



GREATER
CoPENHAGEN
REGION

TOKYO GAME SHOW DELEGATION

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TOKYO GAME SHOW

21-24 September 2023

GREATER
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TOKYO GAME SHOW DELEGATION

The Greater Copenhagen Region is one of the most *diverse, innovative* and *creative* regions on the planet.

The region's games industry is also representing the feature! With over 200+ game companies ranging from seriously successful indies to world-renowned AAA studios and game tech, the region is a power-house when it comes to games.

During **Tokyo Game Show 2023**, the Greater Copenhagen Region is bringing **12 indie, tech, and start-up teams**, all of which are interested in doing business with international partners.

We are sure there is something for everyone, investors, publishers and talents alike.

TOKYO
GAME SHOW
2023 9.21^T - 9.24^W



GREATER COPENHAGEN REGION

The **Greater Copenhagen Region** is the geographical area between the eastern part of Denmark and the southernmost part of Sweden, interconnected by the world-famous “Oresund-bridge”, represented by the two main cities, Copenhagen and Malmö.

The region shares outstanding infrastructure, such as the Copenhagen Malmö Port, and the Copenhagen Airport. The region links between 24 million consumers in Scandinavia and 125 million in Northern Europe. Outstanding infrastructure makes the region highly connected via rail, road, air, and sea.

Sweden and Denmark are continuously ranked at the top as a great place to do business, as to live and work. The goal is to attract creative, innovative, and sustainable companies and highly skilled talents to the region.

At the Tokyo Game Show, we are aiming to showcase the region’s superlative talent, creativity, and expertise in the games industry. To know more, scan the QR code:



GREATER COPENHAGEN REGION

Denmark and Sweden are the
top 2 innovators at the
EU Innovation Scoreboard 2023

THE GAME INDUSTRY

*"There are so many great people in such a small space. ...
It is kind of like a Silicon Valley for gaming!"*

Flurin Jenal, CEO and Founder of Crown.gg

Game Studios

Home to more than 200 game studios with world-renown names such as: Ubisoft, Massive, IO Interactive, Activision, Blizzard, King, SYBO, Tactile, Sharkmob, Ghostship.

A large proportion of the AAA industry in Europe is located in the region, together with a variety of creative indie game studios.

Furthermore, the ecosystem does not only consist of game development companies but also a large number of game tech-related and service providers. Most notable is perhaps Unity, the game engine. However, there are also notable companies within VFX, animation, audio, and game dev tools. No matter what part of the games industry you are working in, there will be a space for you!



POWER SUPPLY FOR GAMES

Game Talents

With over 2400 employees across the region working at Triple A-studios, medium-sized and successful indies, there is immense variety, diversity, and talent spread between all platforms and genres of games.

The employment rate for the regional industry has increased by 15% on average in the last 10 years and shows no sign of stopping.

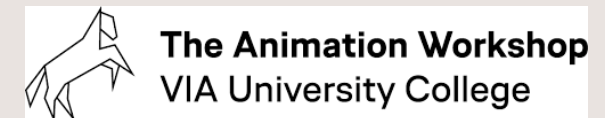
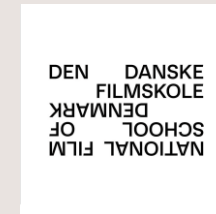
Actually, the need for developers has never been higher. About half of the talent pool is foreign-born, recording 70+ nationalities, leading to a highly diverse and inclusive workforce.

Game Education

There is a wide variety of game education in the region provided by f.x. CADA Truemax Academy, National Film School of Denmark, ITU, Lund Technical University, as well as Grevie Digital Composer School, Royal Danish Academy.

The region is home to three of the best game development schools in the world. The Game Assembly, Future Games, and Animation Workshop VIA. These three schools produce world-class talent for indie to triple-ready developers.

For details, please [reach out to us](#).



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Publishing and Funding

For those interested in finding a foothold in the European market, the region also offers a number of local, well-known fund investors, publishers, and service providers that will help games explore the local market, where we can recommend f.x. Nordisk Film Games, Raw Fury, Bonnier, Modern Times Group, and others to reach out.

