

Games from SPAIN



gamescom

21-25 AUGUST 2024
COLOGNE, GERMANY

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Business Area, Hall 4.1, Stand C041
Indie Area, Hall 10.2, Stand E039



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Plan de Recuperación,
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MINISTERIO
DE ECONOMÍA, COMERCIO
Y EMPRESA

ICEX








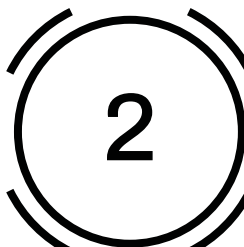





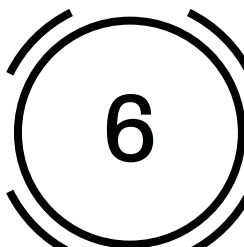



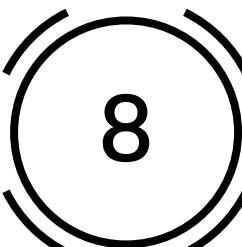
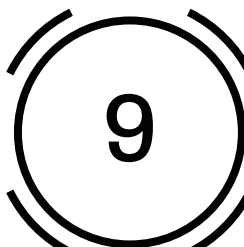
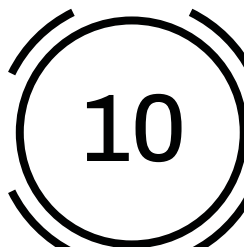










MINISTERIO
PARA LA TRANSFORMACIÓN DIGITAL
Y DE LA FUNCIÓN PÚBLICA



#Spain
AVSHub

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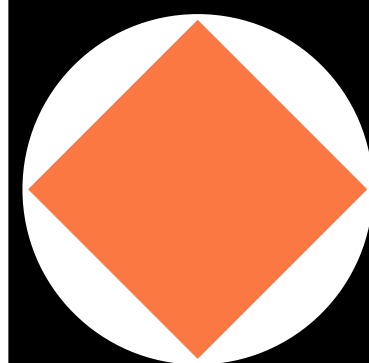
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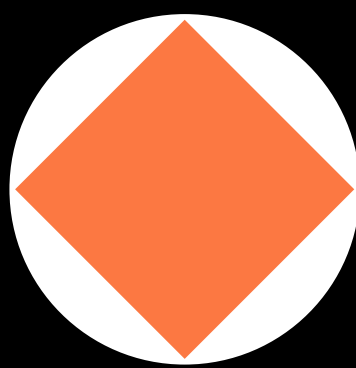
Organisers →

ICEX, Spain Trade and Investment

On stage activities 2024 → At Hall 10.2, Stand E039



Developers



MORE INFO HERE >

PRESENT AT THE FAIR

Cosmic Spell

We are a video game developer studio, with focus on:

- RPGs and card games
- Free to Play (GaaS model)
- Cross-platform (prioritizing PC and mobile)

Current Project:

- Soul Breach is a Free to Play turn-based combat RPG, where players acquire items and creatures that fight alongside them. The game will be released on PC and mobile in 2025.
- Soul Breach is currently in Alpha phase. Closed Beta to be available in Q4 2024, we can provide access to test the game.

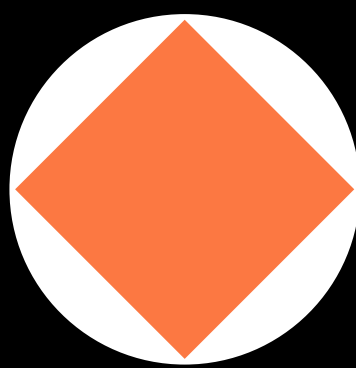


Hector Fuentes

Hugo Gallego

hehector.fuentes@cosmicspell.com
+34 654 99 97 98

hugo.gallego@cosmicspell.com
+34 696 16 14 76



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FACTORY
*F DREAMS

MORE INFO HERE >

PRESENT WITH ITS OWN STAND

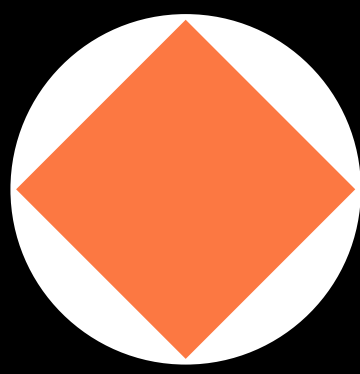
Factory of Dreams

Factory of Dreams is the creative studio of the urban artist Okuda San Miguel. Based in Madrid, with artpieces in more than 200 cities in 80 countries, we believe that video games are artist and cultural expresions, so that’s why we are working on “Project Rainbow”, our first video game, about riding vehicules, memories and emotions.



José Arcas

pepe@inkandmovement.com
+34 669 61 72 52



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

GG Tech Studios

We are the gamedev division of GGTech Entertainment, with 6 years of making games and specialising in technical excellence, offering innovative gameplay and multiplayer experiences.

We are a team of more than 50 people working on different projects but mainly PC and console games with a multiplayer and RPG component.

Our Videogames:

- EWorlds, a multiplayer online 3D platform game.
- Temtem: Swarm, a co-op bullet heaven in coproduction with CREMA.
- Crawler, a Casual ARPG-Lite Game

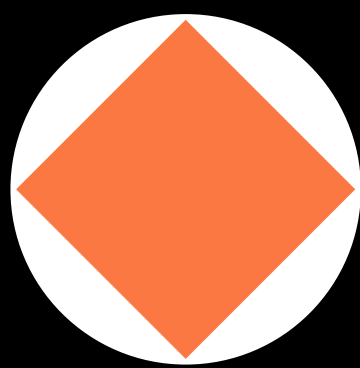


Carlos Martínez Bueno

Arnau Reig Mendez

cmartinezb@dustgames.es
+34 697 82 08 12

areig@dustgames.es
+ 34 628 84 67 28



MORE INFO HERE >

PRESENT IN THE MEETING AREA

Metrobots Games

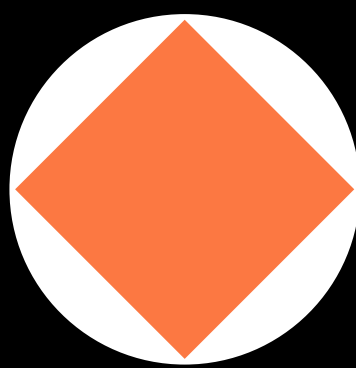
Gameplets is the world’s first AI-driven cross-game interconnection platform. We are currently producing 3 mobile games and an AI driven cross-game platform to interconnect the games.



Javier Cervantes

Francisco Garcia

jcervantes@metrobotsgames.com
+34 601 17 00 44



MORE INFO HERE >

PRESENT IN THE MEETING AREA

Ninju Games

Ninju Games is a game development studio focused on creating unique and innovative games. Our team is composed of industry experienced artists, programmers, and designers with several years in the industry and tons of published games. We invest in our own technology, to produce games easily for different platforms and markets.

We are looking for Publishers and Investors for our indie games projects for consoles and mobile. We are also working on Blockchain games and web3 technology of our own as we have created a Crypto games engine that we are planning to expand. We are open for Work-for-hire development projects and proposals.

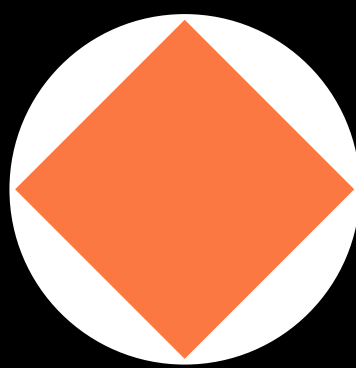


Daniel Fernandez

Antonio de la Torre

daniel.fernandez@ninjugames.com
+34 627 63 67 83

sasori@ninjugames.com
+34 605 42 98 70



NOX<NOCTIS

MORE INFO HERE >

PRESENT IN THE MEETING AREA

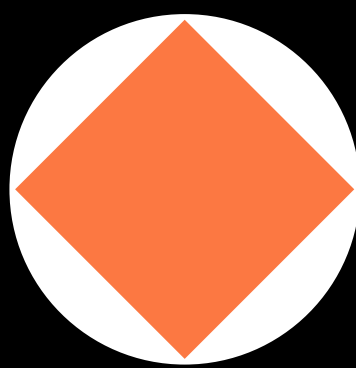
NoxNoctis Games

NoxNoctis Games is a young independent game studio of the company Unreality S.L. which is based in Valencia - Spain. OVRDARK (available on PSVR2 and PCVR) marks its second launch, as it is the spin-off of their acclaimed first game, “Do Not Open” which achieved finalist status in the PlayStation Talents Games Camp 2022 and sold over 20.000 copies globally.



