

# AUSTRIAN GAME DEVELOPMENT LANDSCAPE 2024\*

NUMBER OF COMPANIES

## MORE THAN 140

The provisional number of companies found in the study by IWI is higher than 140 companies. In comparison to 2018, the number of companies active in Game Development has almost doubled.

NUMBER OF PEOPLE WORKING IN THE INDUSTRY

## MORE THAN 1000

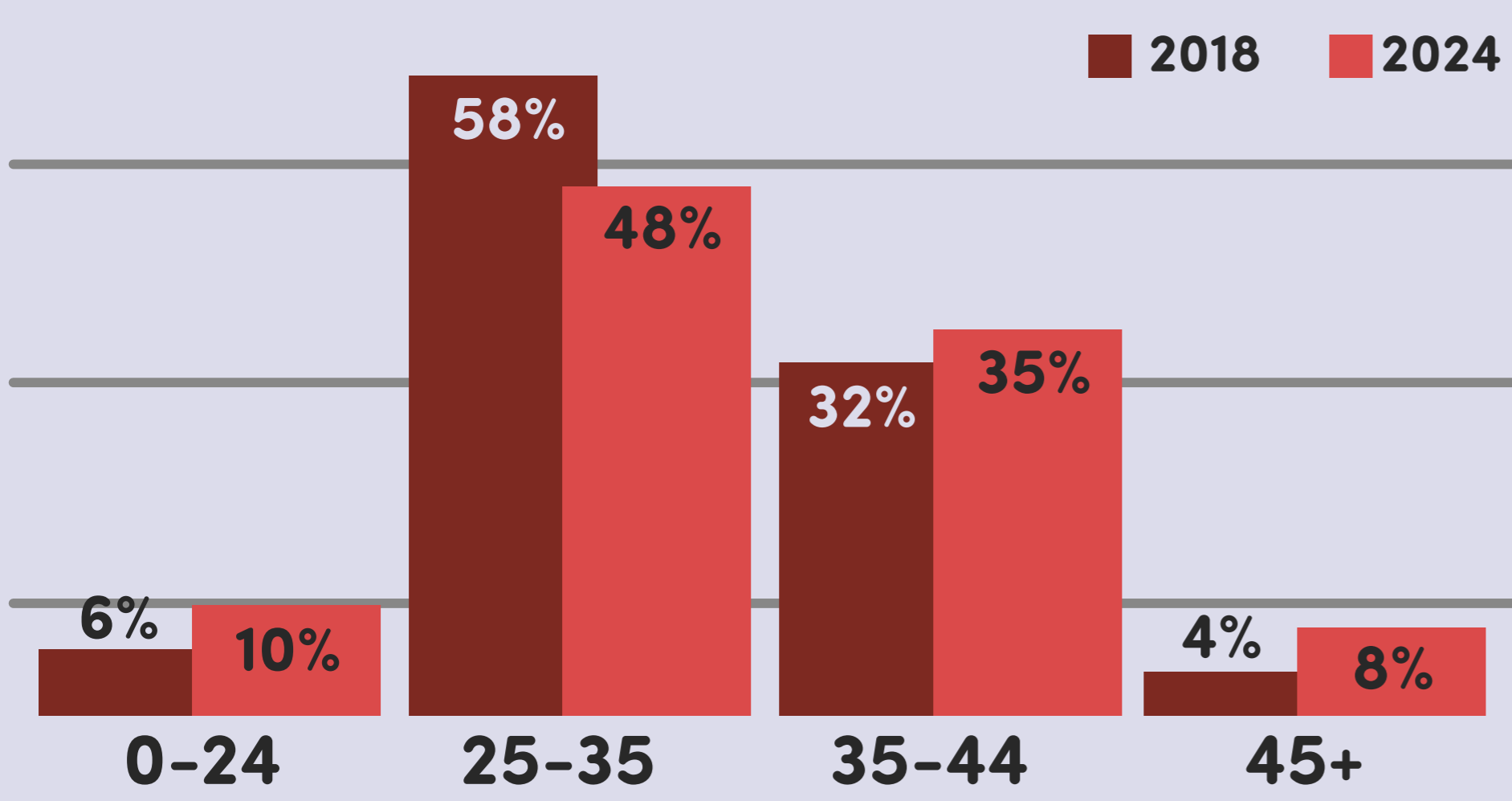
The number of people working in the industry is higher than 1000, indicating a doubling of the Game Development community.

