment to continuous personal and professional growth ensures our team remains at the cutting edge of the industry. At Outer Zone Entertainment, we are always eager to explore new partnerships and opportunities within the gaming community.

Pastagames

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Develop



Pastagames is a boutique video games studio based in Paris and Montpellier, making work-for-hire and indie games with lots of love ^^

Plane Toast

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X: SandWitchDev

Instagram: sandwichdev

Instagram: sauge.masco

TikTok: @sandwichdev

Facebook: CaravanSandwich

Develop



We make video games with love and jam.

Develop

Service providers

Saltitude



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X: SaltitudeGAMES

Instagram: saltitude_studio

LinkedIn: saltitude-studio

Saltitude is a video game studio, based in Toulouse, and we craft games with attitude. Founded by a bunch of friends, we work our best on delivering fresh and fun gaming experiences. We also provide our creative insights and workforce on outsourced projects, ranging from serious games to museography. Our game engine of predilection is Unity, and we produce content on multiple hardwares (PC/VR/Mobile/AR).

Service providers

Sentient Art



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www.sentient-art.xyz

LinkedIn: sentient-art

X: sentient_art

ArtStation: sentient-art

Sentient Art is an art production company specialized in real time technologies. For more than 5 years, Sentient Art has is collaborating with big and small names of the industry in helping them creating great games and cinematic.

Sideways Experiments

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X: SideXP_Studio

Develop



Sideways Experiments is a young studio created under the sunny weather of Montpellier, south of France. Created by a team of 3 experienced friends of the game industry, they want to create original game experiences and shelter a culture of sharing knowledge and discoveries within the game development community.

Develop

Service providers

Mobile gaming

Smart Tale Games

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Founded in 2016, Smart Tale Games is a Montpellier based independent studio developing video games for PC, consoles and mobile platforms. Over the last 8 years, Smart Tale has taken part in more than 20 video game projects, building strong relationships with major publishers including Microïds, EA, Eden Games, Codemasters, Animoca Brands. Smart Tale Games has been entrusted with several intellectual properties which it has transposed or helped to transpose into video games, including The Smurfs and Marsupilami. Smart Tale Games now has nearly 30 employees. Thanks to its recent recruitment strategy, Smart Tale Games has recently committed to the objective of developing its skills in AAA games.

Studio Camelia

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LinkedIn: studiocamelia

YouTube: @studiocamelia

TikTok: @studiocamelia

Discord: vvEgFC3srQ



Develop
**STUDIO
CAMELIA**

Studio Camelia is a video game development studio founded in 2021 by industry veterans who want to bring modernity to the JRPG genre. Previous credits include praised franchises such as Ghost Recon, Dead Cells, Wakfu, Haven, and Foretales. Aiming to offer captivating new experiences by creating intriguing fantasy worlds and compelling gameplay to both seasoned and new players, Studio Camelia is currently developing ALZARA Radiant Echoes, a 3D turn-based JRPG set in a Mediterranean fantasy world.

Umeshu Lovers

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Instagram: umeshulovers

ArtStation: umeshulovers

Develop

Service providers

umeshu
lovers

Umeshu Lovers is an independant Toulouse-based studio, mixing visual development and game development. The quality of our craft led us to work with industry giants such as Epic Games, Ubisoft, Supercell, Riot and more. This activity allows us to work on own games. Danghost, our first self-published game, released last September.

Exhibitors list



Hectiq

57

Hectiq

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X: HectiqGames

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Instagram: lospingheros

Facebook: HectiqGames

TikTok: @lospingheros

Develop



Hectiq is a newly founded video game development studio based in Bordeaux, France. Driven by the ambition of making unique and engaging games of various genres, we emphasize creativity, gameplay, and technical innovation. We're enthusiastically working on our first project: Los Pignheros.

Exhibitors list



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2054

Develop



Agnès VUILLAUME

Manager & Creative director (solo dev)

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Facebook: [TheSundewGame](#)

Instagram: [thesundewgame](#)

2054 is a one-person studio founded by Agnès Vuillaume, aka Clemenc, who is currently developing a video game prototype. This project, Almagathe, is a narrative game whose story takes place in the pages of a Franco-Belgian comic strip (inspired by Art Deco, Art Nouveau and the style of Moebius, essentially). This prototype is co-financed by the CNC. The studio's first and previous game, a pixel-art point-and-click game called The Sundew, was co-financed by Pictanovo and accelerated by SpielFabrique, helping to raise the project's profile.

Midori Animation

Mobile gaming



Julie KANE

Founder of Midori Animation

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Midori Animation is an innovative company dedicated to creating eco-friendly video games and applications. Its mission is to raise awareness and educate gamers about environmental issues while providing immersive and entertaining gaming experiences. With Midori Animation, video games can be a powerful vector for positive change and ecological awareness.

Outsiders

Develop



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Creator-led studio building cool action-adventure games in public.

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Instagram: audrey_yoann

TikTok: @lostincairo.game

X: lostincairogame

Discord: sCaq8DGtjn

Twitch: lostincairo

Notes



A large white rectangular area containing 24 horizontal lines for writing notes.



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