Adrián Cuesta

Adrianc@noxnoctisgames.com
+34 648 50 82 56



Omaet.

/əʊ'meɪt/

(n.) An exuberant burst of jubilation and delight in a moment so intense that it compels multiple individuals to embrace one another in a warm, heartfelt hug.

MORE INFO HERE >

PRESENT AT THE FAIR

Omaet Games

Indie studio located in Barcelona creating intimate narrative-rich games. Founded by experienced veterans from the mobile games industry who worked together extensively on a successful live game, we’re determined to bring our know-how to the indie space and create thought-provoking and unique interactive experiences.



Damià Ferràndiz

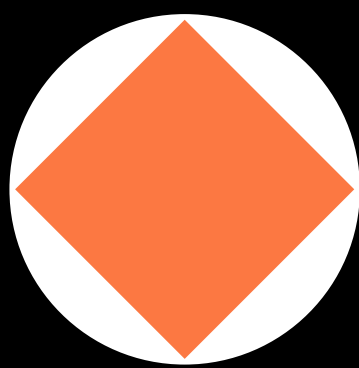
damia.omaet@gmail.com
+34 644 26 41 13

Daniel Vega Espejo

danielvegaespejo@gmail.com
+34 656 75 07 05

Carles Martín Duran

carles.omaet@gmail.com
+34 626 63 69 64



MORE INFO HERE >

PRESENT IN THE MEETING AREA

Player to Player

As an innovative indie company, Player to Player is dedicated to revolutionizing the mobile video game market, benefiting both players and future companies. Our mission is to consistently cultivate a collaborative and supportive video game development ecosystem in Catalunya, fostering creativity, innovation, and growth within the industry.

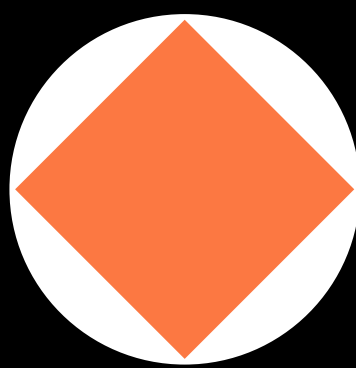


Pau Puiggrós

Daniel Hernandez

playertoplayerteam@gmail.com
+34 616 24 18 63

daniel.hernandez@enti.cat
+34 689 67 73 64



RACCOON

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PRESENT AT THE FAIR

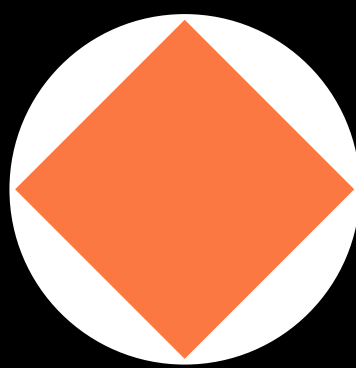
Raccoon Game Studio

Raccoon is a studio passionate about creating thrilling mystery and horror games. We started two years ago with a mission to tell immersive stories through gaming. Currently, we’re fully immersed in developing Reminiscent: Wings of Sorrow, our latest spine-chilling project based on true events (we even have CCTV footage).



Jorge Gutierrez Rubio

jorge.gutierrez@raccoongamestudio.com



ROLL D BOX

GAMES

MORE INFO HERE >

PRESENT IN THE MEETING AREA

Roll D Box Games

We are a studio based in Barcelona, passionate about collaboration, creativity and innovation. We believe that video games can bring positive energy to our lives and we create IPs that leave you in a positive mood.

Our track record:

- IP already released with self-publishing by Aug-22 and Definitive Edition in Dec-23: Those Who Came: Healing Solarus, where you must survive, discover, act and heal your new planet, Solarus, in this coop and single-player adventure game.
- Quark Toolset: a framework developed in UE and AWS as multiplayer and cross-platform, as well as a set of core systems, to speed up dev process of new IPs.
- One new IP under development with a publisher.
- One new IP under Publisher search.
- First Spanish studio which includes the possibility of doing real and certified actions with Planet Earth - Climate change, in the adventure video games created.

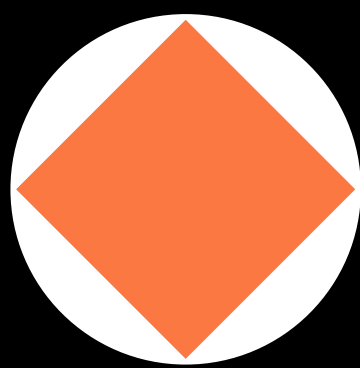


Conxi Perez

Ferran Perez

conxi.perez@rolldbox.com
+34 616 99 68 99

ferran.perez@rolldbox.com
+34 649 56 25 33



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Synergy Games

Synergy Games is a game development studio, founded in 2022 and established by professionals with more than 15 years of experience in the video game industry.

Gamers On A Mission To Craft The New Word



Carlos Bolaños

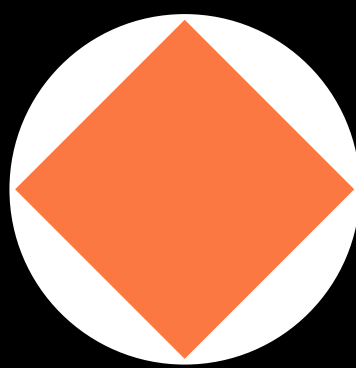
Oscar Soler

Vanessa Amaral

carlos.bolanos@synergygames.es

oscar.soler@synergygames.es

vanessa.amaral@synergygames.es



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

The Breach Studios

The Breach Studios was founded in 2018 by three game industry veterans. We are a full cycle development studio based in Barcelona (26 people). Our mission is to develop extraordinary experiences focused on PC and Consoles. We are Unreal specialists, with strong backend & multiplayer expertise.



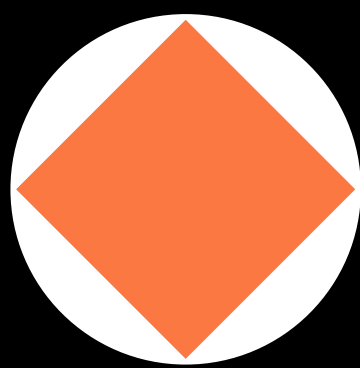
Ferran Puntí

ferran@thebreachstudios.com
+34 677 54 51 52



Diego Sesé

diego.sese@thebreachstudios.com
+34 666 49 62 90



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

The Game Kitchen

The Game Kitchen is an indie video game studio based in Sevilla and Tenerife, Spain. Their motto is “We make meaningful indie games”. They are well known for both their terror point-and-click adventure The Last Door (2013) and more recently for the best-selling indie game Blasphemous (2019) and Blasphemous II (2023). Currently developing All on Board!, the virtual and mixed reality tabletop gaming platform where you can gather with your friends around a game table no matter where you are (Coming 2024).



Mauricio García

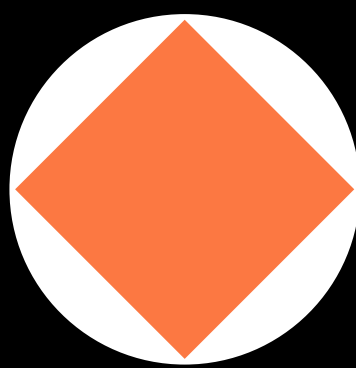
Hicham Saoud

Rubén Martín

mgarcia@thegamekitchen.com

hsaoud@thegamekitchen.com

rmartin@thegamekitchen.com



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PRESENT IN THE MEETING AREA

Under the Bed Games

Under the Bed Games is a video game development company that makes horror and thinky games. Our first game “Tales from Candleforth” is a point-and-click adventure with puzzles and folk horror. For our second game, we have chosen, without abandoning the thinky part, a more Lovecraftian setting but on a Spanish archipelago. We will be at Gamescom presenting “Piercing Light”.



Chema Galante

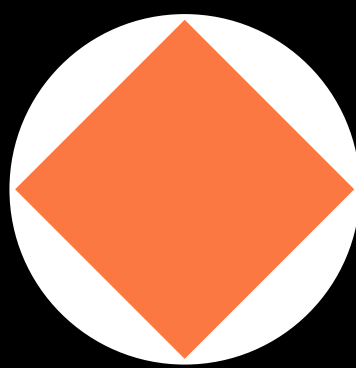
Angel Poulain

Cristian Cruz

chema@underthebedgames.com
+34 673 56 70 52

angel@underthebedgames.com

cristian@underthebedgames.com



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PRESENT AT THE FAIR

Uprising Studios

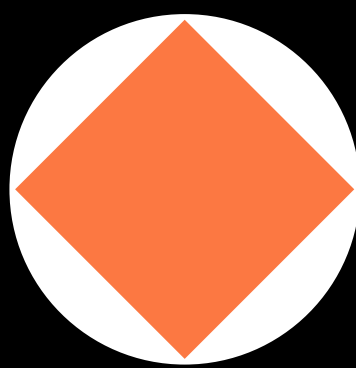
Uprising Studios is a spanish videogame developer born in 2017.

