GAME INITIATIVE MEETUP

#GameInitiative

May 13, 2014, Tallinn, Estonia



























COMPETENCES

- 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 LIVE IN THE PROPERTY OF THE

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-OBERVION

Governments: help bring kids closer to code

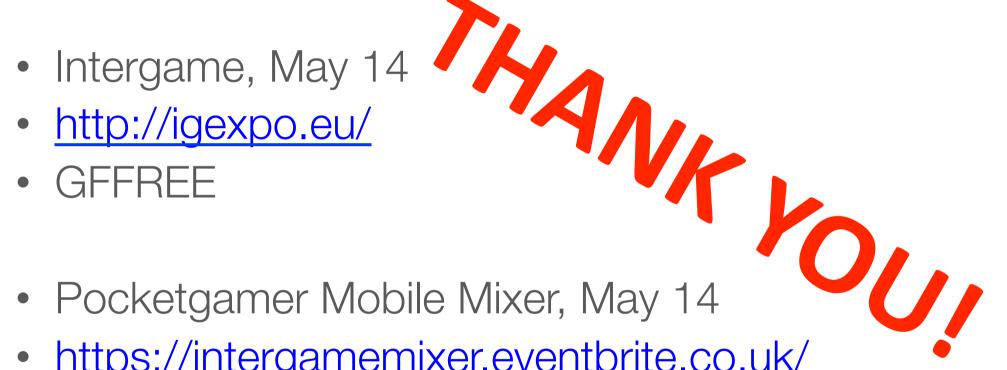
- Academic curricula are out of date and sync
- Have to change the attitude of co-operation on both sides

DECISIONS?

 How can we help each other reach out to governments to support game initiatives?

 Should be 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



https://intergamemixer.eventbrite.co.uk/

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