There are also a number of successful exitors offer their support in helping your games.

[Reach out to us](#) for further info.

Cross-Industry Innovation

The region is also home to industry leaders in other fields, such as entertainment, automotive, RnD and Life Science industries. Names like LEGO, IKEA, Novo Nordisk and Volvo are present. These companies have been looking towards the games industry for inspiration, collaboration and more.

Gamification and industry crossover partnerships are becoming more frequent as technologies such as AR/VR and others are becoming more widespread – increasing the opportunities for more partnerships in the region.

Global Network

Although geographically small, the region boasts one of the largest game developer conferences in Europe – Nordic Game Conference.

A melting pot of developers, publishers, investors and anyone who loves games. With over 3000 attendees and 100s of companies. The conference attracts giants like Tencent, Ubisoft, Sony, Embracer and many, many more.

GREATER COPENHAGEN REGION

2000m€

Approx. in Revenue

230+

Companies

2400+

employees

3

major entertainment IPs:
Star Wars,
James Bond, Avatar

70+

nationalities
in the industry

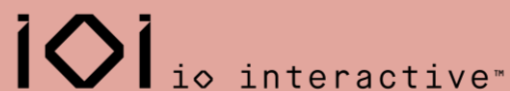
15%

employment growth
the last 10 years

30%

growth in revenue in
the last 5 years

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And many, many more.

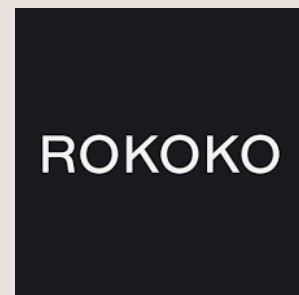
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Game
Habitat

TOKYO GAME SHOW
2023 DELEGATION



CARRY
CASTLE



transcend^{ers}

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ATMOSFAR



AIRPORT CEO



We are a growing indie lab situated in Malmö, a city in southern Sweden, and are the makers of Atmosfar, a sky-high odyssey, and our current developing project. Previously we've made Airport CEO, our first title and the world's biggest airport tycoon game.

OLOF KINDBLAD

CEO/Co-Founder | Apog Labs

olof@apoglabs.com



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TRUER THAN YOU



transcenders

Transcenders Media lets you interact with interesting characters, explore existential questions and experience a memorable story. We're currently developing Truer than You, a choice-packed visual novel where you look for love and connection in a world where nothing is what it seems - not even you.

BOBBI AUGUSTINE SAND

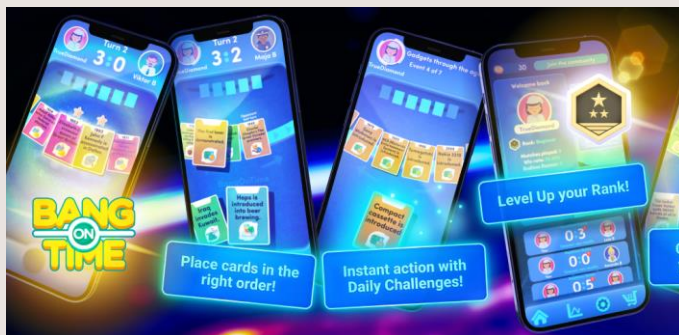
CEO/Co-Founder| Transcenders Media

bobbi@transcendersmedia.com



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BANG ON TIME



TACTICAL TIDE



Our game Bang On Time will soon be ready to launch. We have run successful tests and are now updating the graphics and monetization for the game. We are looking to find companies that are good at user acquisition.

At TGS we are looking to meet up with investors and publishers. We are also looking to team up with a publisher for our next game which is a tactical action game with the project name Naval Battle. We have a playable prototype to show.