Its debut title Scarf was released in 2021 in PC and consoles. Their new project, Toymaker, is a crafting and shop simulator aiming to be realeased on 2025.



Celer Gutiérrez

ruthmartinez@tesuragames.com
+34 690 66 01 89



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PRESENT AT THE FAIR

Vegangsters

Poison Pill Games is an independent videogame studio created in Barcelona. A multidisciplinary group of young people, working with enthusiasm to create a niche in the industry with their first project, Vegangsters.

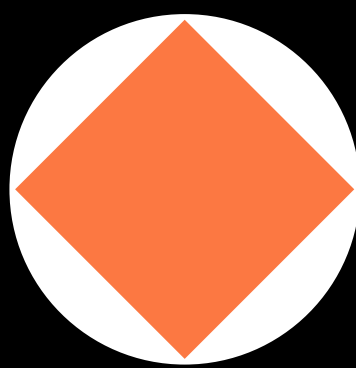


Daniel S. González

Christian Hurtado

dani@poisonpillgames.com
+34 634 35 87 18

christian@poisonpillgames.com
+34 674 44 64 28



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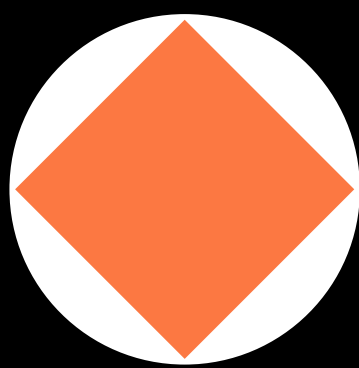
Vermila Studios

Vermila Studios is a boutique video game studio awardee of an Epic MegaGrant that creates projects and outsources high-end 2D, 3D, animation, and tech art services to other major studios worldwide. We are internally working in the creation of our UE5 AA first-person survival horror adventure, Crisol: Theater of Idols.



David Carrasco

dcarrasco@vermila.com
+34 638 25 15 45



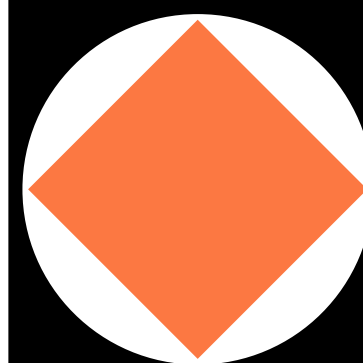
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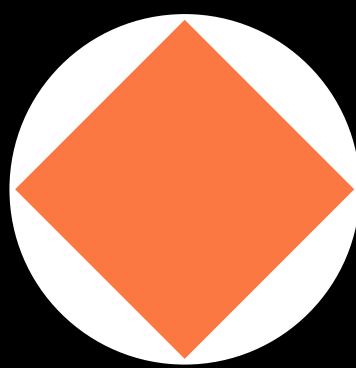
VirtualAge

VirtualAge is an award-winning VR studio founded by veteran developers that has extensive experience developing VR and AR games and applications for both PC and mobile VR headsets. Established in 2017 in Barcelona, the company is focused on developing high quality VR games and experiences with titles such as Guardians Frontline, an innovative blend of first-person shooter and real time strategy.

Carles Ballabriga



Plublishers



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Abylight

From our HQ in sunny Barcelona, we are always on the lookout for new and exciting games, bursting with heart and creativity. Because we are indie developers at heart, we know how hard it is. We are not an abusive nor lifeless publishing machine. We believe in quality over quantity and in respecting creators and their vision.

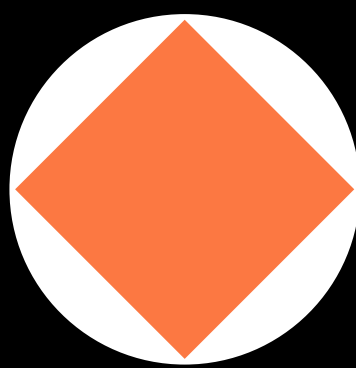


David Martinez

Eva Gaspar

david.martinez@abylight.com

eva@abylight.com



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PRESENT WITH ITS OWN STAND

Artax Games

Founded in 2016 as an indie dev studio, and after 5 years or intense releases and development activity, in 2020 we decided it was time to use what we’ve learned to help our fellow dev partners succeed with their games. Now with a growing portfolio of more than 20 released titles, more than 30 video game professionals and specialized teams for publishing, marketing, QA and porting, we continue to dream as the first day and are still looking for new friends to partner with in the most thrilling adventure of bringing games to life. That’s our goal and friendly publishing is our thing.



Jesús Luengo Rico

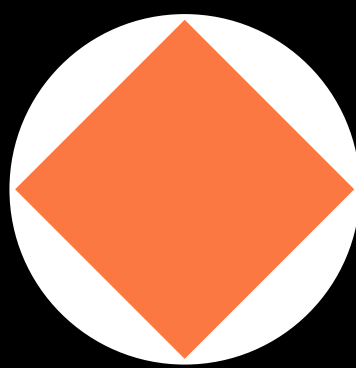
Ioritz Puente Leonet

David Vacas Miguel

jesus.luengo@artaxgames.com

ioritz.puente@artaxgames.com

david.vacas@artaxgames.com



BLITWORKS GAMES

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PRESENT IN THE MEETING AREA

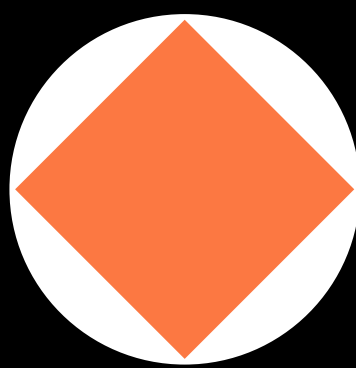
BlitWorks Games

We are an indie game publisher based in Spain that has been born from extensive experience in the business of porting and publishing PC premium games on consoles. Our main focus is to help indie developers to reach new horizons. We are always in search of good games to launch on PC and console platforms. We can take care of all the processes, from porting to the new platform to QA/Testing and publishing.



Daniel Segarra

dsegarra@blitworks.com



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Coolmath Games

CoolMathGames.com by Tellmewow is a premier web and mobile game publisher with offices in Spain & USA. Our leading web gaming platform Coolmath Games is the #1 “fun+thinking” gaming website, with over 30 million monthly users. Tellmewow also publishes hit mobile apps through its brands Edujoy (for kids) and Tellmewow (for general audience) on Android and iOS.

We want to meet game developers and publishers who are ready to take advantage of the growth in web gaming. We’ll help you earn revenue while you retain ownership of your game and IP. Whether or not your game can already be played in the browser, if you have a great game that you are ready to publish on the web, stop by and talk to us!



Abhinav Arya

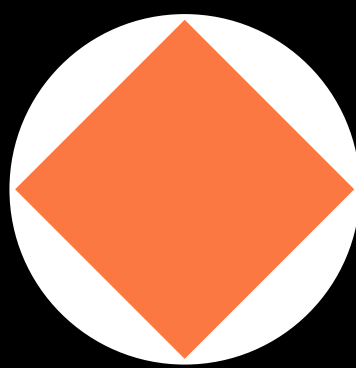
Jonathan Keefer

Antonia Gates

abhi@sbxgroup.com
+44 7793 267138

jkeefe@coolmath.com

agates@coolmath.com



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

JanduSoft

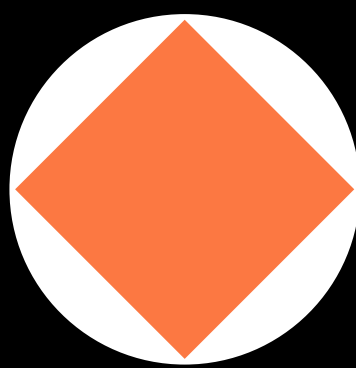
We help indie developers reach as many audience as possible and boost their sales.



Jose Antonio Andujar

Eric Rodriguez

jandujar@jandusoft.com
+34 657 56 54 40



MERIDIEM

MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Meridiem

We are Meridiem, a video game publisher and distributor that aims to leave its mark on the industry and in the hearts of players. Our role is clear: to provide our resources, love and experience so that video game culture keeps the emotional meaning of its beginnings.

We do this by fostering talent through investment in independent projects with potential, bringing back classic titles and incorporating AAA games while continuing to support the physical format.

