

AUSTRIAN GAME DEVELOPMENT LANDSCAPE 2024

NUMBER OF COMPANIES

149 COMPANIES

The number of companies found in the study by IWI in 2024 is 149 companies. In comparison to 2018, the number of companies active in Game Development has increased by 71.3%.

NUMBER OF PEOPLE WORKING IN THE INDUSTRY

1,080 DEVELOPERS

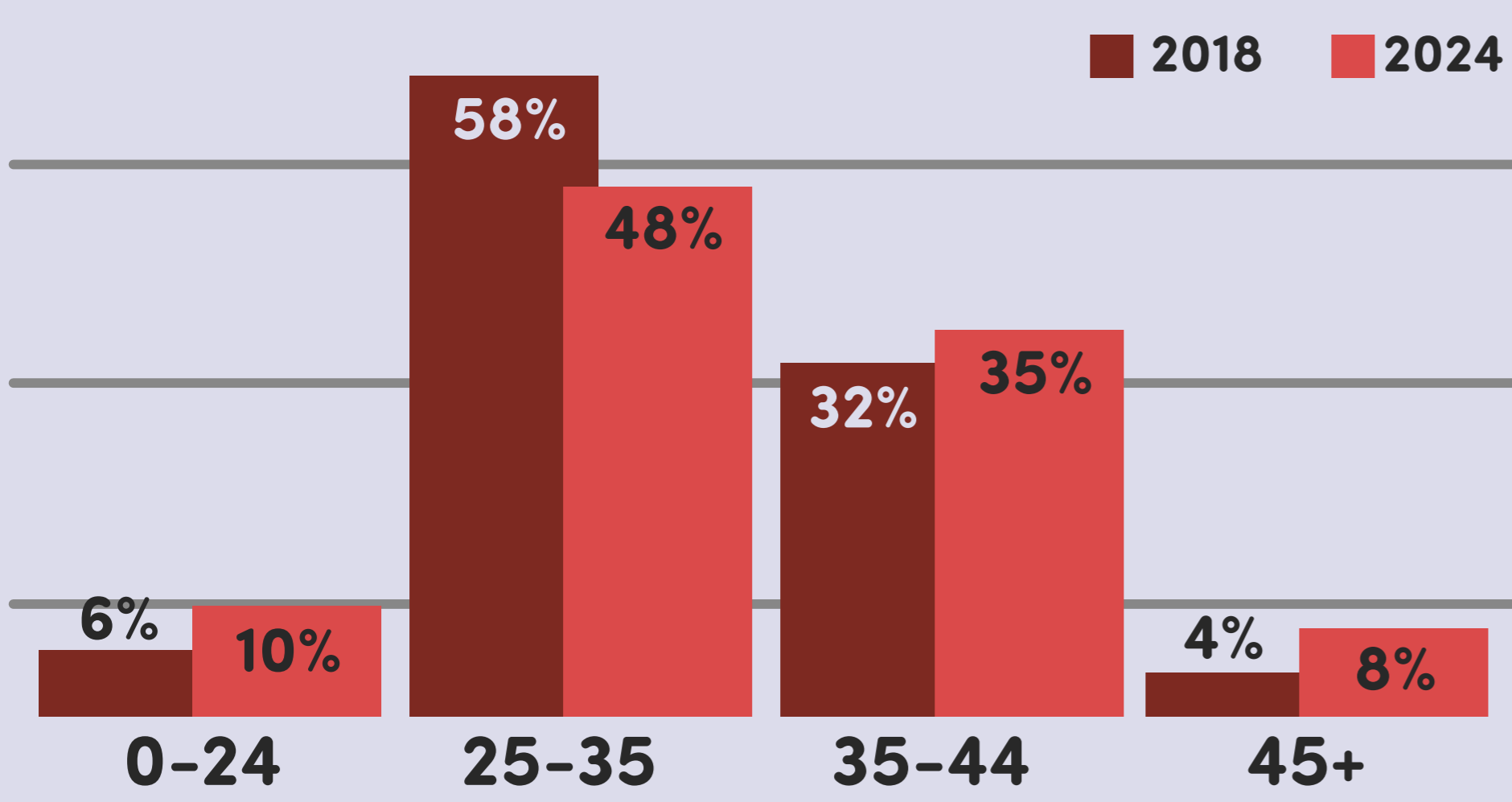
The number of people working in the industry is 1,080, indicating an increase of 127.8% of the Game Development community vs 2018.