SIMON HULTGREN

Co-Founder | Impact Unified

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GAME HABITAT COMMUNITY

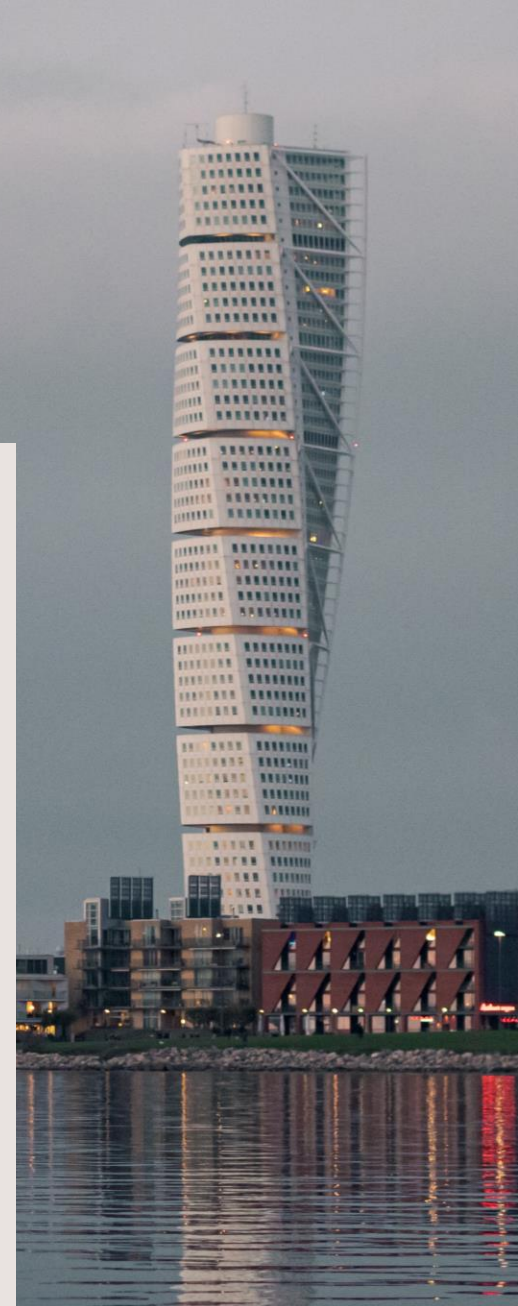


Game Habitat is a community-focused non-profit organisation that aims to create the best environment for game developers. It is an industry organization that focuses on helping studios, developers and the industry as a whole to grow while remaining inclusive and diverse.

ELIANA OIKAWA

COO | Game Habitat

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REBOUND SOUND SHOWREEL

<https://www.linkedin.com/feed/update/urn:li:activity:7041110429556707328>



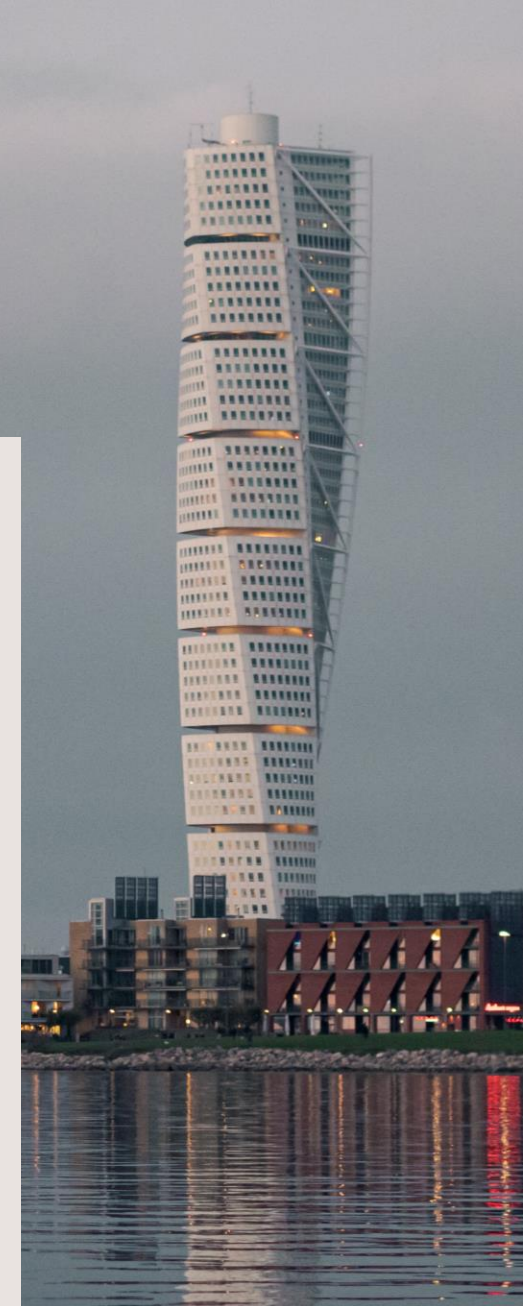
Rebound Sound Company is a leading game audio company, headquartered in the US with branches in Europe, and renowned among Asian game developers for their comprehensive audio services including voice recording, sound design, editorial services and mixing, performance/facial capture, music production and engine integration.