That is why we start every game to unlock much more than screens and skills, we play to create moments that can last forever, we play to unlock memories.

When we stop working on video games, we celebrate by playing video games. #playtoremember.

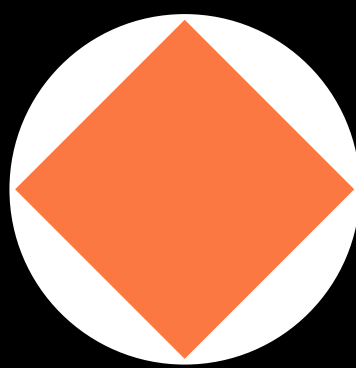


Sergio Palacián

Rubén Gutiérrez

Marina Pérez

info@meridiem-games.com



[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

Tesura Games

Tesura Games is a Spanish video game publisher and distributor. Formed by an enthusiastic team of professionals, indie games lovers, we are willing to give our all to make the most out of our titles. Our goal is to bring partners the longing existence in the industry, as well as all different types of games to cover market needs. The broad catalog of games, edited and distributed in Spain and internationally, is not just a coincidence, but the fruit of a team that lives and breathes video games.



Ruth Martínez

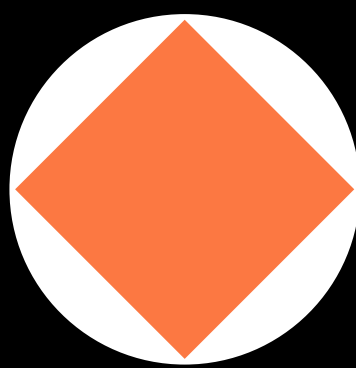
Jose Donaire

Alejandro Cambronero

ruthmartinez@tesuragames.com
+34 628 22 51 33

josedonaire@tesuragames.com
+34 653 81 93 23

acambronero@tesuragames.com
+34 687 66 76 91



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Troglobytes Games

Troglobytes is a small independent videogame studio based in sunny Barcelona, Spain. The core team is made of both industry veterans and young talents.

The mission: entertain and shock players all around the world with unconventional gameplay mechanics, aesthetics and stories.

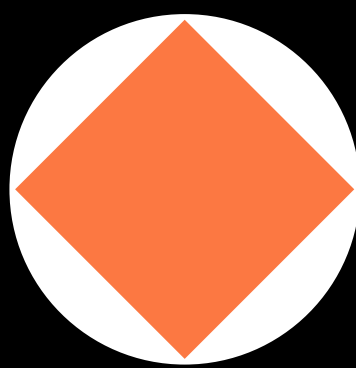


Saverio Caporusso

Brian Piancino

saverio@troglobytesgames.com
+34 697 94 79 91

brianpiancinov@gmail.com
+34 615 16 04 72



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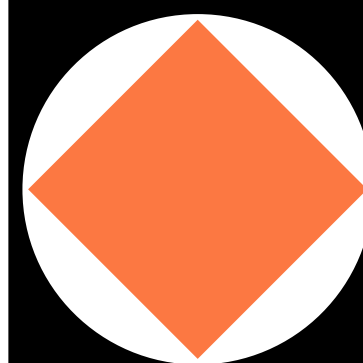
Viva Games Studios

As a spin off of the Genera Games Group we have had the privilege over the years to develop key learnings and infrastructure in mobile gaming thanks to working on massive titles for brands like Disney’s Frozen, Star Wars, Hasbro, SONY, and many more! We have applied this know-how and resources to help incubate or publish dozens of games, many of them reaching multi-million dollar revenue!

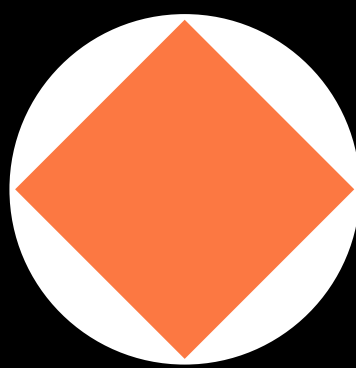


Luis Segovia

luis@vivastudios.com



Services & Others



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Canary Islands Games

CANARY ISLANDS GAMES is the brand of the Canarian Government in charge of promoting our videogames industry international, offering an unbeatable package of advantages, which includes:

- 45% tax credit for videogames development
- 4% corporate tax rate
- Access to talent & industry
- Top infrastructures & connectivity
- Quality of live and affordable costs



Javier Hidalgo

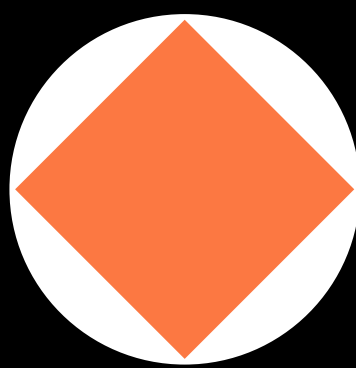
info@proexca.es

Sabita Jagtani

sjagtani@canariaszec.gob.es

Pablo Hernández

pablo.hernandez@canariaszec.gob.es



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PRESENT WITH ITS OWN STAND

Blade

At Blade, our mission is all about enhancing gamers’ experiences. We’ve achieved this through various activities, including manufacturing and distributing accessories and peripherals under our own brand FR-TEC, and importing top merchandise from other leading brands.

Since 2001, we’ve been adding fun to people’s lives through our passion for gaming and pop culture.

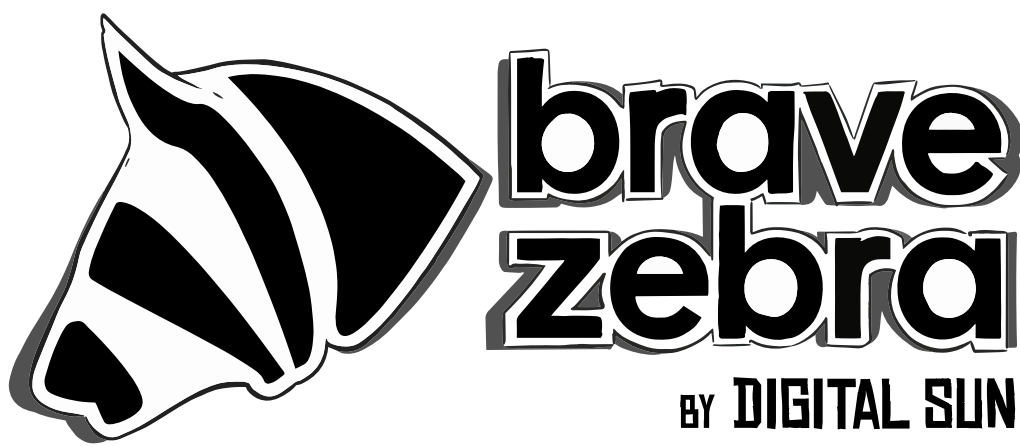
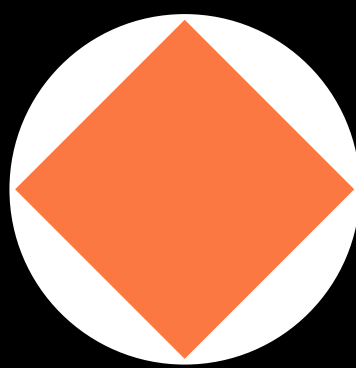


Ruben Mercado

Josep Palume

ruben@blade.es
+34 616 43 39 11

josep@blade.es
+34 620 94 86 26



MORE INFO HERE >

PRESENT IN THE MEETING AREA

Brave Zebra

Brave Zebra serves as the co-development and work-for-hire arm of Digital Sun, the renowned creators behind successful titles such as Moonlighter, Riot’s League of Legends spin-off game The Mageseeker, and their latest self-published endeavor, Cataclismo.

After the development of Moonlighter, Brave Zebra emerged with a mission to extend its expertise and support to fellow indie studios and publishers.

Our goal is to empower others by leveraging the insights and experiences gleaned from our past successes.



Axel Garcia

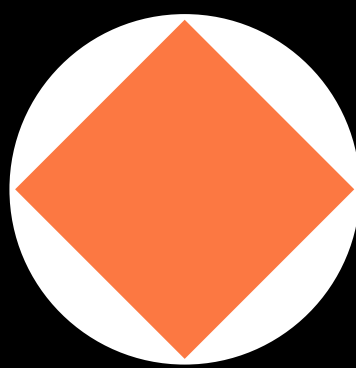
axel.garcia@bravezebra.com

Xabier Adrados

xabier.adrados@bravezebra.com

Orian Holguera

orian.holguera@bravezebra.com



MORE INFO HERE >

PRESENT IN THE MEETING AREA

DeuSens

DeuSens is an Award-Winning studio that creates HyperExperiences for brands. The studio has developed +500 immersive projects for companies such as: McDonald’s, Benetton, L’Oréal, Coca-Cola, AUDI, Telefónica...

