

THIS IS OUR EXPORT MARKET VISIT TO GDC 2019

20-22 March 2019

GDC 2019

acer



Cymru
Wales



OGL

WG37077

© Crown copyright 2019

THIS IS OUR EXPORT MARKET VISIT

- 1 DragonfiAR
- 2 Goldborough Studio
- 3 Quantum Soup
- 4 Runwild Entertainment
- 5 Sugar Creative Studio
- 6 Talespinners
- 7 Tiny Rebel Games Limited
- 8 VRGO Ltd



UNDEB EWROPEAIDD
EUROPEAN UNION



Llywodraeth Cymru
Welsh Government

**Cronfa Datblygu
Rhanbarthol Ewrop
European Regional
Development Fund**



T H I S I S W A L E S

Taking Wales to the World

Wales is a self-governing constituent country of the UK and the Welsh Government is the devolved Government for Wales.

Devolved since 1999, the Welsh Government's decision-making powers within a small and joined-up country mean we can cut red-tape and act fast. They also mean we are responsible for our own economic development, so you won't find a more pro-business Government anywhere.

Wales has a strong industrial heritage that has shaped our confident, creative and ambitious economy of today. We have strength in depth in advanced manufacturing, creative industries, energy and environment, financial and professional services, food and drink, life sciences, and technology.

Our commitment to sell Wales to the world has never been more focussed and this mission provides an ideal platform for us to build on established links and discuss future export opportunities.

Wales means business.



T H I S I S C R E A T I V E

Wales nurtures a growing games cluster with a drive for international success.

This is an exciting time to be a part of the Creative Industries in Wales with the formation of Creative Wales scheduled for the latter part of 2019. The formation of this new agency by Welsh Government will allow us to flexibly tailor support for the Creative Industries in Wales according to the needs and demands of the industry. We recommend that you follow our Twitter feed @welshgocreative to ensure you receive all the updates on this exciting development.

Games design and development is a priority subsector for the Welsh Government and will continue as such under Creative Wales. Since 2011, we have supported the growth and promotion of this emerging industry both in Wales and worldwide. With some 30 active companies, from Wales Interactive producing console titles and now growing their publishing arm, to the scores of small start-ups like Mochi Mode, winners of the 2017 UK wide Transfuzer competition, starting up in Wales.

The skills pipeline in Wales is guided by strong academic foundations – for example in Cardiff, the University of South Wales has games design and development courses, delivered in the impressive ATRIUM Faculty of Creative Industries. In North Wales, Glyndŵr University offers game development courses in a focussed and industry respected entrepreneurial environment.

Welsh Government actively supports the growth of the sector. This is underpinned through financial support schemes, trade mission support and through maintaining links with internationally renowned stakeholders like UKIE, Microsoft and others.

We're committed to seeing this important cog of the Creative Industries machine flourish and invite you to meet the companies we have with us here on this important mission, and have a chat with our representatives to find out more.

D R A G O N F I A R



Company Background

DragonfiAR is a fresh ambitious start-up founded in 2016 and drawing on 20 years' experience in games and software development. We offer game design and development for a variety of mobile and desktop platforms with a special focus on VR and AR.

Product/Service

We are showcasing our VR game Wizard's Wrath which combines the immersive spell casting action of a first-person shooter with turn based card style strategy in a world torn apart by magic.

We produce in-house games based on our own IP but also welcome client work and collaboration projects.

With our passion for games and solid track record in application design, we can also offer a unique skillset for those wishing to build engaging experiences in learning, training and simulation.

Objectives

We are looking for publishers, marketing and streamers from individuals and companies that can increase our initial reach and impact during the early access stage before the launch of our VR game "Wizard's Wrath".

If you think you can make a difference then drop by our booth (S657) or arrange a meeting.