With Game credits like Call of Duty, The Walking Dead, and Destiny 2, Rebound Sound Company offer unmatched proficiency and ensure top-tier audio that enhances player immersion and experience.

MIKAEL FRITHIOF

CEO | Rebound Sound

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MIDNIGHT HORDE



Carry Castle is an indie studio that made Source of Madness, now working on Midnight Horde. Looking for partners that can help with self-publishing (Marketing/launch support), regional publishing or if there is a fit a full publisher could be interesting as well.

SOURCE OF MADNESS



PER FORNANDER

CEO/Founder | Carry Castle

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LOST IN PLAY



Snapbreak is an independent publisher from Sweden. We love puzzle games for PC, Mobile and consoles.

Our latest publishing release was "Lost in Play" with more than 500 000 downloads.

We are at Tokyo Game Show to speak to puzzle game developers who are looking to publish on the European market and partners to co-publish our titles in Asia.

KRISTOFFER NÄHLSTEDT

Partnership Manager | Snapbreak games

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NORTHPLAY



Northplay was founded in 2016. We're an independent game studio with heart. We've self-published several games on mobile, PC and console. We're big believers in following the fun and expressing ourselves through the games that we make. This has produced a diverse portfolio of award-winning games. When we're not working on our own games, we work with clients to produce unique entertainment products. We thrive in creative partnerships where our expertise in fun is valued. We're particularly interested in building products at the intersection of culture and technology.

MICHAEL FLARUP

CEO/Co-Founder | Northplay

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INTRODUCING ROKOKO



USER CREATIONS



○ ROKOKO

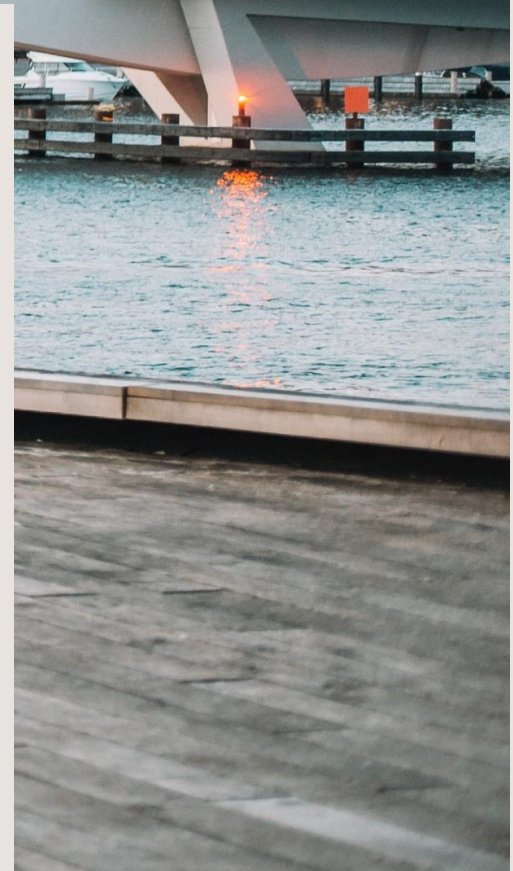
Rokoko is a startup that created the motion capture solutions Smartsuit Pro (sensor-based mocap suit), Smartgloves, and Motion Library (world's largest marketplace of motion assets). We are spearheading a paradigm shift in how developers work with human motion data. We are making a future where the tools are playful and intuitive for everyone. We are setting their ideas free in gaming, films, education, sports, health, live performance, and VR/AR experiences.