REVENUE

€92.8 MILLION

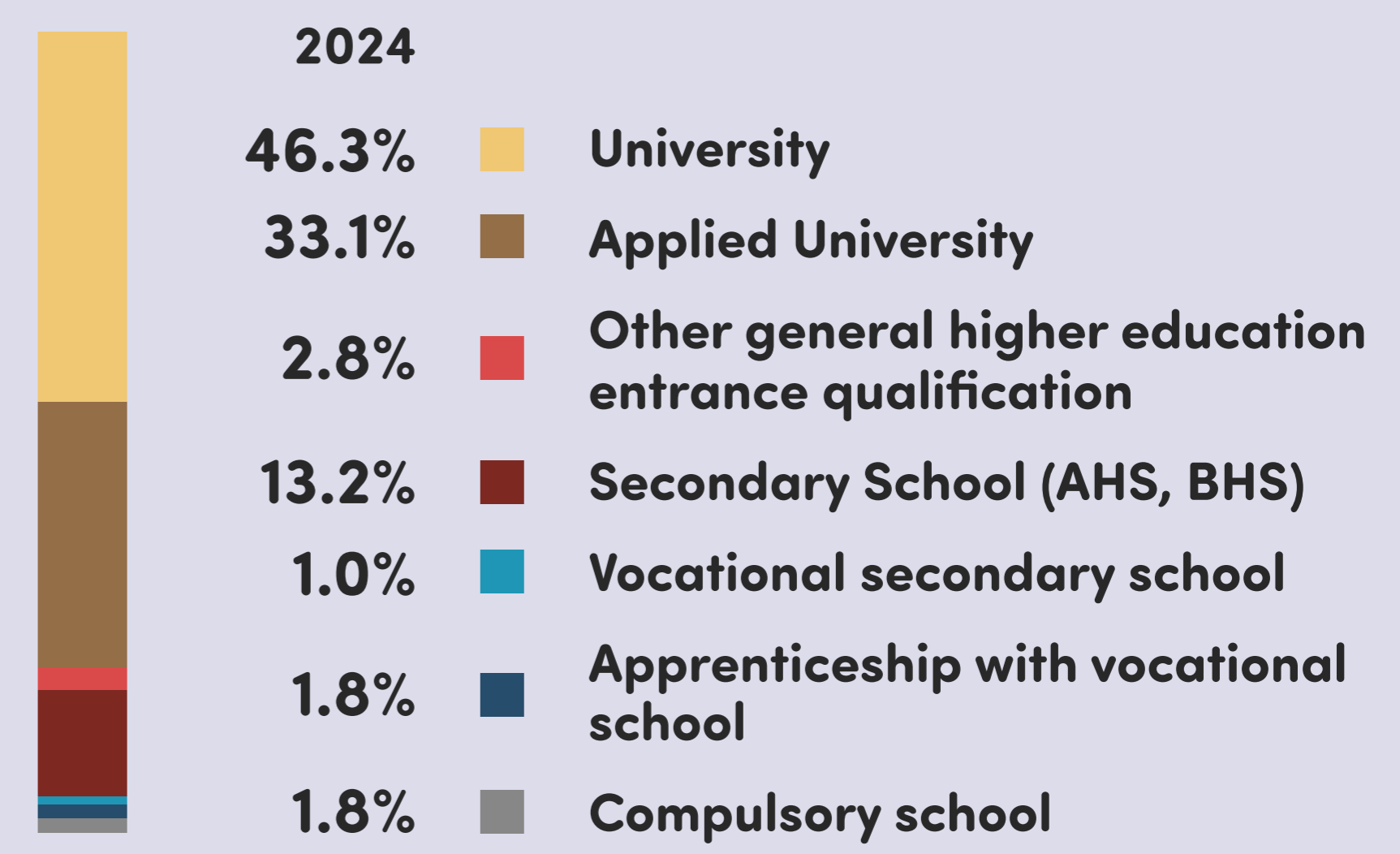
The total turnover generated by local Game Development firms is €92.8 million, implying a 183.6% increase (in nominal terms) since 2018 (€24.1 million).