Some solutions:

- Immersive experiences: Virtual Reality, Mixed Reality, Augmented Reality...
- Gaming (Roblox, Fornite, custom...)
- Digital Installations: interactive solutions for events, showrooms...
- New media activations

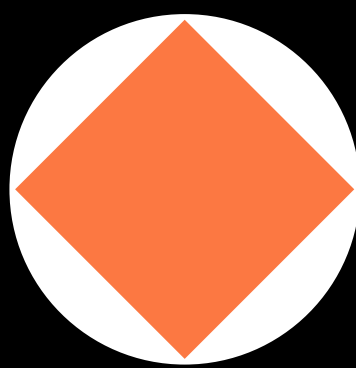


Alvaro Antoñanzas

Isabel Sebastian

aantonanzas@deusens.com
+34 662 15 25 45

isebastian@deusens.com
+34 690 29 56 65



MORE INFO HERE >

PRESENT IN THE MEETING AREA

ECAM VFX Estudio

ECAM is a non-profit cultural foundation with the foundational objective of training the audiovisual sector’s future generations and promoting cultural and educational activities associated with the industry. The VFX training program proposed by ECAM is in line with its foundational objectives, providing support for training in these digital skills for the audiovisual industry. We created this program with the main focus on requalification and recycling in this field, using gamification resources and video games to make it possible.

These training programs are designed to respond to market demands and are oriented to profiles already working in the audiovisual industry and want to update their digital skills and adapt to the current needs of the industry.



Alba Wystraëte

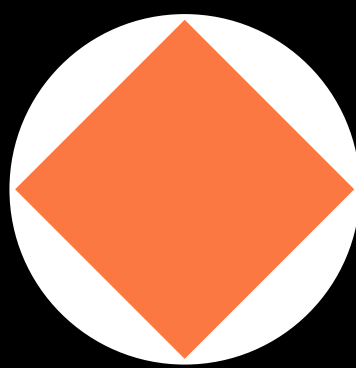
Verónica Díaz Mateos

Daniel Mateo

alba@ecam.es

veronica.diaz@ecam.es
+34 629 35 05 28

daniel.mateo@ecam.es
+34 661 93 44 18



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Game BCN

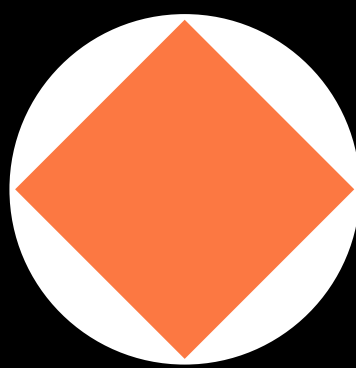
GameBCN is a free video game incubation program based in Barcelona. It focuses on four main pillars: talent growth, production training, business development and networking events.

The program offers incubated teams training mainly in production and business, as well as other important areas of development. At the same time, it also offers regular follow-up by industry professionals who seek to mentor the team in order to maximize their chances of success.



Joan Francesc Bañó
Maldonado

joanfrancesc.bano@gamebcn.co
+34 647 52 47 78



LOC & CAPTURE

MORE INFO HERE >

PRESENT IN THE MEETING AREA

Loc & Capture

Media Localization and DTP company. Our primary service is integral multimedia localization in any language, including the adaptation to film and television.

Chiefly marketed towards the video games and entertaining market, our main objective is to ensure our clients’ advertising campaigns reach all cultures simultaneously.



Óscar Martínez

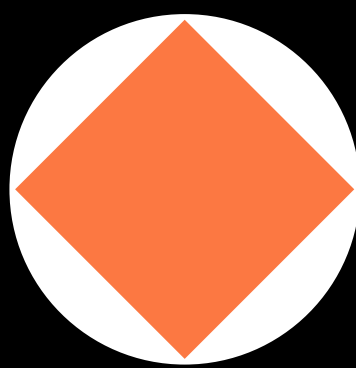
oscar@locncapture.com
+34 693 39 35 06

Pablo Garcia

pablo@locncapture.com

Javi Blanco

javi@locncapture.com



MADRID IN GAME



MADRID

MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Madrid in Game

Madrid, a light of global prominence, stands as a city of entrepreneurship and a nexus to boundless opportunities, solidifying its status as a strategic epicenter of paramount importance in both Europe and the World. With a visionary commitment to innovation, Madrid has decisively pressed the START button, embarking a transformative journey to claim its mantle as the undisrupted video game capital.

Alberto Masedo

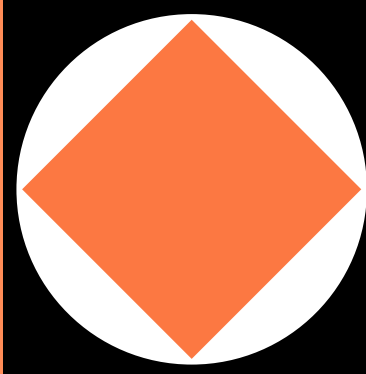
amasedo@gmail.com
+34 644 17 08 55

Sara Gutierrez

gutierrezos@madrid.es
+34 600 99 66 00

Teo Martin

teo.leon@madridingame.es
+34 669 95 62 02



MORE INFO HERE >

PRESENT IN THE MEETING AREA

MCR Agency

Agency that represents more than 60 content creators exclusively. Specially focused in gaming sector. Born 6 years ago, with offices in Barcelona, Madrid and Ciudad de México. Focused in LATAM & Spain.

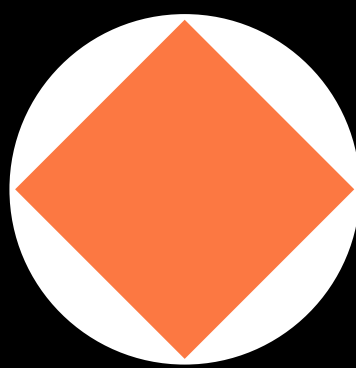


Sergi Cerrato

sergi@mcr-agency.com
+34 610 02 64 45

Ines Alexandre

ines@mcr-agency.com
+34 606 71 62 63



MORE INFO HERE >

PRESENT IN THE MEETING AREA

ONCE Foundation Ga11y

Awareness project about accessible videogames.

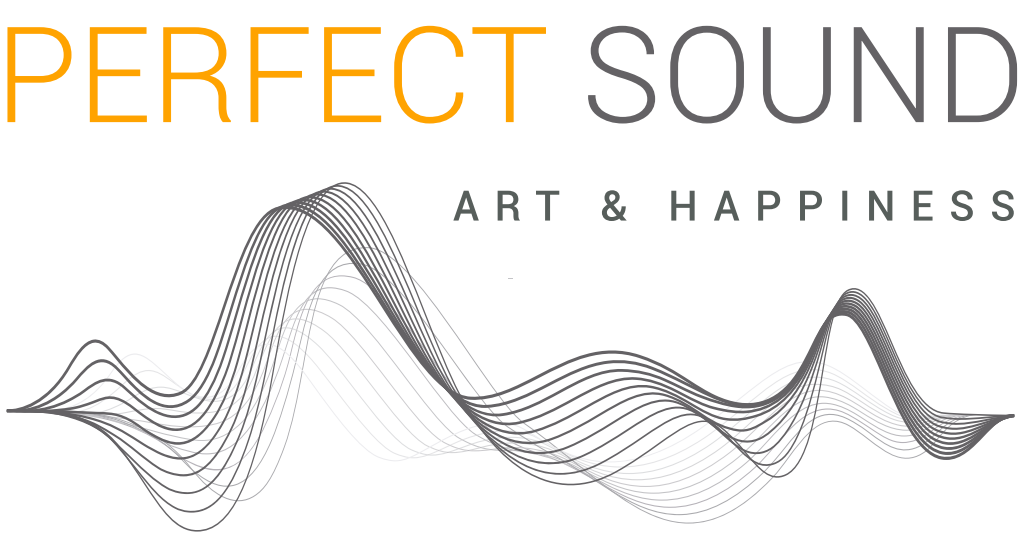
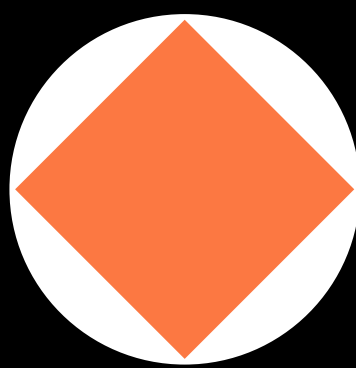
The ONCE Foundation for Cooperation and Social Inclusion of People with Disabilities has a project called Ga11y: Accessible Video Games (pronounced Galy) is to promote inclusion and equal opportunities in young society, as well as to achieve design for all and universal accessibility in the video game industry, our Project has 4 areas: Formation and Employment, Accessibility, Awareness and Esports.