REVENUE

## EXCEEDS €90 MILLION

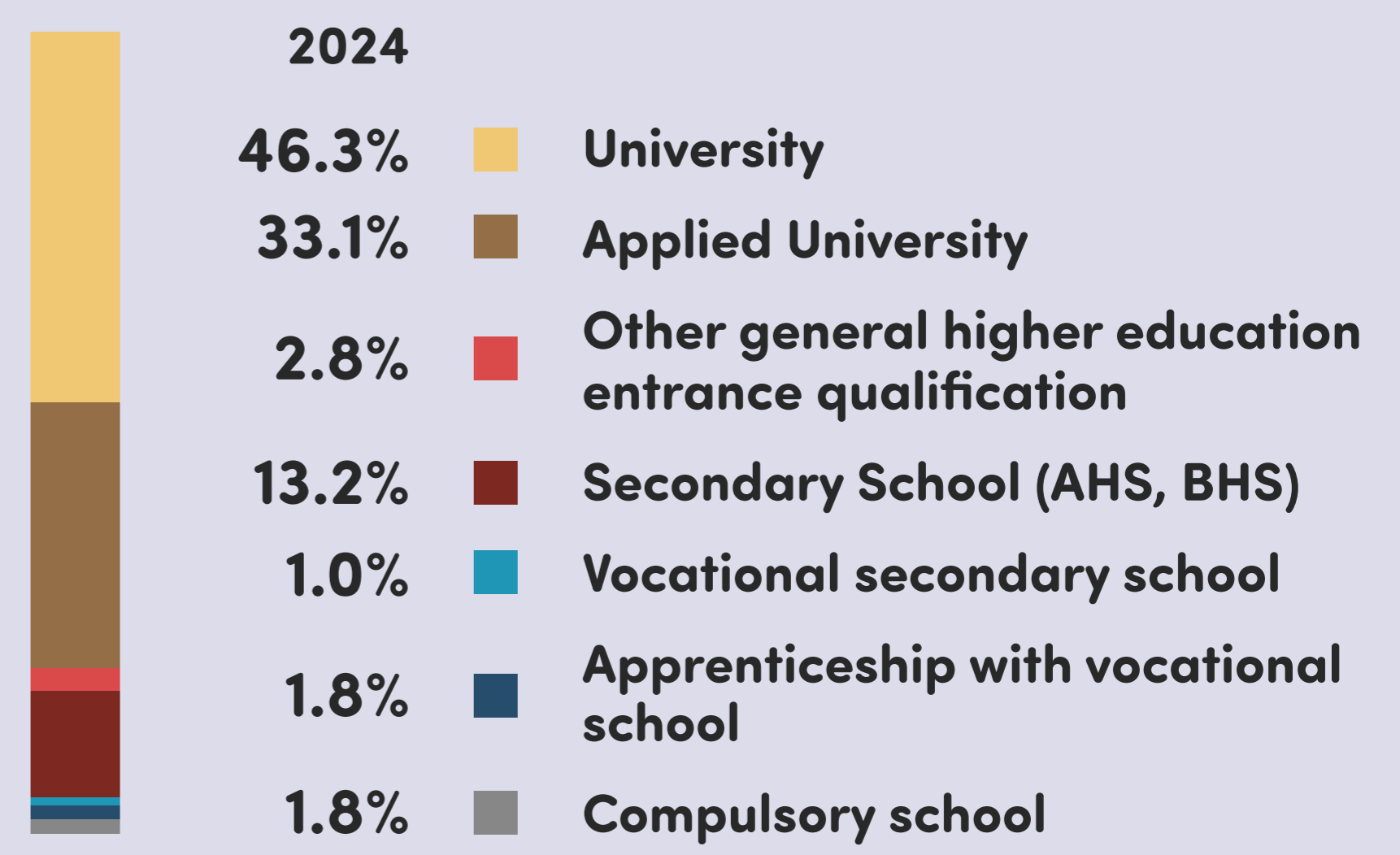
The total turnover generated by domestic Game Development firms exceeds €90 million, implying a more than threefold increase (in nominal terms) since 2018 (€24.1 million).

