

Central Baltic Game Camps – development of new type Gaming sector's joint ventures accelerator for CBR (CB 4 GameCamps)



Programme Priority: P1 Competitive economy

Programme Specific Objective: 1.1. New Central Baltic knowledge intensive companies

Sub-programme: Central Baltic

Duration: 01.09.2016 - 31.01.2020

Total funding: 1.553.704 EUR

ERDF funding: 1.218.690 EUR ERDF

Project Summary:

The CB region is characterized by significant differences in economic development. Regions of Sweden and Finland belong to the group of the most developed regions within EU. On the other hand, Estonia and Latvia show now the fastest growth of GDP in the EU. There is a strong potential and a need of further integration of CB countries' economies via new CB joint business development activities, cluster cooperation and further integration of labour market. New SMEs are needed to complement business structures and enhance the economic situation in the EU.

This project is focused on the creation of joint cross-border companies and seeks to enhance and strengthen the CB region as a globally competitive hub for the cross-border gaming industry's start-ups and companies. Planned cross-border activities help to identify and provide the missing links to the CB gaming sector ecosystem at the emerging phase of global gaming industry and to enhance its value in the global ecosystem. Cooperation in this new innovative sector is crucial to gain critical mass for the industry in the CB region and to increase the number of SMEs and jobs.

The project contributes in solving common challenges in the CB region's gaming industry companies by identifying their common interests and needs for joint development, by supporting the creation of joint cross-border companies and their further integration and cooperation, and by developing a new type of gaming sector's joint venture accelerator for the CB region. Specifically designed training and matchmaking events called Game Camps, will be organized in all participating countries.

During the project at least 10 new joint cross-border companies will be formed and a total of 240 people will participate in the Game Camps organized in Finland, Estonia, Latvia and Sweden. Also, an acceleration program is made for creating and mentoring new cross-border game startups

Map of Partners

Partners

Lead Partner

Cursor Oy

Country: FI

www.cursor.fi [1]

Partner budget: 620.278 EUR

Amount of ERDF funding: 465.209 EUR ERDF

Project Partners

Eesti Digikeskus

Country: EE

<https://www.inforegister.ee/80297758-EESTI-DIGIKESKUS-MTU> [2]

Partner budget: 35.043 EUR

Amount of ERDF funding: 29.786 EUR ERDF

Latvijas Tehnologiskais centrs, nodibinajums

Country: LV

<http://innovation.lv/ltc/> [3]

Partner budget: 289.674 EUR

Amount of ERDF funding: 246.223 EUR ERDF

Science Park Gotland

Country: SE

www. scienceparkgotland.se [4]

Partner budget: 399.308 EUR

Amount of ERDF funding: 299.481 EUR ERDF

Tartu Teaduspark

Country: EE

www.sciencepark.ee [5]

Partner budget: 209.401 EUR

Amount of ERDF funding: 177.991 EUR ERDF

Associated Partners

Uppsala Universitet, Institutionen för speldesign

Country: SE

Tallinn University Baltic Film and Media School

Country: EE

Latvijas tehnologisko parku, centru un biznesa incubatoru asociacija

Country: LV

Results

Expected results

Achieved results

Project result in category - Joint knowledge intensive enterprise

CB 4 GameCamps accelerated gaming start-ups

The project targeted to create 10 new cross-border companies in the gaming industry and contributing to solving common challenges in the CB region's gaming industry. Identifying their common interests and needs for joint development and supporting the creation of joint cross-border companies and their further integration and cooperation and the networking and knowledge increase in CB region gaming sector.

By the end of the project 5 new cross-border start-ups were supported and several more cross-border teams still continued to develop their games and had potential to become new companies in the future.

In addition, the project has supported 15-20 existing new start-ups. They have been attending several events organised by the project and most importantly attended the Silicon Valley pitching trip in San Francisco in March 2019. This has resulted in new business opportunities and deal flow for the start-ups.

The Game Camps project brought together 240+ aspiring game developers from Finland, Estonia, Latvia and Sweden. More than 30 professional mentors have given presentations, lectures and mentoring sessions during the four Game Camps. Their involvement increased the participants knowledge about the gaming industry and improved their business skills. Hosting Game Camps for emerging start-ups and game developers proved to be an effective instrument to enable them to meet business developers. These were complemented with other activities offered to start-ups which gave a thematic ground for cross-border exchange and commitments.

One of the main results for the partner organizations, aside from meeting the objectives, was extensive experience and knowledge of challenges connected to internationalization and acceleration of start-ups within the gaming industry. Another would be that over 50 ideas were developed during these four bootcamp events (Tallinn, Riga, Kotka and Visby) and among them around 10-20 % have reached the gaming market.

Project page in database

[Central Baltic Game Camps – development of new type Gaming sector's joint ventures accelerator for CBR](#) [6]

At a glance

- 5 new cross-border start-ups supported
- 15-20 existing new start-ups supported
- 240+ aspiring game developers in Game Camps
- A flow of deals for start-ups

Tags

[clustering and economic cooperation](#) [7]

[SME and entrepreneurship](#) [8]

Project Visibility

Social media links

[Facebook page](#) [9]

[YouTube page](#) [10]

Other media visibility

[Back from GDC - here is what happened! \(Steam, 2019\)](#) [11]

[Rankissa kehitellään pelejä 48 tuntia - Game camp -leirille tuli lähes 80 pelialan osaajaa Suomesta... \(Kymen Sanomat, 2018\)](#) [12]

[Uusi miljoonaluokan peliprojekti käynnistyy Kymenlaaksossa \(Yle, 2016\)](#) [13]

[INTERREG "RADA UN R?DA": UZ??M?JDARB?BAS VEIKSMES ST?STI. KAS SASNIEGTI KOP? AR INTERREG \(Interreg.lv, February, 2021\)](#) [14]

Project videos

<https://www.youtube.com/watch?v=VHuHMbNsg68&feature=youtu.be>

<https://www.youtube.com/watch?v=ah9nZNVx6v8>

<https://www.youtube.com/watch?v=71dzboZhWJ4&feature=youtu.be>

Source URL:<https://database.centralbaltic.eu/printview/63>

Links

[1] <http://www.cursor.fi> [2] <https://www.inforegister.ee/80297758-EESTI-DIGIKESKUS-MTU> [3] <http://innovation.lv/ltc/> [4] <https://ciienceparkgotland.se> [5] <http://www.sciencepark.ee> [6] <https://database.centralbaltic.eu/project/63> [7] <https://database.centralbaltic.eu/tags/clustering-and-economic-cooperation> [8] <https://database.centralbaltic.eu/tags/sme-and-entrepreneurship> [9] <https://www.facebook.com/balticgamecamps/> [10] https://www.youtube.com/channel/UCQWEe2b8vRn0NxajUx_x_Vg [11] https://store.steampowered.com/newshub/app/840290/old_view/1816546805390286667 [12] <https://kymensanomat.fi/uutiset/lahella/59b6d256-17fd-4c16-abee-e3a3d5678ed5> [13] <https://yle.fi/uutiset/3-8962028> [14] <https://www.interreg.lv/lv/aktualitates/interreg-rada-un-rada/interreg-rada-un-rada-uznemejdarbibas-veiksmes-stasti-kas-sasniegti-kopa-ar-interreg/>