AGE DISTRIBUTION



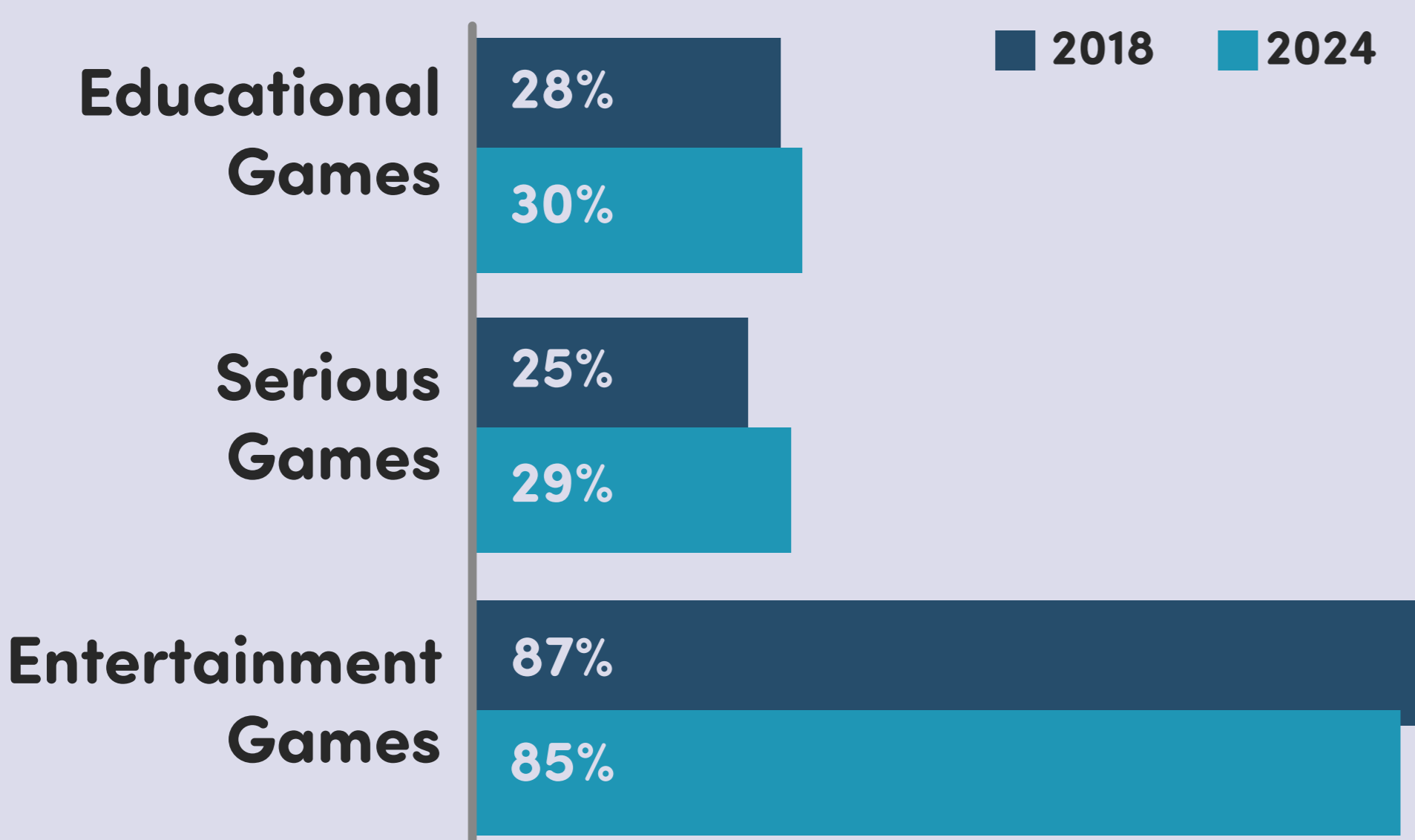
Game developers are a very young community. 48% are younger than 35 years old. In comparison to 2018, when the last survey was conducted, the age distribution has grown somewhat older.