### AGE DISTRIBUTION



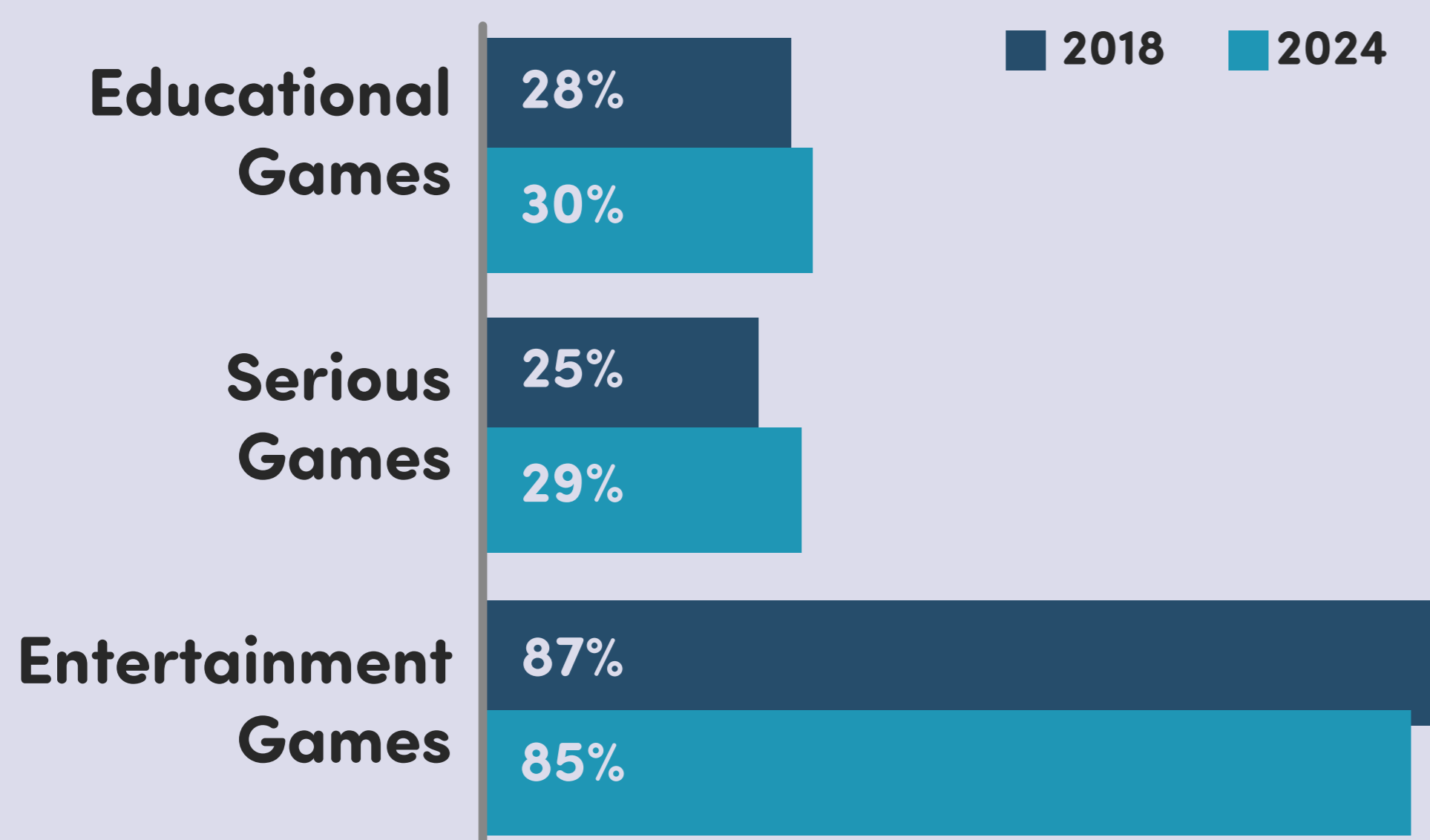
Game developers are a very young community. 48% are younger than 35 years old. In comparison to 2018, when the last survey was conducted, the age distribution has grown somewhat older.