Contact

Alan Boyce
Founder & CEO
+44 (0)7805 012 177
alan@dragonfiar.com
www.dragonfiar.com

G O L D B O R O U G H S T U D I O



Company Background

Goldborough Studio is an independent game and visual development studio that creates games and character led content using pencils, pixels, knowledge and a little magic. In the seven years since we formed, we have provided visual development, character design and content for ten games, four feature films and two animations.

We're Sony PlayStation and ID@Xbox Partners.

Members of UKIE and Creative UK.

We are currently developing a 3D Adventure game entitled Yami for PC and Consoles.

Product/Service

We are a developing a 3D narrative led adventure game entitled Yami. A dark fairy tale/ghost story with a unique monochromatic stop motion animation vibe.

Objectives

At GDC, we are presenting Yami to publishers and platform owners with the specific aim of taking our game to the next level of development.

We would also seek to meet fellow developers in order develop productive business and creative relationships.

Contact

William Morris-Julien

Creative Director

thestudio@goldboroughstudio.com

www.goldboroughstudio.com

Q U A N T U M S O U P



Company Background

Quantum Soup Studios is an indie developer founded by 20-year industry veterans with extensive experience on the award-winning LEGO games. We create original titles for multiple platforms and provide specialist development services for games such as PSVR exclusive The Persistence (Firesprite) and Steam top-seller Cultist Simulator (Weather Factory).

Product/Service

Our debut title Annwn: the Otherworld is a surreal stealth strategy game inspired by 1986 classic The Sentinel. Explore a sinister, mist-shrouded archipelago in search of your lost love by manipulating the cycle of life and death...

We can also work for hire to deliver creative gameplay solutions or solve technical development problems such as optimisation, localisation, or UI/UX streamlining.

Objectives

We are presenting Annwn: the Otherworld at GDC alongside seeking funding and a publishing partner for our next game – a family game for PC and consoles based on the brand new and highly awaited Sky One TV show – Moominvalley.

Contact

Chris Payne
Director
+44 (0)7817 991158
chris.payne@quantum-soup.com
www.quantum-soup.com

R U N W I L D E N T E R T A I N M E N T



Company Background

Runwild Entertainment is an independent game development studio, formed in 2016 by industry veterans who have a track record of working together as a team. We are creatively focused and have a passion for creating innovative multiplayer experiences.

Product/Service

We are currently working on our first original game called Almighty, which we are developing for PC and console platforms. The game is already well into production having already received significant investment.

We are experts in the Unity game engine and can offer full service development for PC, Console and mobile platforms. We can provide these services on a work for hire basis whether developing a bespoke product from scratch or integrating into an existing project.

Objectives

We are looking to meet potential publishing partners or investors for our game Almighty, with a view to completing the game which is already well into production and bringing it to a global audience.

We are also interested in speaking to anyone who has a project they need developing, or assistance with an existing one and think we could be of help.

Contact

Darran Thomas
Co-founder Creative Director
darran@runwildent.com

David Griffiths
Co-founder Technical Director
dave@runwildent.com

www.runwildent.com

SUGAR CREATIVE STUDIO



Company Background

Sugar Creative are one of Wales leading creative design and development agencies specialising in the creation of both immersive tools and fun games that harness augmented reality, mixed reality, and virtual reality technologies.

The team pride themselves on creativity and professionalism, adding value to our customer's projects from our wealth of knowledge in mobile app designed production and in the creation of memorable experiences.

Product/Service

We deliver augmented reality, virtual reality, and mixed reality apps and experiences with entertainment, research, and support focuses.

At GDC19 we are showcasing a range of both released and currently in development experiences including a speech recognition driven AR pet app to help in the assessment of head

injuries, a mobile VR experience created with USW and the Road Safety Trust helping children learn road safety, an MR app to aid history learning through exploration of historic environments, and a soon to be released retro inspired AR game.

Objectives

Sugar Creative Studio would like to build relationships with organisations looking to explore innovative uses of emerging tech and with games investment groups.

