

## **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: 1.582.351 EUR

ERDF funding: 1.242.090 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](http://www.cursor.fi)

**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>

**Partner budget:** 35.043 EUR

**Amount of ERDF funding:** 29.786 EUR ERDF

## **Latvijas Tehnologiskais centrs, nodibinajums**

**Country:** LV

<http://innovation.lv/ltc/>

**Partner budget:** 308.821 EUR

**Amount of ERDF funding:** 262.498 EUR ERDF

## **Science Park Gotland**

**Country:** SE

www. [scienceparkgotland.se](http://scienceparkgotland.se)

**Partner budget:** 408.808 EUR

**Amount of ERDF funding:** 306.606 EUR ERDF

## **Tartu Teaduspark**

**Country:** EE

[www.sciencepark.ee](http://www.sciencepark.ee)

**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 tehnoloģisko parku, centru un biznesa incubatoru asociācija**

**Country:** LV

## **Results**

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## **Expected results**

At least 10 new cross-border companies will be created during and after the four Game Camps events. These will directly affect the programme result indicator (number of new joint or co-operating knowledge intensive enterprises). Definition of a cross-border company: 1. New cross border company founded by two or more Game Camps participants, or outside the network selected founders to achieve project goals, sustainability and region welfare. Shareholders must represent different countries. 2. Existing company (less than 2 years from the start of operations) involve new shareholder(s) or Board member(s) from other Central Baltic region country(ies). 3. Involvement of international mentor, which can provide significant input (new product development, new markets and applications of existing products, standardization, certification, etc.) to newly established, up to two years old, company. 4. Creation or development of international product division in newly established, up to two years old, company, at least three international employees should be contracted. In addition, existing game startups will be encouraged to start co-operations within the Central Baltic region, which will also add to the above indicator.

## **Achieved results**

### **Project Visibility**

#### **Social media links**

[Web page](#)

[Facebook page](#)

[YouTube page](#)

#### **Other media visibility**

[Trīs dienu laikā noskaidros 'Game Camps Riga' uzvarētājus](#)

#### **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:** <http://database.centralbaltic.eu/printview/63>