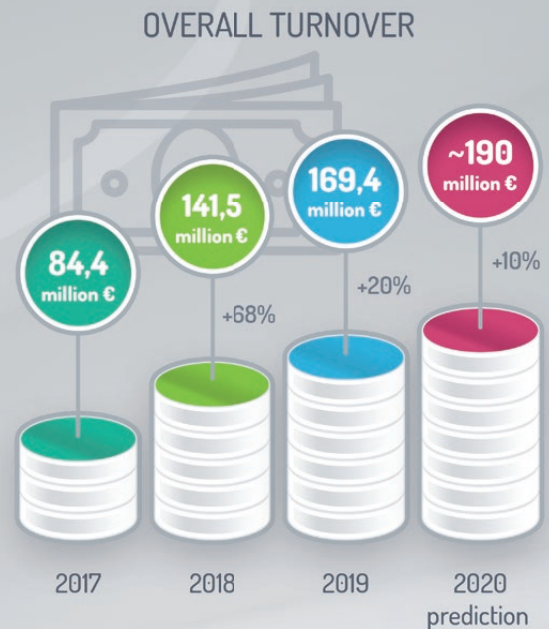


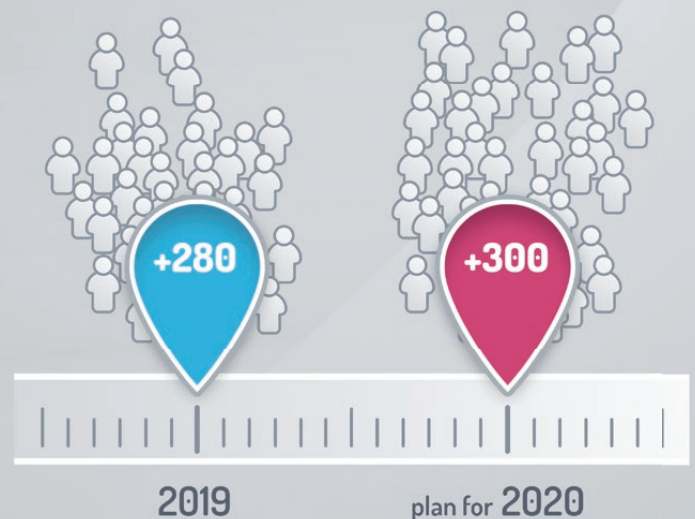
# CZECH GAME DEVELOPMENT INDUSTRY 2020



## NUMBER OF EMPLOYEES



## NEW WORKING POSITIONS OPENED



## CHALLENGES FACING THE INDUSTRY

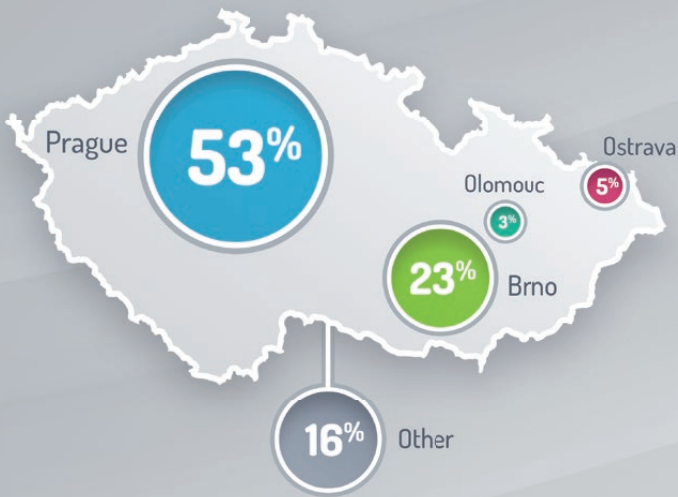
LACK OF  
COMPETENT HUMAN  
RESOURCES

INSUFFICIENT  
ADVANCEMENT OF THE  
EDUCATIONAL SYSTEM

COMPLICATED  