Contact

Jason Veal
Director
+44 (0)7747 696 268
info@sugarcs.com
www.sugarcs.com

T A L E S P I N N E R S



Company Background

Talespinners was founded in 2016 by long-experienced games writers and narrative designers to provide story services for everyone from indie to AAA. The company has rapidly grown, supported by a list of freelance writers, and has worked on more than sixty productions across console, mobile, desktop, VR, interactive audio, immersive events, film, and TV.

Product/Service

Talespinners is an outsource writing studio that provides narrative services, helping developers and publishers with story for their games. The writers at Talespinners work with games teams of all sizes to help create stories, characters, and dialogue; writing and polishing scripts, integrating story with mechanics, crafting plot, troubleshooting and analysing story, and directing actors.

Talespinners works with companies such as UsTwo, Frictional Games,

Eidos, Earplay, Krillbite, Sky, Bossa, and Cardboard Sword, across a ridiculous range of genres and media. Its writers are drawn from the games industry, but also have expertise in comics, screenplays, novels, and immersive events.

Objectives

We are at GDC this year to meet companies who need narrative support. We're happy to chat about your game to help find solutions to story problems or to add another layer of polish – just get in touch!

Contact

Ian Thomas
Partner and Founder
ian@talespinners.co.uk
[@tale_spinners](https://twitter.com/tale_spinners)
talespinners.co.uk

T I N Y R E B E L G A M E S L I M I T E D



Company Background

Tiny Rebel Games is an independent developer and publisher of PC, console, and mobile games. They are the publisher and developer of Doctor Who: Legacy and Doctor Who Infinity. We have recently tripled in size and begun a long-term partnership with Potato (an AKQA company), Sugar Creative and University of South Wales for an unannounced and incredibly ambitious two year project in immersive storytelling and augmented reality with a globally loved franchise. The founders of Tiny Rebel are both Visiting Fellows at University of South Wales.

Product/Service

Doctor Who Infinity soft launched its first three stories at the end of 2018 for PC and mobile devices, the 4th and 5th stories will be releasing this Spring as part of the full launch. It has been developed from the ground up as a platform for telling comic book style

original stories set within the Doctor Who universe.

Recently released on mobile devices, Tiny Rebel's Beer Money Inc. was created and funded by Tiny Rebel Brewery, their sister company.

Objectives

Tiny Rebel Games is at GDC to meet with strategic and technical partners regarding our new work in augmented reality. We are also meeting with key press to demo the new Doctor Who Infinity stories by appointment.

Contact

Susan Cummings
Executive Producer
+44 (0)1633 746 242
susan@tinyrebelmail.com

V R G O L T D



Company Background

VRGO was started by Joe Ryan as a passion project and has now developed into a successfully Kickstarter funded product that ships worldwide.

Product/Service

The VRGO chair is a motion controller for movement throughout virtual reality. The seated controller allows for deeper levels of immersion and is aimed at both gamers and businesses. At GDC we will be demoing the VRGO and also showcasing a new product called the VRGO Mini that utilises the VRGO technology but in a smaller form factor.

Objectives

VRGO is at GDC to raise awareness and promote both the original VRGO chair alongside our new product, the VRGO Mini that can be adapted for use in any situation. We are specifically seeking promotional opportunities and sales partners to expand our product in the US market, and take our product to the next stage of its development.

Contact

Joe Ryan
CEO
joe@vrgochair.com

W E L S H
G O V E R N M E N T



Llywodraeth Cymru
Welsh Government

Contact



Kathryn Wolfe-Adams
Business Development Manager –
Digital Media
kathryn.wolfe@gov.wales



Dai Baker
Business Development Executive
– Digital Media
dai.baker@gov.wales
+44 (0) 7970 654 486

*Welsh Government Office,
San Francisco*

Jill Scott
Senior Business Representative
jill.scott@gov.wales

British Consulate General
1 Sansome Street
Suite 850
San Francisco, CA
94104 USA

Phone: +1 415 617 1355
Cell: +1 415 316 3733

N O T E S _____



+44 (0) 3000 6 03000
tradeandinvest.wales