

Polska



The Game Industry of Poland - Report 2020

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Here's our latest report on the gaming industry in Poland. It includes profiles of more than 150 Polish gaming companies.



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Computer games, or more specifically, computer game development, often abbreviated to **gamedev**, is a relatively new and most dynamically developing creative industry.

Over the last decade, the game development industry has expanded on an unimaginable scale. Given the fact that people all the more often tend to look for entertainment in the virtual world, its further growth prospects seem to be just as optimistic. Even today there are **more than two billion gamers worldwide**, and over the next couple of years the global value of the computer game market should exceed USD 200 billion.

The revenue of the Polish game development industry exceeds EUR 500 million, with game export alone generating nearly 96% of that sum, which perfectly demonstrates its global potential. Along with the constantly expanding gamer community and dynamic growth of export, we can observe increasing interest in game programming education among young people. Polish universities currently offer 60 degree courses related to game development, and over half of them educate programmers.

The following publication is to outline the profile of the Polish game development industry, its history, potential, and strengths. Our ambition is to convince the public that the Polish game sector is not only about AAA productions, which have been highly successful on the global scene in recent years, but also about excellent simulators, games for change, as well as a huge sector offering external development, assets production, localisation, quality assurance, or video production.

In 2020, Polish Agency for Enterprise Development (PARP) was to prepare, in cooperation with the Ministry of Development, a national presentation of the game development industry for one of the largest trade events, Gamescom fair in Cologne. Unfortunately, the COVID-19 epidemic has thwarted our plans, but I am sure we will meet with you during the next edition, along with a large group of marvellous Polish game developers.

In the meantime, have a look at our publication and feel free to contact Polish companies representing this sector.

Małgorzata Oleszczuk

President of the Polish Agency for Enterprise Development

[Full report](#)



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