ACCESS TO FINANCIAL  
CAPITAL

EARLY STAGE  
DEVELOPMENT  
FUNDING

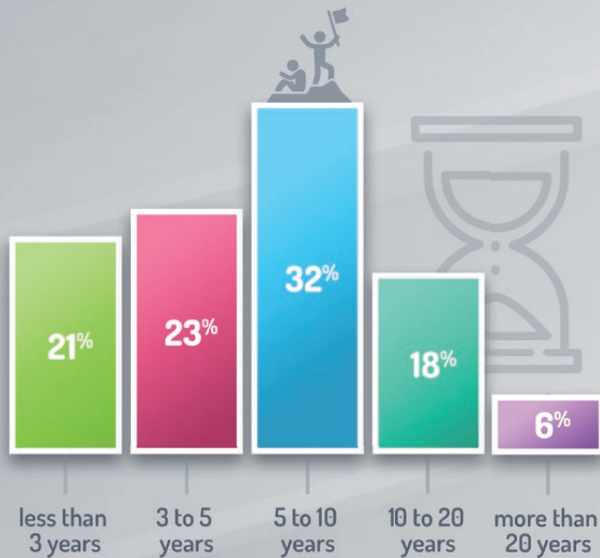
## GEOGRAPHICAL LOCATION



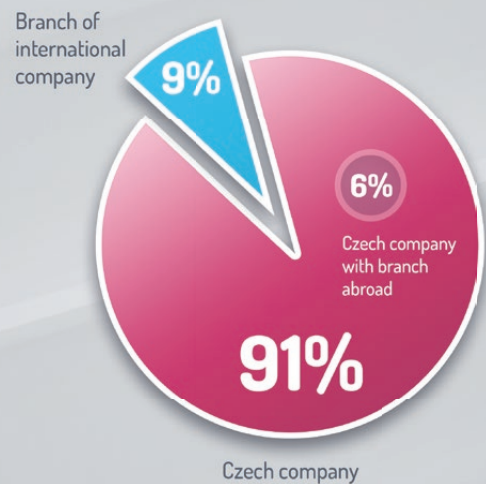
## EXPORT SHARE



## YEARS ACTIVE

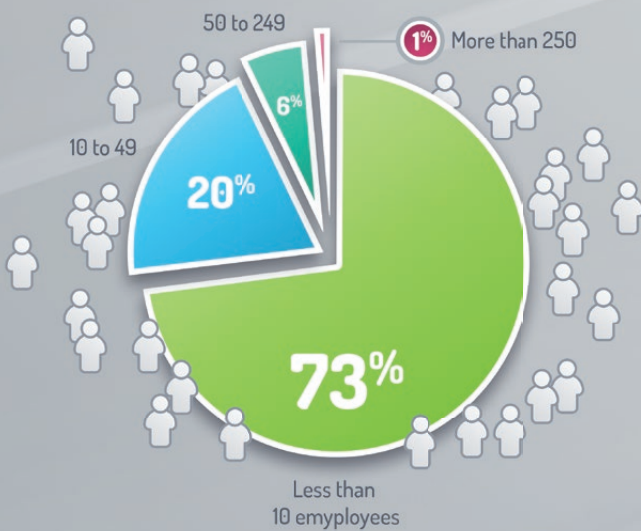


## OWNERSHIP

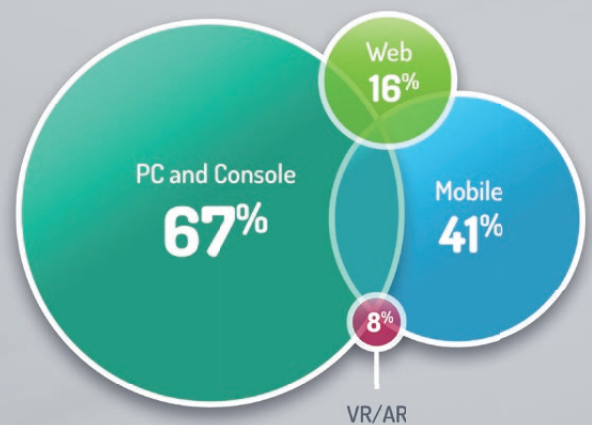


## SIZE OF STUDIOS

(Number of employees)