The project is becoming the Spanish-speaking reference for accessibility in videogames, with collaborations with countries such as France, Belgium, Italy, Argentina, Brazil, Colombia, among others. It is based in Spain.



Enrique Garcia Cortes

egcortes@fundaciononce.es



MORE INFO HERE >

PRESENT WITH ITS OWN STAND

Perfect Sound

At Perfect Sound, we work hard to produce the best cultural-linguistic adaptation of all video games we collaborate on, so they can reach their new target audience. We picture the localization process as employing a fusion of the technical, artisanal, and artistic skills related to language in order to allow people to enjoy digital entertainment products to their fullest.



Sergio Lopezosa

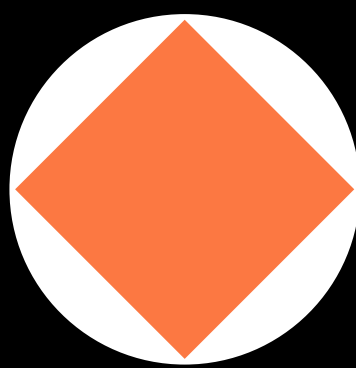
Hugo W. Serrano

Blanca Rejas

slopezosa@perfectsound.es

hserrano@perfectsound.es

brejas@perfectsound.es



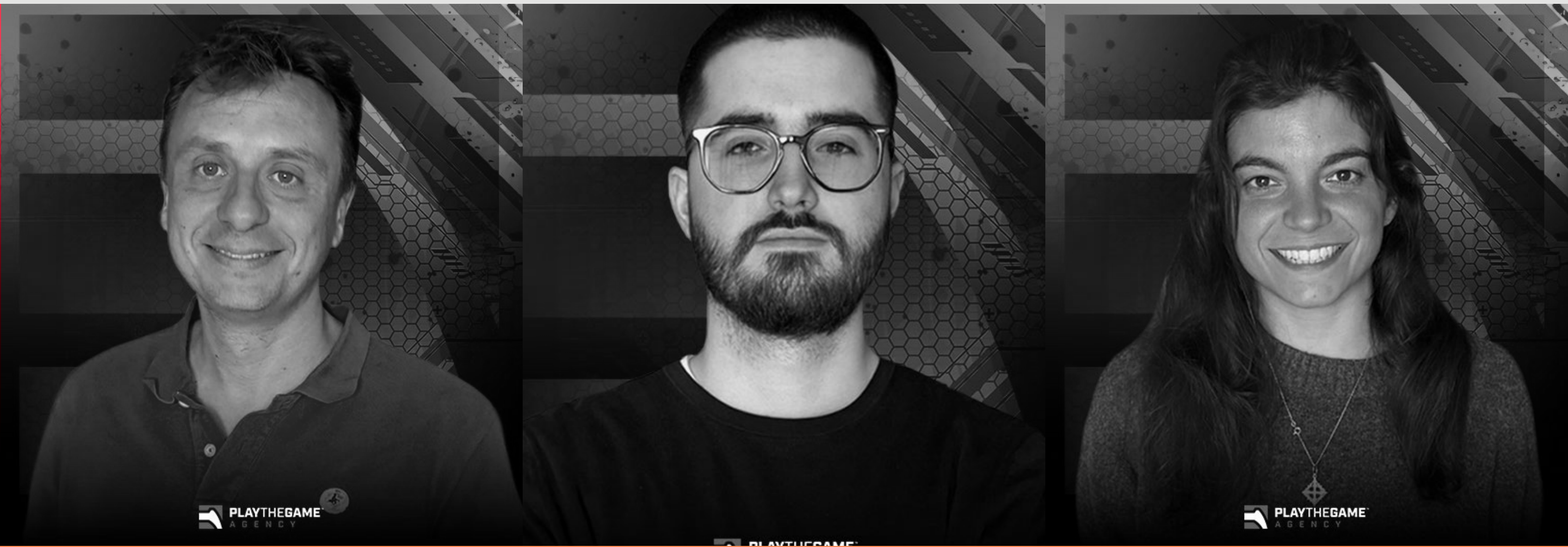
MORE INFO HERE >

PRESENT IN THE MEETING AREA

Play The Game Agency

We were born in 2016 with a purpose: to independently help traditional brands reconnect with their target audience through relevant digital communities, mainly but not only through video games (influencers, K-pop, comics, and more).

As specialists in marketing for gaming and new entertainment, we have guided over 60 prestigious international brands –like Burger King, Visa, HBO Universal Pictures, Nike, Danone, VW, among others– to successfully execute more than 400 projects since our inception. For many of these clients, we proudly spearheaded their first-ever gaming activations, establishing new horizons in their marketing strategies.



Oscar Soriano

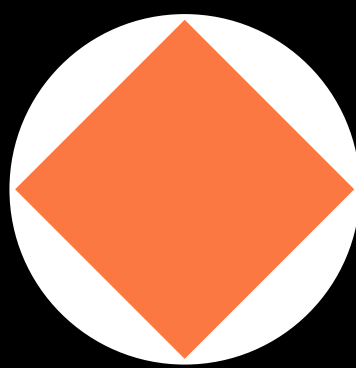
oscar@playthegame.agency
+34 670 51 76 15

Javier Gonzalez

javier.g@playthegame.agency
+34 689 54 89 87

Ines Aguado

ines@playthegame.agency
+34 654 99 74 51



[MORE INFO HERE >](#)

PRESENT IN THE MEETING AREA

Rising Pixel

Rising Pixel specializes in gamification solutions for recreation, education, and advertising. With over 10 years of experience, we have developed over 100 games, many as services for third parties. While we primarily operate in the B2B market, we have recently focused on Webgames, leveraging our HTML5 expertise.

We create Serious Games for educational and social awareness under “”game-based learning,”” and Lead Games for customer acquisition and brand promotion. Video games are an innovative method to capture attention and boost recognition of companies and products, and we are always committed to environmental protection in all our endeavors.

Additionally, we have developed ÜConsole, a platform that energizes talks, events, and meetings through gaming experiences. No downloads are needed; simply share a screen, scan a QR code, and use your smartphone as a controller. ÜConsole enhances training and soft skills by evaluating and strengthening team cooperation in a controlled environment.

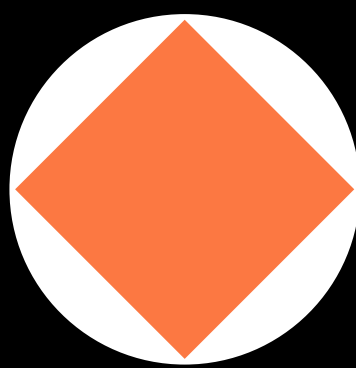


Luca Contato

Chris Vegas

luca.contato@risingpixel.com
+34 646 26 51 82

christopher.vegas@risingpixel.com
+34 692 30 93 61



INTERACTIVE ENTERTAINMENT REPRESENTATIVES & CONSULTANTS

MORE INFO HERE >

PRESENT AT THE FAIR

TEA (Top Entertainment Agency)

The TEA agency provides Business Representation and Consultancy services to worldwide talented studios, making the bridge between developers, publishers, investors and other industry makers.

We establish publishing deals, seek investing partners, and source development and outsourcing projects exclusively for our clients.

If you’re looking for great new titles to publish or invest in, let’s meet!

If you are a studio seeking publishing and/or investing partners, feel free to contact us!



Juan Tamargo

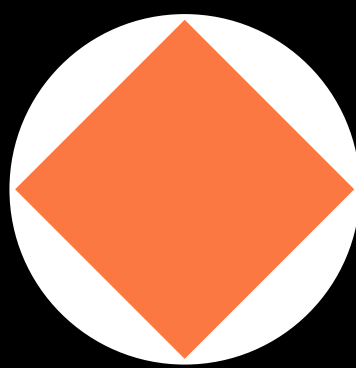
Fabriciano Bayo

Cesar Sanchez

jtamargo@theTEAAgency.com
+34 600 50 04 96

fabayo@theTEAAgency.com
+34 629 20 29 89

csanchez@theTEAAgency.com



wewotion®

MORE INFO HERE >

PRESENT AT THE FAIR

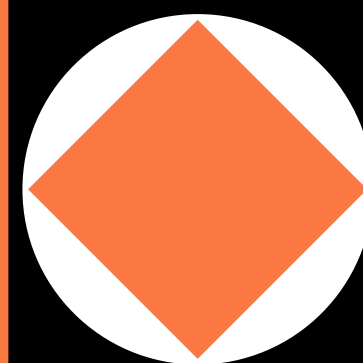
Wewotion

Video production company specialised in motion graphics and 3d ads for UA & Social.