At TGS we are looking forward to meeting local companies that could benefit from Rokoko's hardware and software products, meeting potential local partners.

FRANCESCO TURRI

CEO/Co-Founder | Rokoko

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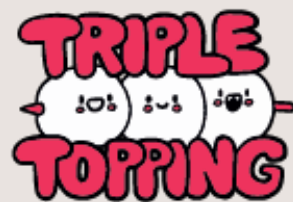
WELCOME TO ELK



DEAD PETS UNLEASHED



YNGLET



Triple Topping is a danish awards winning indie studio. We have released three games and published one. We focus on PC and Console premium games. Our games are known for deep stories, outstanding 2D art, and lots of minigames. Our next game will be a dark Norse mythology city builder.

We are attending TGS to meet with current and new potential partners. We are looking for help with distribution and publishing. We are also looking to speak with investors who are interested in our next project.

ASTRID REFSTRUP

CEO/Co-Founder | Triple Topping

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ODIN INSPECTOR



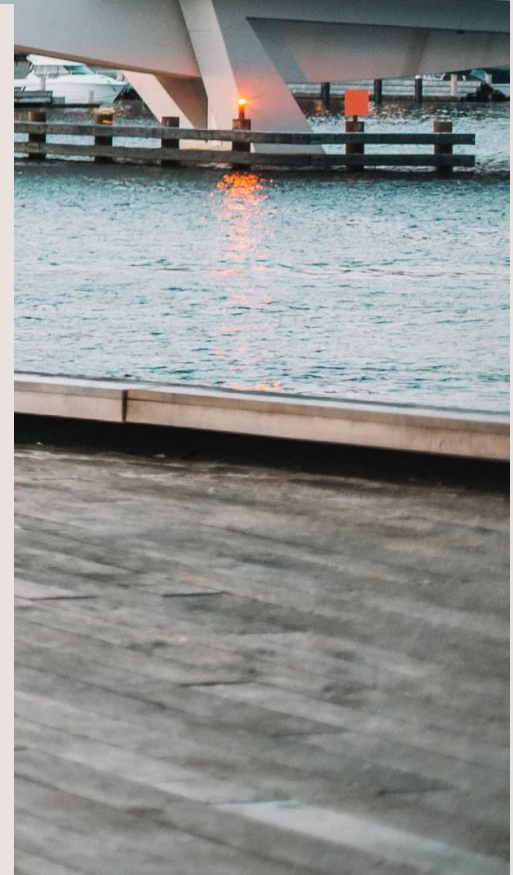
Sirenix is a Danish software company specializing in developer tooling and UI. They are the makers of Odin Inspector, Odin Validator and the open sourced Odin Serializer, some of the most downloaded tools for Unity developers. Odin Inspector has been near the top in popularity since it launched in 2017 and Odin Inspector is one of the most downloaded assets in the stores history. Odin is a suite of tools that help Unity developers easily create custom tooling within Unity.

We are interested in meeting with companies and individuals who use Unity and are looking for more efficient ways to work on that platform.