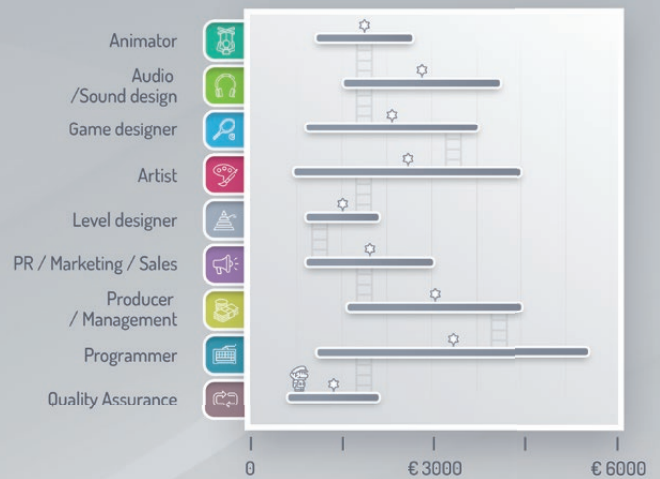
## STUDIO FOCUS



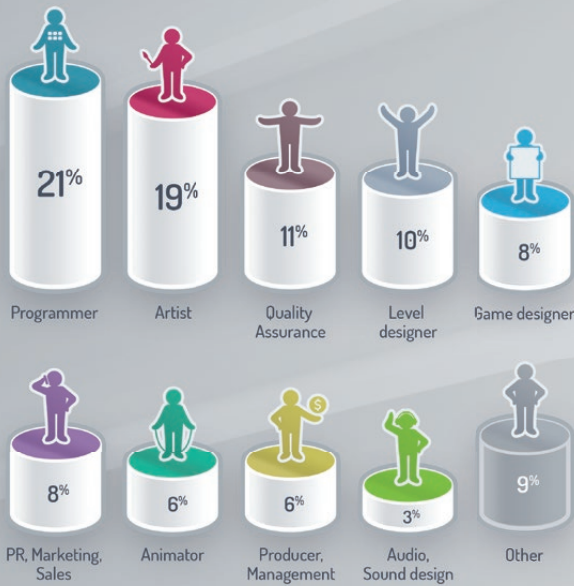
## NEWLY EMPLOYED PEOPLE



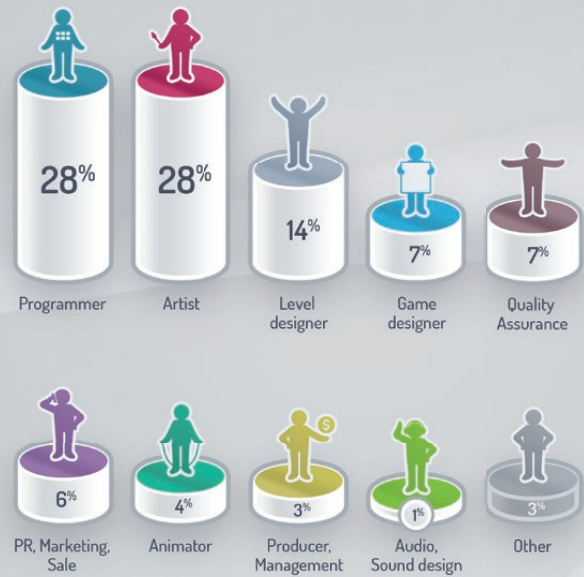
## SALARY DISTRIBUTION



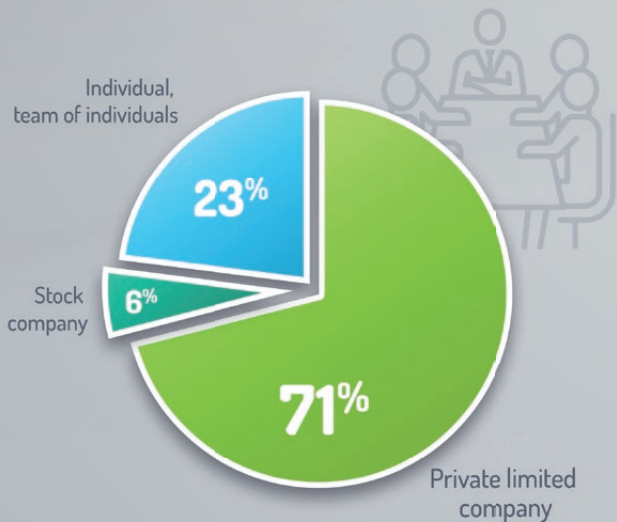
## EMPLOYEE DISTRIBUTION



## POSITIONS HARDEST TO FILL



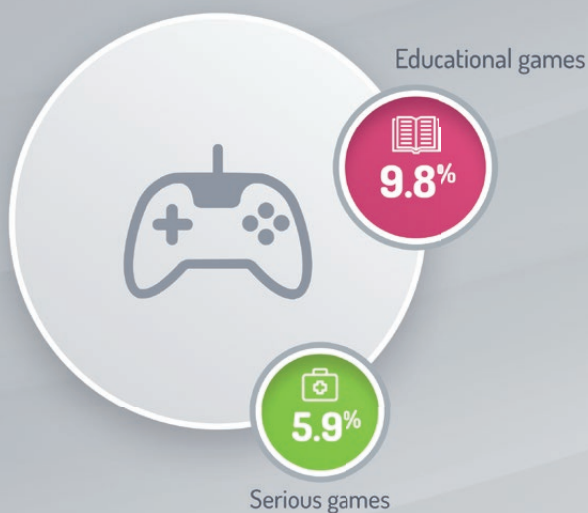