### HIGHEST EDUCATION



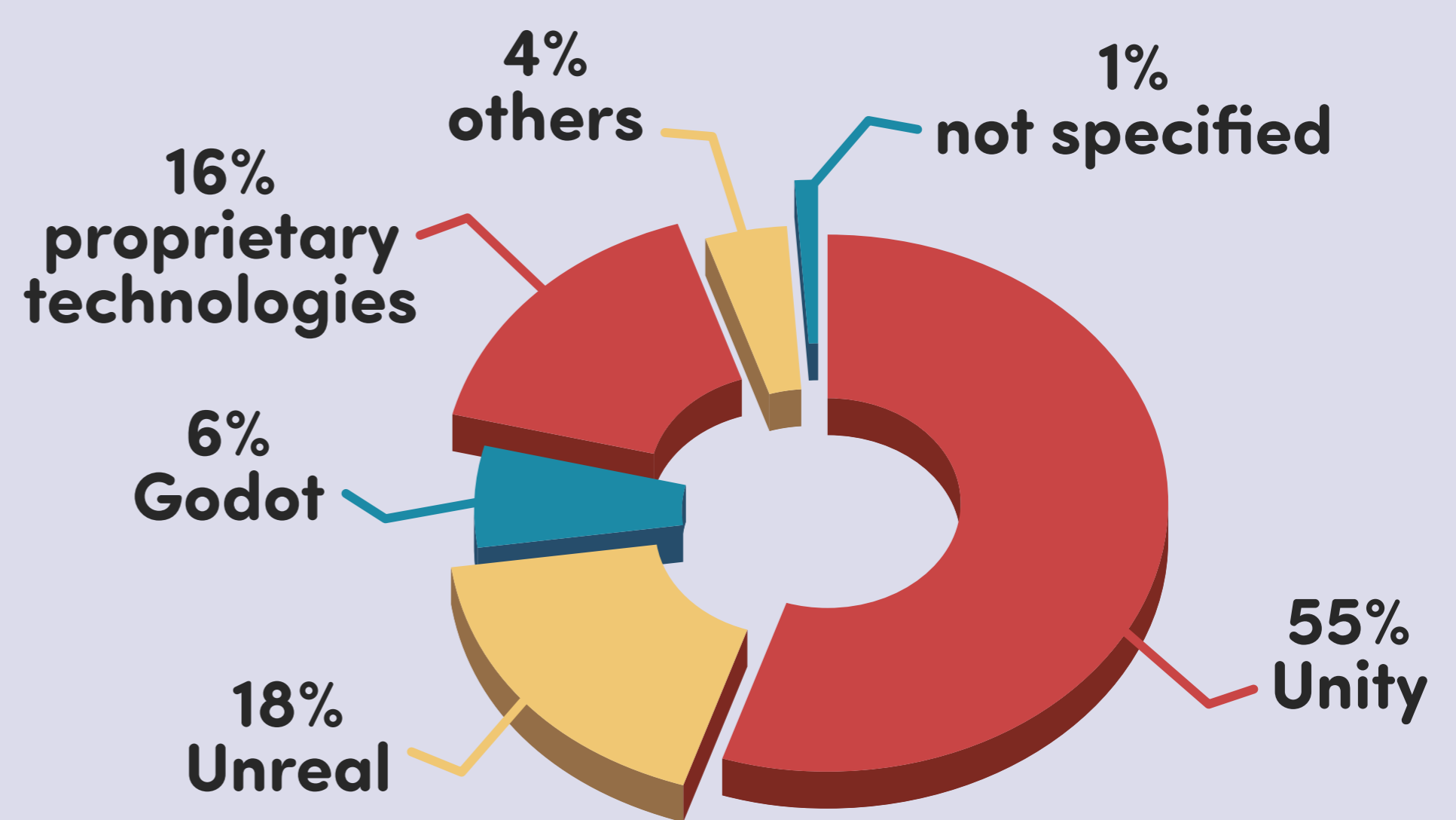
More than 8 out of 10 respondents hold a university or applied university degree.

### TYPES OF GAMES DEVELOPED



Of the 80 companies covered in the survey 85% are developing entertainment games, 29% serious games and 30% education games. Serious games have been slightly expanding in relevance since 2018.