Víctor Martín León

victor@wewotion.com
+34 699 93 57 86



Organizers

ICEX, Spain Trade and Investment

ICEX Spain Trade and Investment is a public business entity that falls under the Ministry of Economy, Commerce and Business, whose mission is to promote the internationalization of Spanish companies in order to contribute to their competitiveness and add value to the economy as a whole. Through our brand “Games from Spain”, we boost the internationalization of game developers and game services companies, by maintaining a constant presence on major markets, festivals and industry events.

AUDIOVISUALFROMSPAIN.COM

CONTACT

Teresa Martín Ezama

Head of Audiovisual Department,
ICEX Madrid

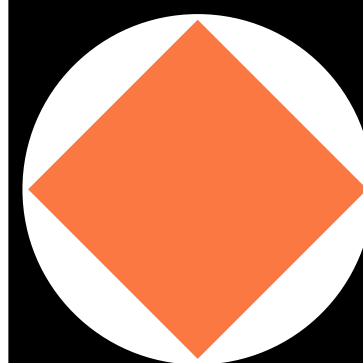
Diana Bueno Ochoa

Gaming area manager, ICEX Madrid
+ 34 645 041 743
diana.bueno@icex.es

Susana Velilla Ocón

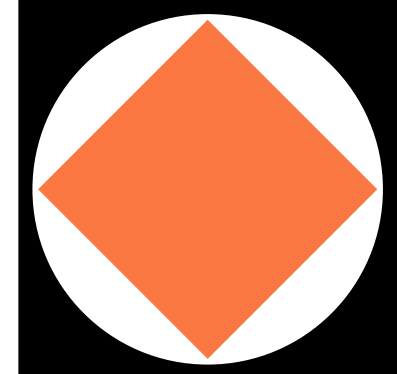
Head of Department, ICEX Dusseldorf
+34 91 73234-60
susana.velilla@comercio.mineco.es

