

GAME INITIATIVE MEETUP

#GameInitiative

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 investinestonia.com



Kingdom of the Netherlands



COMPETENCES

COMPELENCES?

- Learning by doing
- Production, producing, project management
- Peer knowledge sharing is essential
- Find balance in creativity vs business
- Environment of urgency/ fail fast
- Product vs service does not matter in the end
- Confidence to stick with the vision

FINANCING MODELS

PUBLIC MONEY:

- Only a few governments understand gaming
- exclusively local initiatives need ecosystem
- Educational setup has to back up any financing

PRIVATE MONEY:

- Huge gap for companies that come out of initiatives- has to be assessed at setup
- Private investors have to be educated on gaming

CO-OPERATION

CO-OPEBATION

- Governments: help bring kids closer to code
- Academic curricula are out of date and sync
- Have to change the attitude of co-operation on both sides

DECISIONS?

- How can we help each other reach out to governments to support game initiatives?
- Should we form a more official alliance in fighting for the game startups?

- Swedish Fashion Games by Xenia Joost
- Ambassador's residence, Pikk 28
- Intergame, May 14
- <http://igexpo.eu/>
- GFFREE
- Pocketgamer Mobile Mixer, May 14
- <https://intergamemixer.eventbrite.co.uk/>
- Goo.gl/0cnJsl

THANK YOU!