



Baltic Game Industry: Empowering a booster for regional development



Baltic Game Industry

Games are the most dynamic creative industry worldwide but business support is often unspecific or targeted at communications technology or media. The project prepares business incubators to effectively support game start-ups. It tests how gaming can be transferred to other industries such as the health sector. It also initiates a change of the business framework to make it more favourable for the game industry.

Project budget EUR 3.5 million

Lead partner BGZ Berlin
International Cooperation
Agency GmbH, Germany

Project partners 22



Number of partners per country: x