### DEVELOPMENT FRAMEWORKS

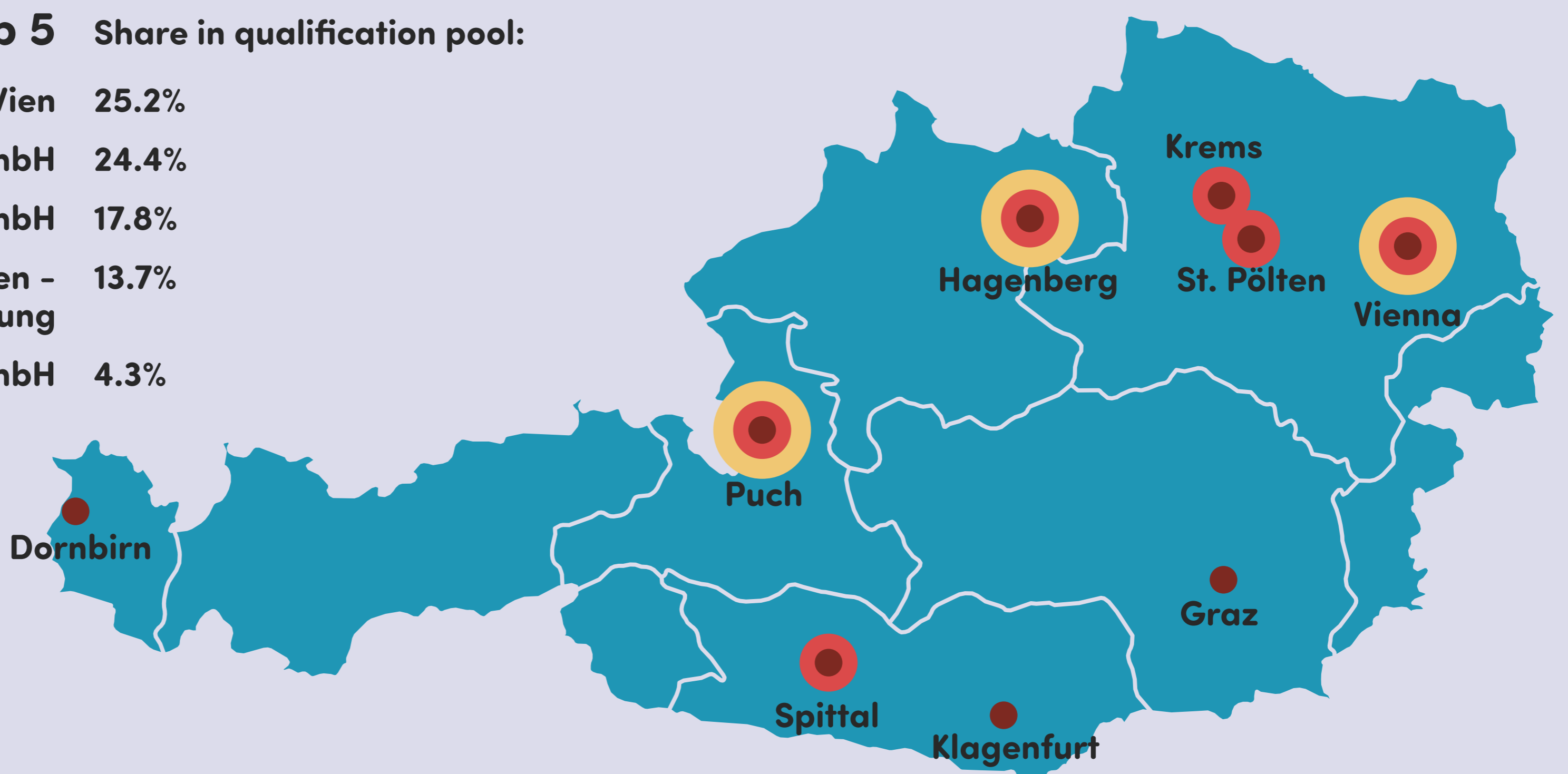


55% of surveyed companies use Unity as their main development engine. Unreal, Godot and proprietary technologies are also used.

### EDUCATION HOT SPOTS

Top 5 Share in qualification pool:

FH Campus Wien	25.2%
FH OÖ Studienbetriebs GmbH	24.4%
Fachhochschule Salzburg GmbH	17.8%
Fachhochschule Kärnten - Gemeinnützige Privatstiftung	13.7%
SAE Austria GmbH	4.3%



The study also looks at the educational landscape relevant for game development in Austria. Universities and applied universities that offer game development specific educational programmes are mostly situated in Vienna, Puch (Salzburg) and Hagenberg (Upper Austria).

\*Important Notice: This is just our latest forecast. Final Study results will be presented in Autumn 2024.

Publisher of the Study: Game Development Studie 2024



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