**Audiovisual
from  SPAIN**



On stage activities 2024

AT HALL 10.2, STAND E039



On stage activities 2024

HALL 10.2, STAND E039

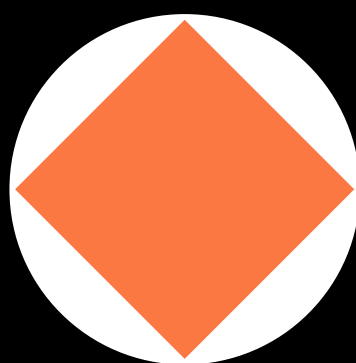
Wednesday 21 →

Thursday 22 →

Friday 23 →

Saturday 24 →

Sunday 25 →



→ Wednesday 21

- 10:45-11:00h

Stage Opening
- 11:00-12:00h

Press Showcase

ROCKET BEANS TV
- 12:00-13:00h

A place to return to:
Mika’s Magical Universe

CHIBIG
- 13:00-14:00h

Lunch time
- 14:00-15:00h

GodsTV: Playing with the big boys

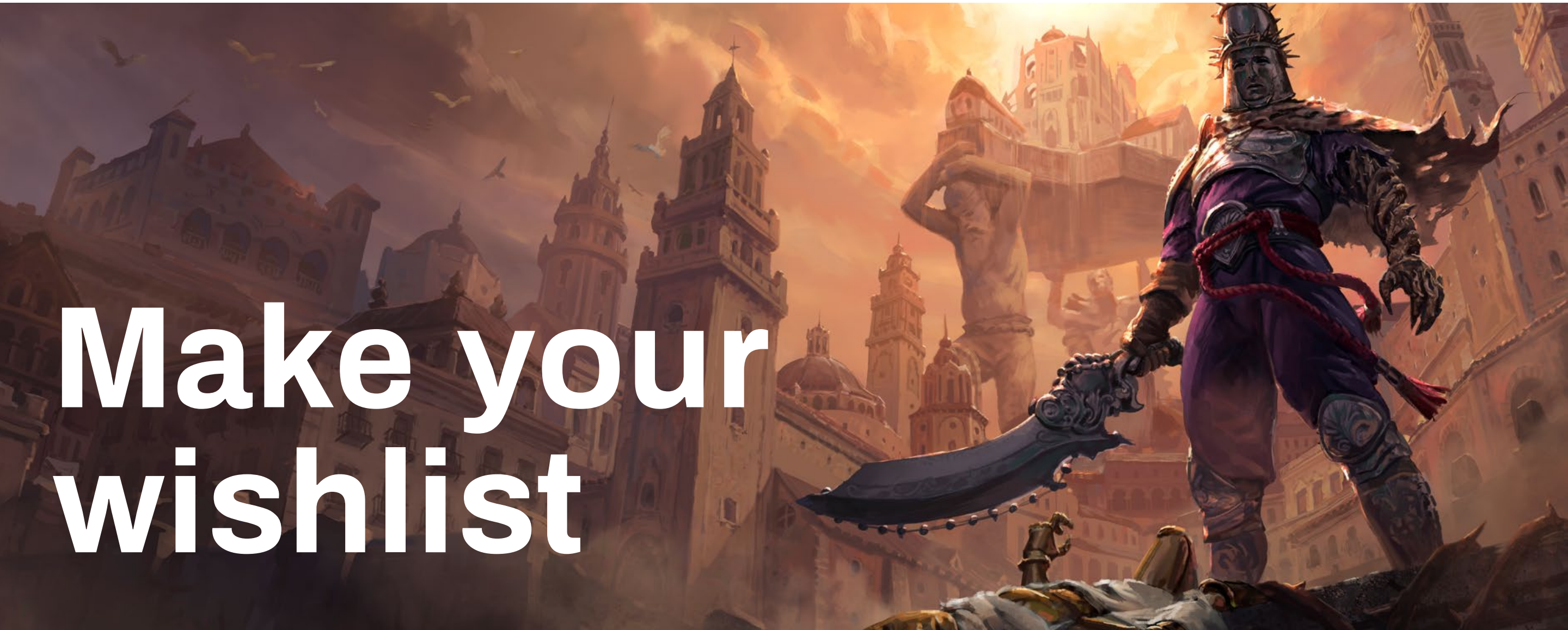
MELBOT
- 15:00-16:00h

Let’s get physical

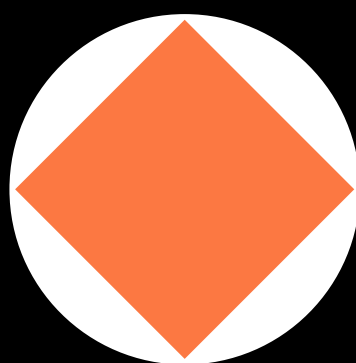
TESURA GAMES
- 16:00-17:00h

Everybody plays

FUNDACIÓN ONCE



Make your
wishlist



→ Thursday 22

- 12:00-13:00h

Making a folk game marketable

THE GAME KITCHEN, VERMILA STUDIO & BOWL OF TENTACLES/RACCOON GAMES
- 13:00-14:00h

Lunch time
- 14:00-15:00h

Dark Atlas’ transmedia storytelling

NIGHT COUNCIL
- 15:30-16:00h

Citadelum: Rise of an empire

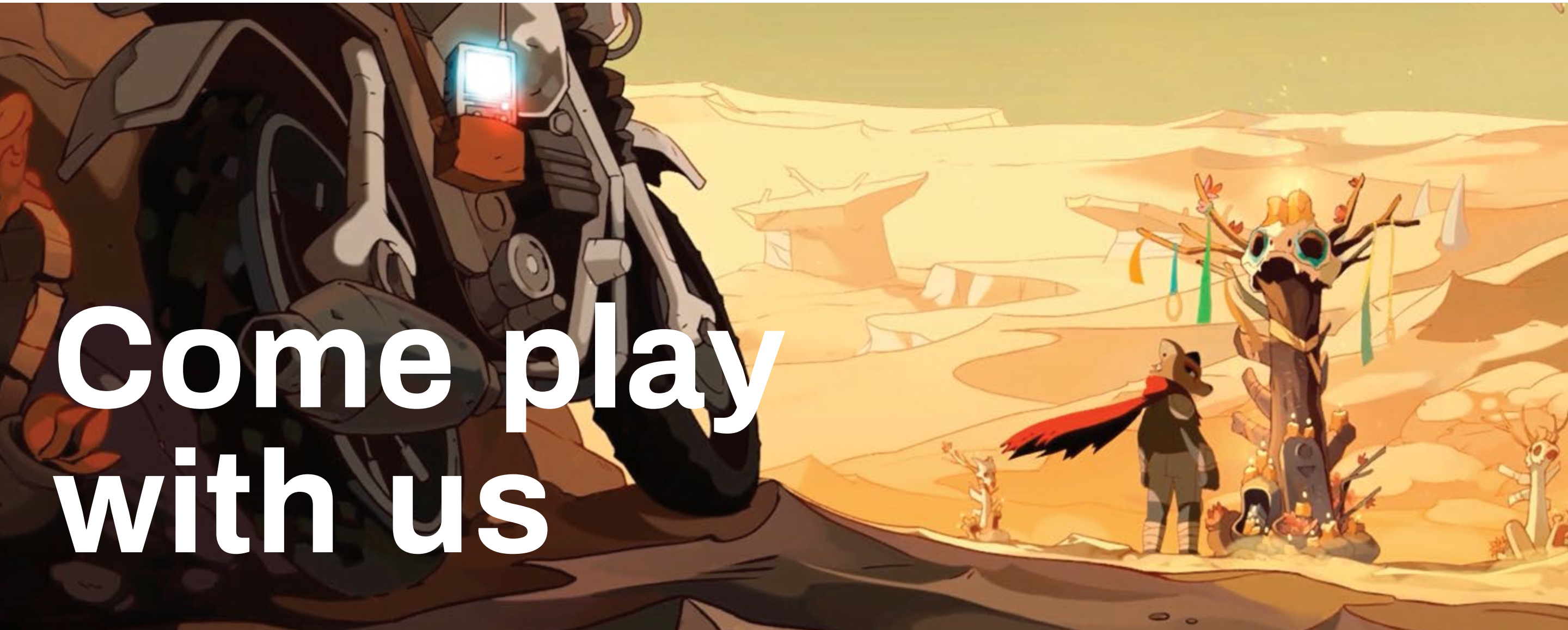
ABYLIGHT
- 16:00-17:00h

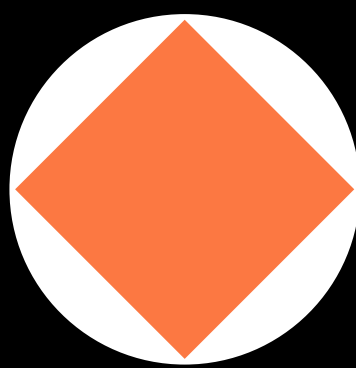
Welcome to the world’s new video game capital

MADRID IN GAME
- 17:00-18:00h

The past and future of indie development

ANTIDOTE





→ Friday 23

11:00-12:00h **Cozy Con**
ROCKET BEANS TV

12:00-13:00h **Those who came**
ROLLDBOX

13:00-14:00h **Lunch time**

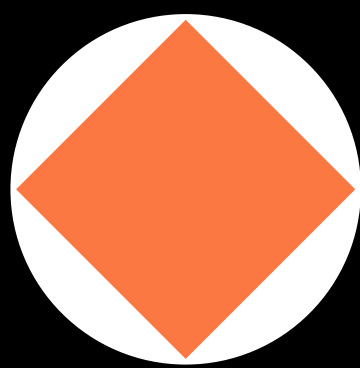
14:00-15:00h **Domenation: challenge the developers**
BLACKMOUTH GAMES

15:00-16:00h **Project St**
THE BREACH STUDIOS

16:00-17:00h **Wonder Wars**
HELLO MONSTERS

17:00-18:00h **Tormenture**
THE GAME KITCHEN





→ Saturday 24

11 :00-11 :30h **Crafting Neon Blood**
MERIDIEM

11 :00-12 :00h **Daedalic Present**

12 :00-13 :00h **Eworlds**
GGTECH

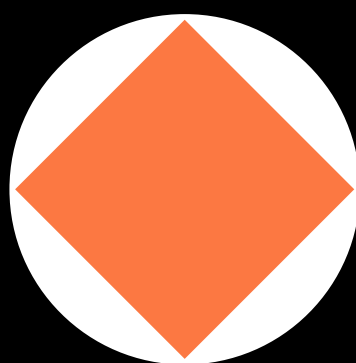
13 :00-14 :00h **Lunch time**

14 :00-15 :00h **Two Strikes Tournament: The Finals**
ENTALTO

15 :00-16 :00h **This is Games from Spain**
ROCKET BEANS TV

16 :00-17 :00h **Of love and war: What are romances?**
LIGHT SOFTWARE STUDIO

17 :00-18 :00h **Feel virtual reality**
OWO



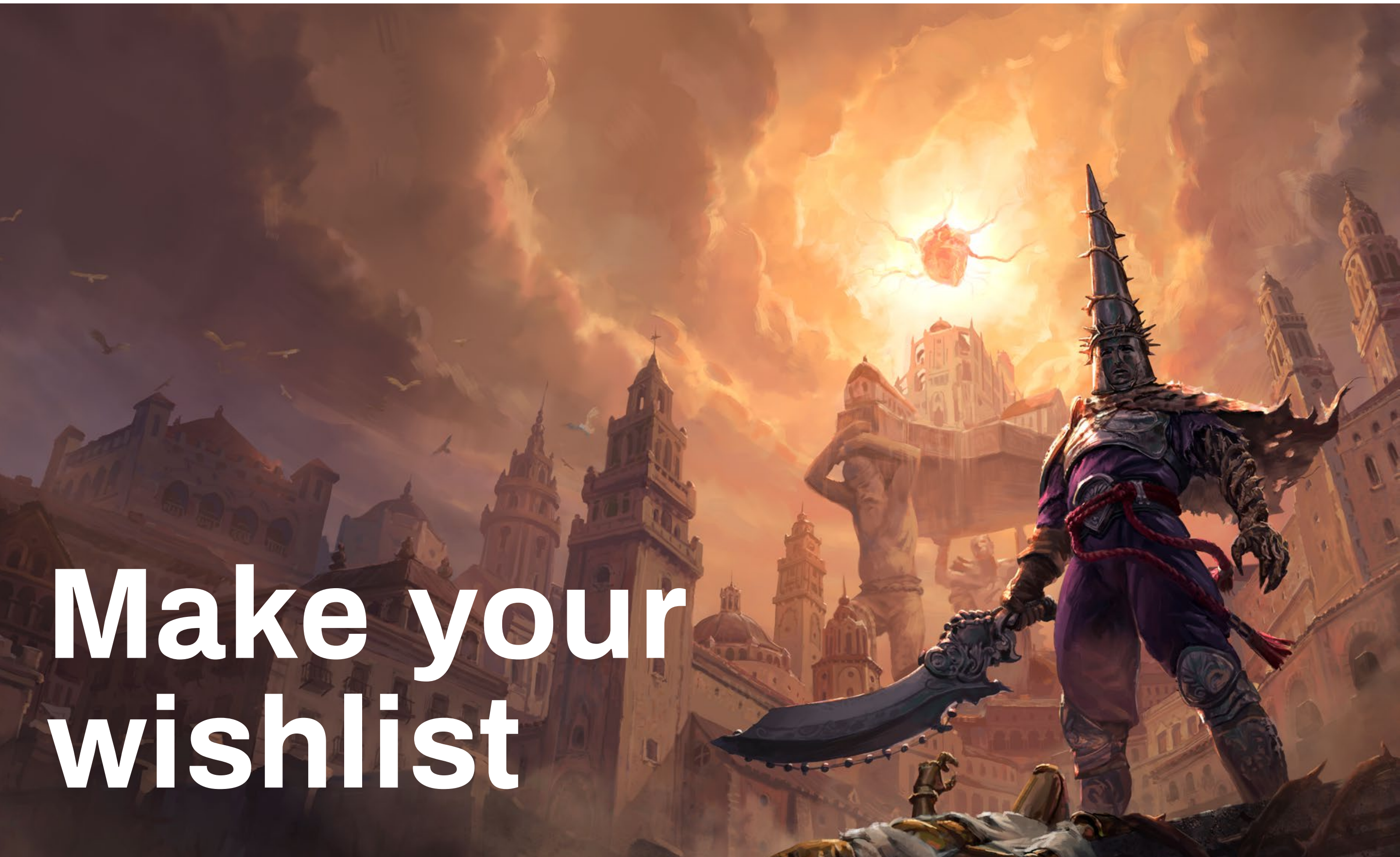
→ Sunday 25

13:00-14:00h Lunch time

14:00-15:00h **Wild Rumble: The Final**
MEAN MINK

15:00-16:00h **Bubble Ghost Remake**
Championship
SELECTA VISION

17:00-18:00h **Stage Closure**



Make your
wishlist

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