HIGHEST EDUCATION



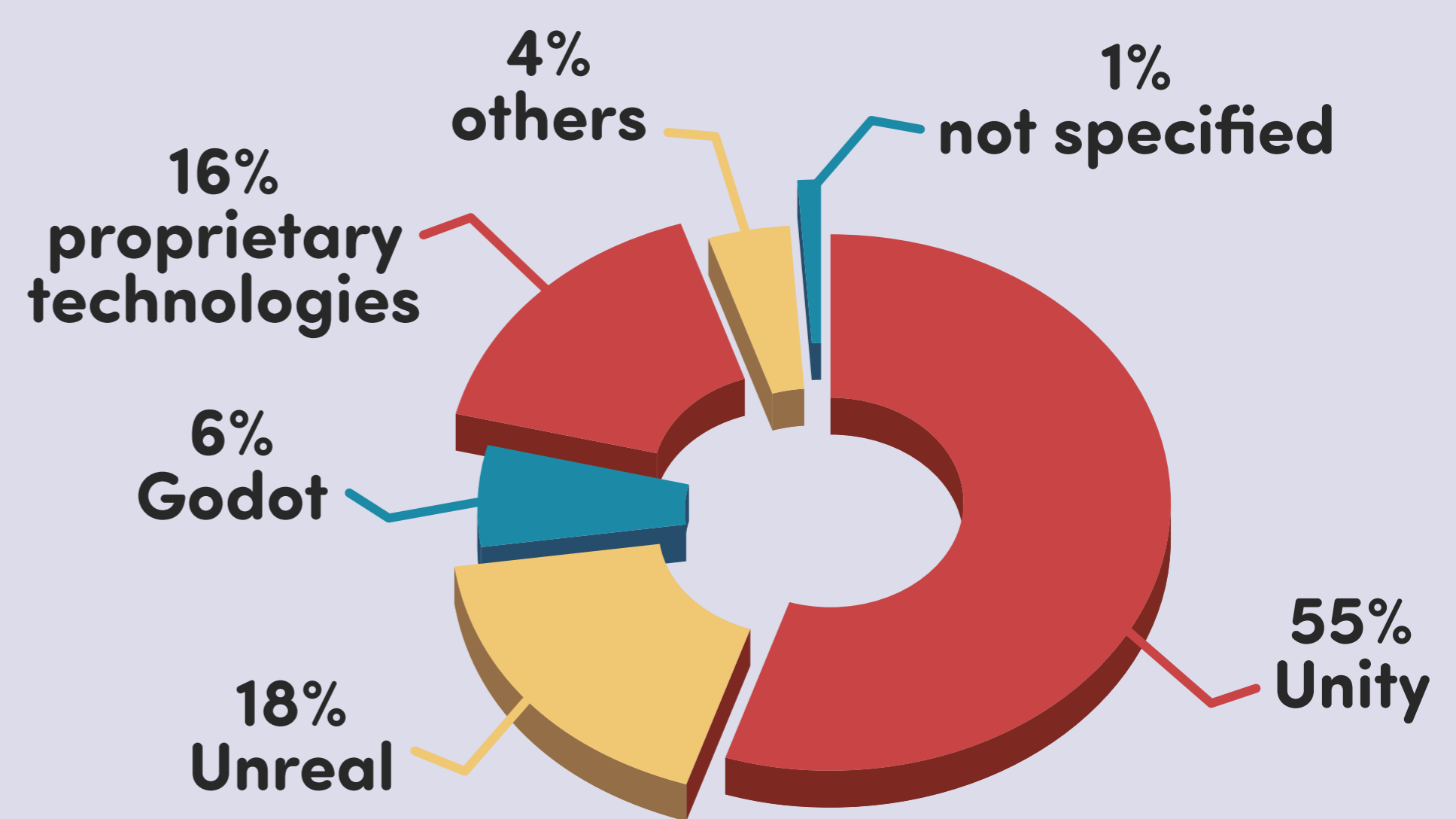
More than 8 out of 10 respondents hold a university or applied university degree.

TYPES OF GAMES DEVELOPED



Of the 80 companies covered in the survey 85% are developing entertainment games, 29% serious games and 30% education games. Serious games have been slightly expanding in relevance since 2018.