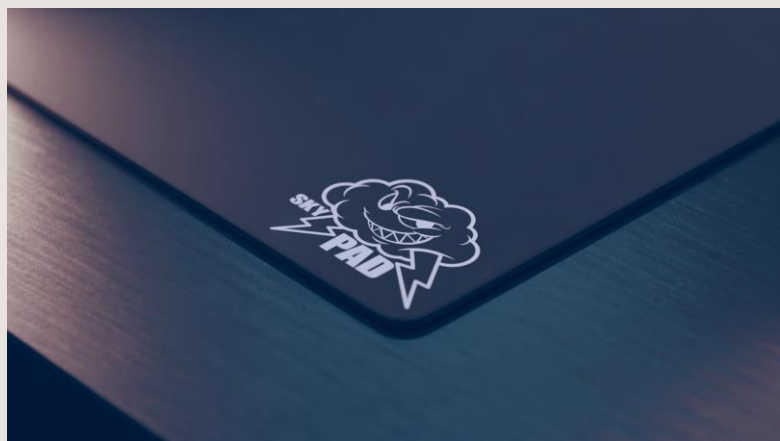
BRYAN MEHR

COO | SIRENIX

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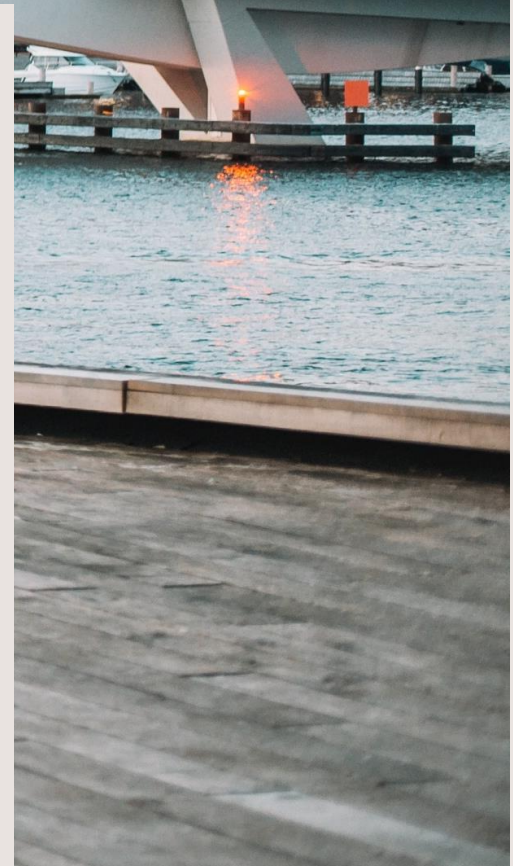


Skypad is a Danish gaming peripheral product company, specifically making mouse pads. We are an e-commerce and logistics company first. We are at Tokyo Game Show to interact with investors, publishers or other business partners for our products. We are open for discussions with all of the above. Furthermore we are a looking to speak to IP Partners, E-sports organizations, media and influencers as well as digital asset owners.

ANDREAS GOLLES

Business Developer | Skypad

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THE GUEST OFFICE AT GAME HABITAT

A unique opportunity for anyone interested to explore the Nordic games industry.

Located in the heart of Europé, Game Habitat in Malmö offers a fully furnished office space for up to 90 days, rent-free for anyone interested to know more about the region.

Included in the offer are a number of services, perks and opportunities such as:

- Introduction to networks of developers
- Introduction to investors and publishers
- Meet and greet with students looking for a job in the games industry
- Social events like: saunas, GameDev meet ups and more
- Professional events like: DevTalks, Founders Breakfast, Seriously Indie and more
- For those staying longer than 30 days – discounted furnished apartments in central locations

[Find out more here!](#)



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Invest in Skåne is the official investment promotion agency in Sweden's southernmost region – Skåne.

We provide professional advice and services to international companies considering Skåne for future investments and expansion and attract valuable talent to the region to secure a skilled, diverse and competent workforce in Skåne.

Invest in Skåne is part of the department for Regional Development at Region Skåne.

investinskane.com



YAN YANG

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Copenhagen Capacity is the official organization for attraction and support of international companies, investors and professional talent, with the goal of continuous, sustainable growth in Denmark and the Greater Copenhagen Region.

Copenhagen Capacity does this by promoting Denmark and the Greater Copenhagen Region globally and using their network and experience across industry, academia, and the public sector to guide customers through their business opportunities.

copcap.com



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THANK
YOU!

COPENHAGEN
CAPACITY

invest in skåne
part of business region skåne