## LEGAL ENTITIES VS INDIVIDUALS



## PUBLISHERS VS SELF PUBLISHING



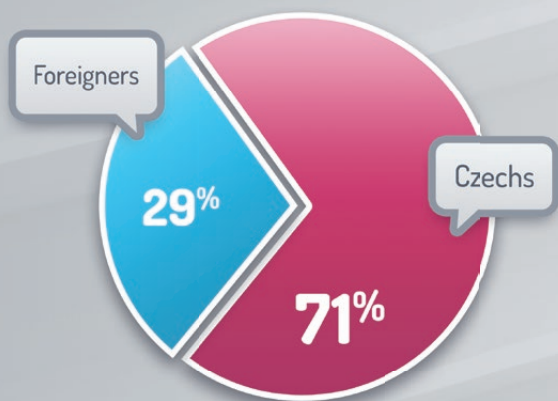
## STUDIOS WITH OVERLAP TO DIFFERENT INDUSTRIES



## FOREIGNERS COMING FROM



## FOREIGN EMPLOYEES



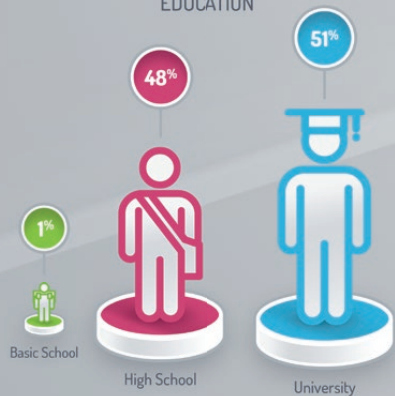
## AVERAGE LENGTH OF DEVELOPMENT PER TITLE



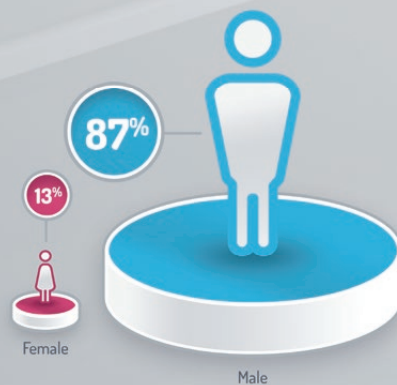
## AVERAGE PARALLEL DEVELOPMENT



## EDUCATION



## GENDER



## AGE (years)