DEVELOPMENT FRAMEWORKS

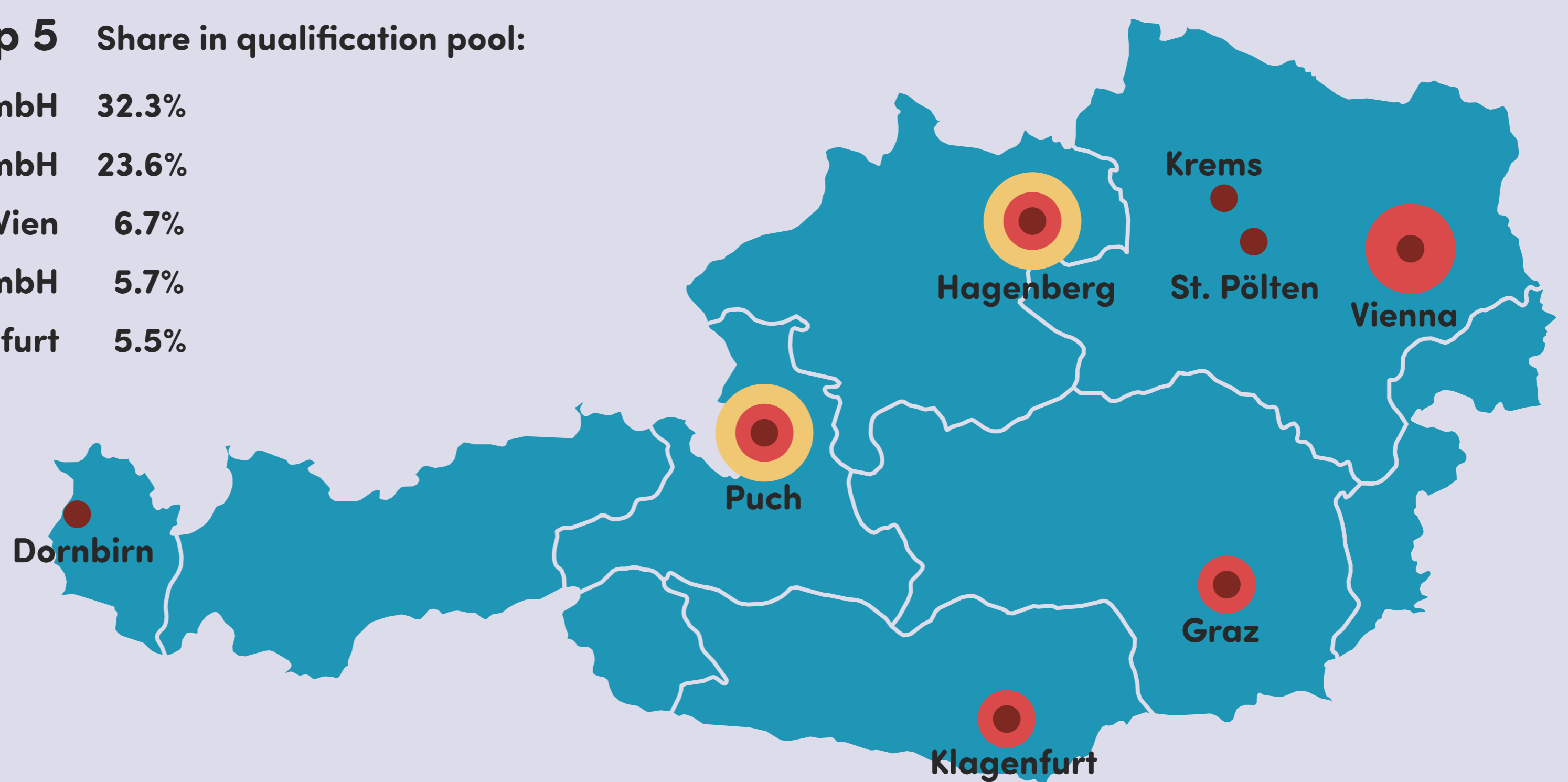


55% of surveyed companies use Unity as their main development engine. Unreal, Godot and proprietary technologies are also used.

EDUCATION HOT SPOTS

Top 5 Share in qualification pool:

FH OÖ Studienbetriebs GmbH	32.3%
Fachhochschule Salzburg GmbH	23.6%
Fachhochschule Technikum Wien	6.7%
SAE Austria GmbH	5.7%
Universität Klagenfurt	5.5%



The study also looks at the educational landscape relevant for game development in Austria. Universities and applied universities that offer game development specific educational programmes are mostly situated in Puch (Salzburg), Hagenberg (Upper Austria) and Vienna.

Publisher of the Study: Game Development Studie 2024



Kindly supported by:

