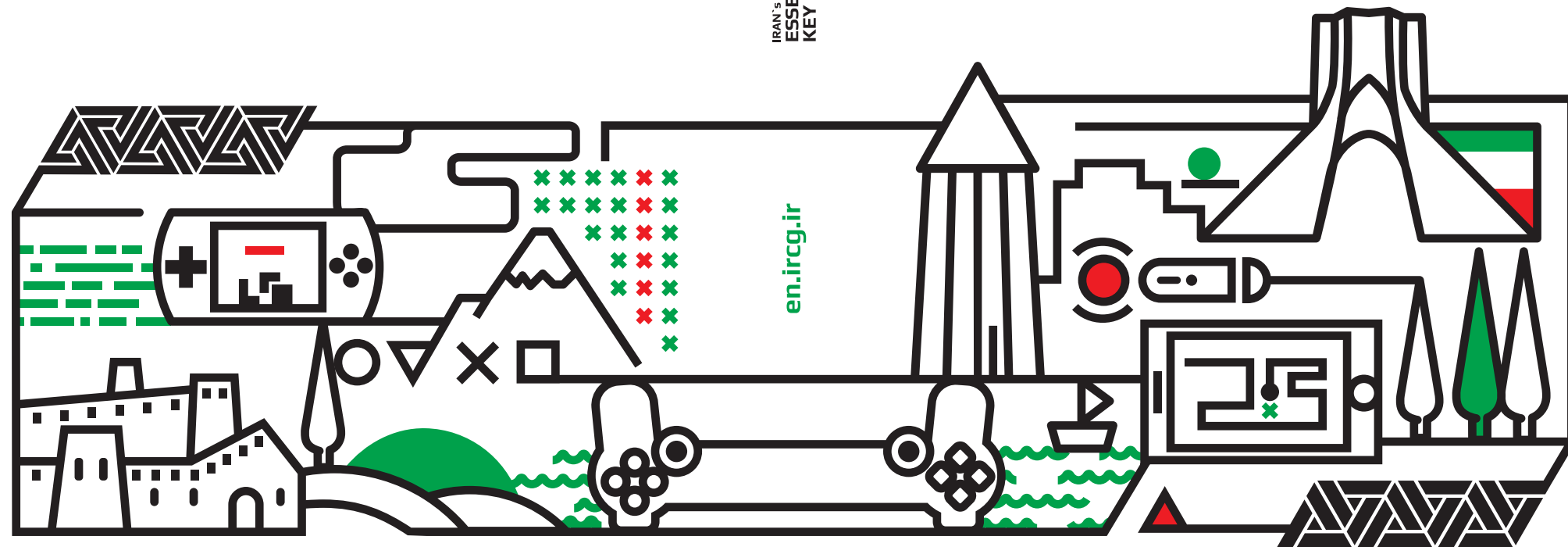Iran has around 23 million gamers aged 3 to 40 years old based on a recent study the Iran Computer and Video Games Foundation carried out in 2016. This makes the Iranian market the number one market in the Middle East by an insane margin! More than one fourth of Iran's population plays video games. The cost of developing games in Iran is lower compared to other countries in the region and this makes it a good place for investment. Currently more than 140 game development companies are active in Iran focusing on developing mobile and PC games

IRAN's GAME INDUSTRY
ESSENTIAL FACTS & KEY PLAYERS

2016-2017
en.ircg.ir

IRAN's GAME INDUSTRY
ESSENTIAL FACTS &
KEY PLAYERS 2016-2017

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IRAN
Computer &
Video Games
Foundation

INDEX

IRAN

Geographical Location & Flag

Located in southwestern Asia, on the northern shore of the Persian Gulf with an area of 1,648,195 square kilometers.

Iran lies at the eastern most edge of the geographic and cultural region known as the Middle East.

IRAN
Located in the Middle East
Population: 79,262,000
Area: 1,648,195 km²
Capital: Tehran
Official language: Persian
population under 35: 49 million

Demographics

Population: 79,262,000
64% of Iran's population are under 35

MALE   **FEMALE**

Age Group
70 & Over
64-60
54-50
44-40
34-30
24-20
14-10
4-0

5 4 3 2 1 0   0 1 2 3 4 5

Population in Millions   **Population in Millions**
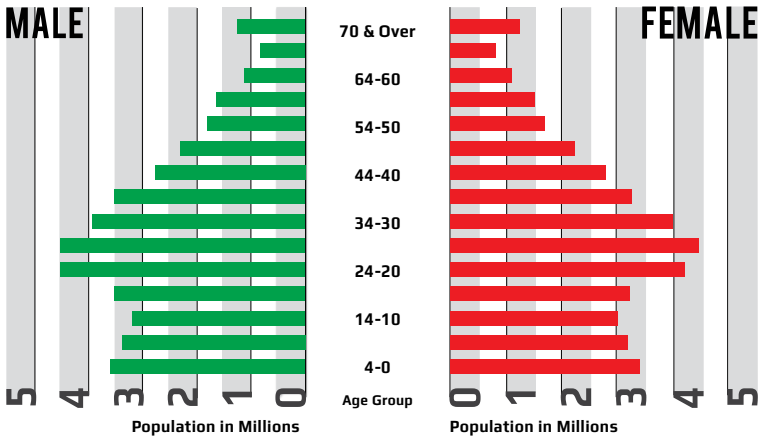
Capital City: Tehran

Language: Persian

Religion: Islam

Economy

In **2014** , Iran's **GDP** was **404.1** billion $

18 th largest **economy** in the world in terms of **GDP**.

64 % of Iran's **population** are under 35 **35**

IRAN is ranked as an **upper-middle** income economy by the ¥ £ World Bank €

10 th ranking in the **historic attractions** and **5** th in **ecotourism**. $

IRAN

Internet Penetration

Internet users: 61,709,929
Internet Penetration Rate: 82%
Iran has the biggest internet user population in the Middle East

Country	%
Iran	46.8
Saudi Arabia	18.3
Iraq	11
U.A.E	8.8
Syria	6.4
Yemen	6
Jordan	5.9
Israel	5.7
Lebanon	3.3
Kuwait	3.1
Oman	2.6
Qatar	2
Palestine	1.8
Bahrain	1.3
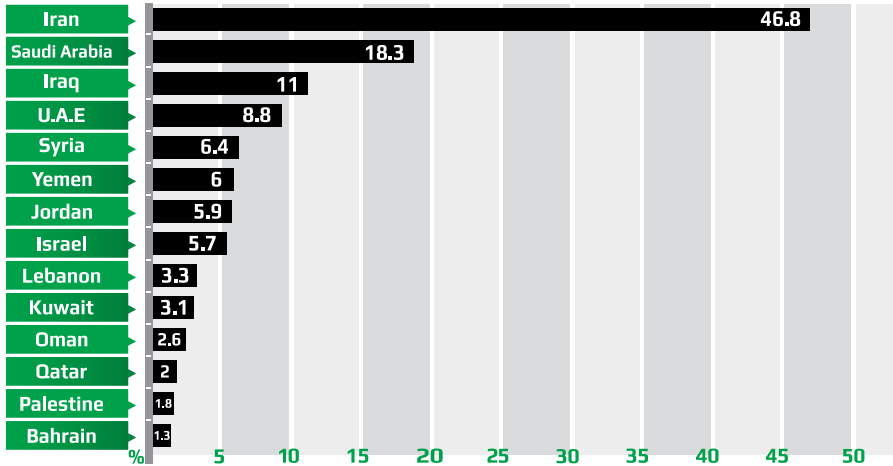
▲ Internet Users in the Middle East
November 30 , 2015

Penetration Rate of Each Internet Access Method

IRAN

Method	%
Fiber internet	8.13
Wimax	4.03
Dial up	9.23
3G	38.67
ADSL	22.07
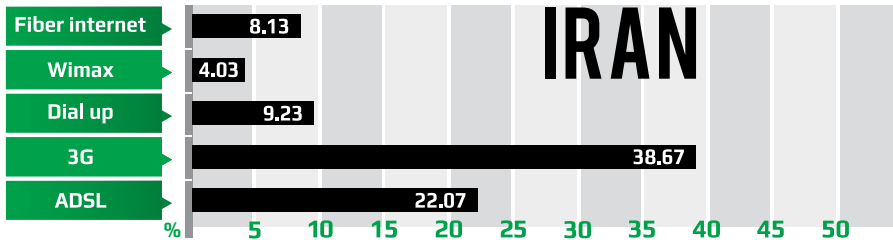
Mobile Phone Users

**Number of
mobile phone users**
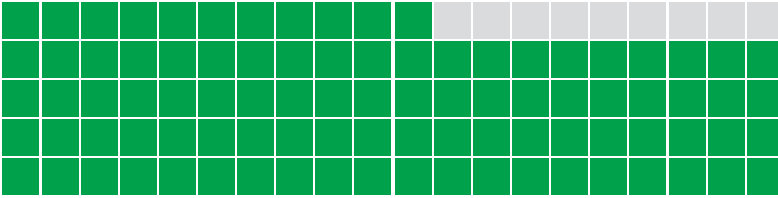
71000000 (91% of total population)

**Number of
smart phones**
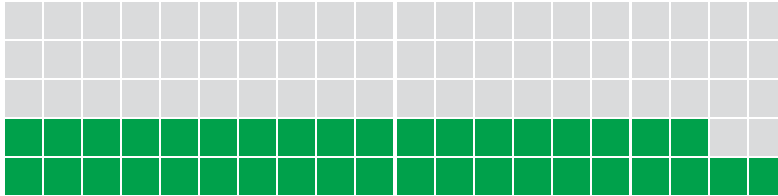
27500000 (38% of mobile phone users)

IRANIAN GAME MARKET

23 MILLION PLAYERS

Iranian Game Market

23 Million Players

Play At Least 🕐 One Hour Per Week

Average Age of Players Is: **21** Years' Old

◾ Age group of players

1%

29%

33%

23 million players

12%

25%

◾ Gender of players

37%

63%
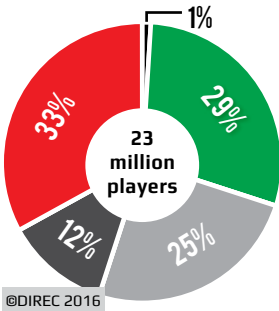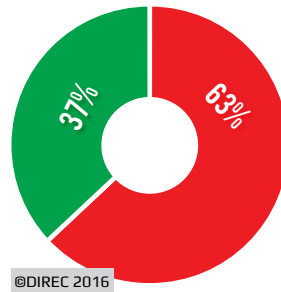
	Total number		Middle-aged		Female
	Elderly		Young		Male
	Child		Teen		

Average Age of Payers Is : **25** Years' Old

Internet Access Among The Players Is: **%69**

Iranian Game Market

Top 6 Favorite Places for Playing

Place	Value
At School/ University	2
At Work	4
Vehicle	10
Public Places	24
Friend's	26
Home	97

©DIREC 2016

% 10 20 30 40 50 60 70 80 90 100

Top 12 Genres Are

Genre	Percentage
Drigving/ Racing	%60.6
Runner	%60.5
Puzzle	%57.5
Arcade	%56
Sport	%47.9
Simulation-Management	%45.9
Action	%40.4
Strategy	%40
Shooter	%39.7
Role Playing	%30.8
Action Adventure	%30.1
Adventure	%26.6

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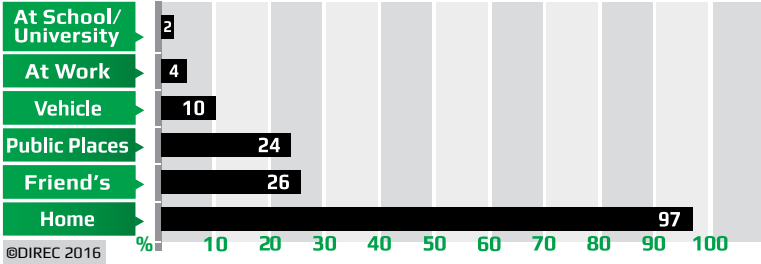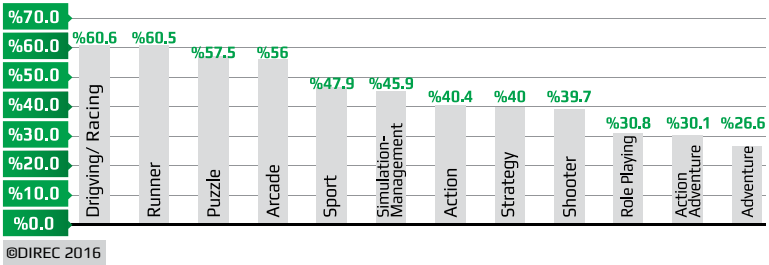
The Most Used Devices:
77% of players use smartphones for gaming

Daily Average Time of Playing Is:
79 minutes

Daily Average Time of Playing Based on Age Groups Are:
(minutes per day)

Age Group	Value
Elderly	65
Young	73
Middle-aged	77
Child	77
Teen	93

©DIREC 2016

% 10 20 30 40 50 60 70 80 90 100

8
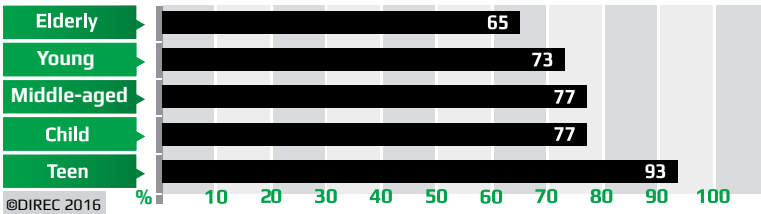
Top Favorite Devices Among Iranian Gamers

Device	Value
Laptop	5
Consoles	6
PC	16
Tablet	21
Smart Phones	77

% 10 20 30 40 50 60 70 80 90 100

©DIREC 2016
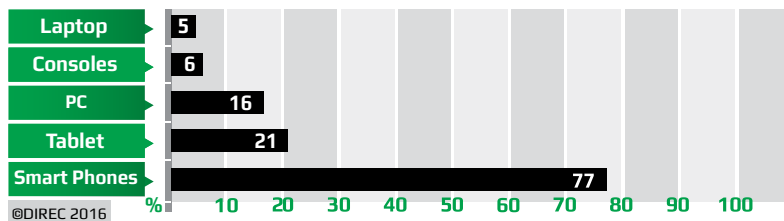
Game's Revenue Is: 153,000,000 $

Games Revenue Based on Platform

Iranian games market share is: 5%
Mobile games usage based on OS

15%
20%
65%

1%
5%
94%

©DIREC 2016

©DIREC 2016
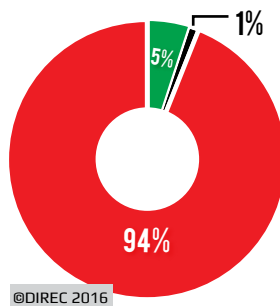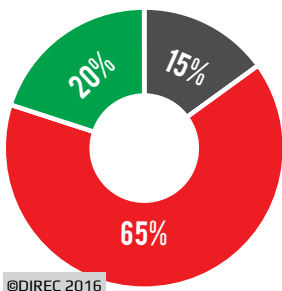
Legend	Legend
Console Games	Window Phone
PC Games	iOS
Mobile Games	Android

Top 3 Favorite Brands of Mobile Gaming

1- **SAMSUNG**   2- **HUAWEI**   3- **SONY**

STRUCTURE OF IRANIAN GAMING INDUSTRY

NATIONAL PLAN OF VIDEO GAMES INDUSTRY

Structure of Supporting The Iranian Game Industry

The significance of computer games in terms of entertainment, education and economy has led to a more serious focus on the industry by most countries. Currently, game development industry is one of the main lines of development in IT for Iran whose advancement will eventually lead to economic growth, creation of jobs and more employment opportunities. In other sense, considering the media effect of this industry, different sections in the country accompany this industry in developing its comprehensive planning.

National Plan for Computer Games in Iran

The National Plan for Computer Games in Iran is a comprehensive plan to boost the market for the Iranian games industry, which was drafted by the country's High Council for Cyberspace and endorsed by the President in 2015. The plan is devised to support, supervise, amend regulations, commercialize and boost the game industry, and the duties of the departments of the Government of the Islamic Republic of Iran regarding these objectives have been described in it, as well. The most outstanding articles of the plan are as follows:

1- Prioritizing the production of content, cultural enhancement of the public, and enhancing awareness of the community and the government about the significance of computer games and creating a cultural hype both inside the country and beyond its borders,

2- Empowering and boosting efforts aimed at training the required human resources, experts, and professionals for the country's game industry,

3- Creating a competitive atmosphere, improving working conditions, and paving the way for the effective participation of the private sector in production and investment in game industry and persuading them to participate in joint international activities,

4- Developing research, monitoring and futuristic programs,

5- Supporting companies, organizations and experts of the field and supporting intellectual property rights,

6- Improving the market and increasing export value for local games and creating new employment opportunities.

LEADING ORGANIZA_ TIONS

Leading Organizations in Iran's Game Industry

```
              ┌────────────────────┐
              │ Iran Computer and  │
              │   Video Games      │
              │   Foundation       │
              └────────────────────┘
        ┌──────────────┐    ┌────────────────────┐
        │ ICT Ministry │    │ Scinece and        │
        │              │    │ Technology Vice    │
        │              │    │ Presidency         │
        └──────────────┘    └────────────────────┘
```
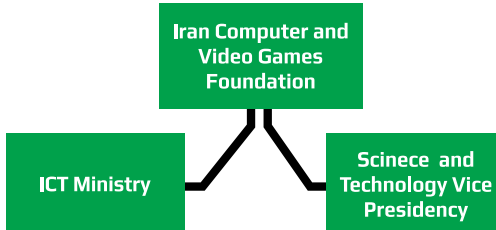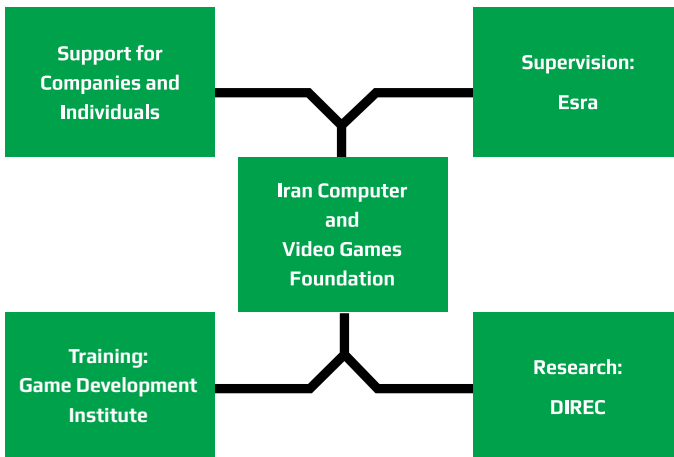
Iran Computer and Video Games Foundation

The Iran Computer and Video Games Foundation is a non-profit organization working in the field of video games industry. Its main duty is to support, supervise and contribute to the Iranian game industry. It is also the main body tasked with supporting, policy-making, commercializing, training, supervision, and research in gaming industry.

Below you can see major Fields of Activity in the Iran Computer and Video Games Foundation and main departments dealing with each.

```
┌────────────────┐                    ┌────────────────┐
│ Support for    │                    │ Supervision:   │
│ Companies and  │                    │                │
│ Individuals    │                    │ Esra           │
└────────────────┘                    └────────────────┘
              ┌────────────────┐
              │ Iran Computer  │
              │ and            │
              │ Video Games    │
              │ Foundation     │
              └────────────────┘
┌────────────────────┐              ┌────────────────┐
│ Training:          │              │ Research:      │
│ Game Development   │              │                │
│ Institute          │              │ DIREC          │
└────────────────────┘              └────────────────┘
```

▲ Major fields of activity in the Iran Computer and Video Games Foundation

Support Areas

Below, you can see the main support areas established in the foundation in the past years.

Iran Game Development Institute / Online Courses	■ Education
Providing Working Space and Mentorship	■ Incubator
Holding Workshops and Conferences with Local and International Instructors/GDX Event	■ Holding Educational Events
Providing a Wide Range of Testing Services to Ensure the Quality of th Game	■ GAAP Lab (Game Testing Lab)
Content and Design Consulation / Technical Consulation / Data and Statistics Consultations / Market and Monetization Consultation	■ Consultation Service
Providing the Results of Market Studies to Game Developers	■ Market Research
Providing the Developers Booth Space and Facilitating them to Present their Work in the International Expos and Events	■ Enabling the Participation of Iranian Game Developers in the Internation Game Expos and Events
A Game Educational Content Portal	■ Game Developers Academy
A Job finding Web site Specific to the Iranian Game Development Community	■ Iran Game Jobs
Supporting the Developers with Financial Aids by Giving them Loans or Grants	■ Loan / Grant
The Offical Game Development Company Ranking System	■ Iranrate.ir
Supporting the Developers of Online Games by Providing them Servers to Host Their Games	■ Infrastructural and Server Support for Online Games
Selecting the Best Iranian Games of the Year which is a Valuable Promotional Channel	■ Tehran Game Festival
A key Project to Solve the Problems of Physical Retail for PC Games in Iran	■ Digital Distribution System
An International Academic Conference for Making Game Related Research More Mainstream in the Universities	■ Academic Game-focused Conference
A Stackoverflow like Website for the Game Developers to Ask their Questions in all the Areas of Game Development	■ Game: How to?

■ **Pre-Production**
■ **Production**
■ **Post-Production**

ESRA

Entertainment Software Rating Association

Why was ESRA establiswhed?

After the establishment of Iran Computer and Video Games Foundation, extending the culture for optimal use of video games became a main goal. It aimed to take advantage of the educational power and effectiveness of computer games while avoiding potential mental distress and damages caused by their inappropriate use.

The fundamental factors that motivated the formation of ESRA are as follows

- The lack of an appropriate model in using computer games.
- Psychological and physical damages caused by inappropriate use of computer games.
- Concerns of parents and the absence of precise awareness of the inappropriate contents of this new media.

ESRA researching approaches

To organize this system, it was attempted primarily to provide a proper scientific reference based on the related theories in different sciences about games. This attempt was made to get the least errors both in the implementing processes of this system and in conducting field researches.

ESRA Content Analysis

Violence

It is the display of a behavior to harm someone. It ranges from destroying the assets and making the unanimated out of order, shouting with violence, fighting physically, any sort of physical or mental injury and trying to take the life of an animated creature.Mental experience of violent behavior via games and watching them are important in computer games.

Tobacco and drug

Watching the use of drugs and tobacco in games can lose the internal-social taboo of using it. This kind of behavior, when done by the protagonist is much more harmful. Losing this taboo can be considered as a serious harm.

Sexual stimuli

Sexual diversity, sexuality out of social norms, comments against religious commands on anti-homosexuality and rape and nudity or semi nudity and seductive behaviors in games can result in social and physical harms related to the sexual needs of the addressees and their social situations.
The process of kids and the adolescents' acquaintance with sexual relations in games is considerable and important.

Fear

Fear is an internal feeling of insecurity and the lack of trust on the atmosphere.
This internal feeling in different ages leads to chronic stress, stuttering in kids, cardio respiratory diseases, and social pessimism and conservative behaviors.
Sudden and unusual accidents and frightening music in dark and dusky scenes are amongst the most important factors that cause fear in the addressees.

17

ESRA Content Analysis

Religious values violation

The violation of religious values is against Islamic principles. Four of the important elements are:

- The violation of the basic principles or religious believes (the display of the heaven or hell).
- Inattention to religious comments (Drinking and gambling).
- Sacrilege to the prophet and their followers (belittling or discriminating Muslims or other religious sects).
- Sacrilege to holy places (mosques, churches).

Social norms violation

Using the vulgar words and the improper behaviors which violate social norms are amongst the social harms that computer games bring for kids and adolescents. Also creating an atmosphere for the mental and physics experience of abusing behaviors can lead to social disorders.

Hopelessness

The feeling og hopelessness happens when

- Gamers have to do or not to do something against their will, which make them feel guilty.
- Gamers feel despaired and disturbed in the game in a way that they have no favorable goal. Or when the gamers find out that the goal they have been trying to achieve has been in vain and meaningless.
- Gamers experience a deep feeling of sorrow due to the death of a lovable character.

During the last years, we have gathered hints and suggestions that should be taken into account in making the games that wants to be published in the Iranian market.

It seems that during the culturalization process, certain areas of the games should be changed in a way that can be legally presented in the Iranian market. Below, we have provided some samples to demonstrate what is considered acceptable and unacceptable in the game contents.

Display of nudity or semi nudity of characters

ESRA

Display of nudity or semi nudity of characters

Display of alcoholic drinks and drug

Display of gambling

ESRA

The Analysis Perspective

In order to determine the proper rating, ESRA analyses the games from 4 perspectives.

1- Player-based perspective: One of the most significant factors in rating is considering the emotions and the excitement that the gamer experiences during a game. This perspective is greatly related to the genre of the game.

2- Analyzer-based perspective: Extracting and categorizing the most evident harmful contents in games (killing, consuming drugs and alcohol, using the vulgar words, displaying the sexual scenes, fearful accidents, etc.) and also the quality and quantity of the contents are the most significant factors in rating games.

3- Narrator-based perspective: Considering the game story, to search the symbols and the hidden contents of the games, the relation between the game story with the previous versions, the probable books and films that the game are taken from, are some of the perspective that are applied in rating.

4- Observer-based perspective: Observing the probable side effects like the views about games, cultural and social effects, litigation against the game, sale rate and the ratings of other rating organization in the world are the complement of other three perspectives to evaluate the exact and correct rating of game.

Computer Game Rating Pipeline

1- Collecting game information

- Registering the game and the primary information of the game in ESRA data bank.
- Recording the primary information of the game containing the platform, release date, game producer company, publisher, the rating of the game by other countries, game story, missions, goals, tools, accidents a nd the time of the game.

2- Capturing the film of the game

- In this section, the game is played from the beginning to the end and a film with all the details and the texts of the game are captured.
- The time of the occurrence of harmful contents is determined for the analyzers to extract them more carefully.

3- Analyzing the film of the game

- In this part, all the harmful contents of the game are completely gathered in details in ESRA data bank.

- All the short films and photos with the exact time of the harmful content occurrence, etc. are amongst the information which is recorded by the analyzers.
- The analyzers record their suggested rate of the game, after their analysis.

4- The determination of games rating that assign ages by ESRA

In this step, ESRA manager and other people who are experts in psychology, Islamic knowledge and studies, and sociology gather around to observe and scrutinize the recordings of ESRA gamers and analysts which include harmful contents. When recordings were observed entirely by the experts, they determine the game rating which assign ages.
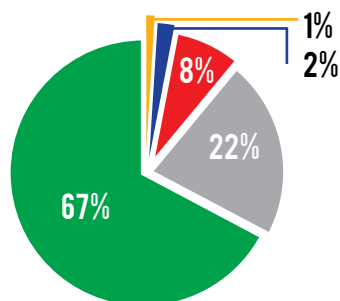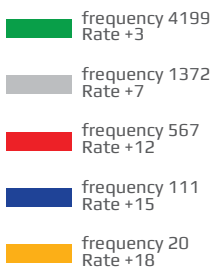

▲ ESRA's Age rating groups

Analysis Process of Mobile Games

ESRA system has commenced rating mobile games (i.O.S and Android) that assigns age and contents since 2015. Rating process in game applications is completed by the following method: most parts of a game should be played, and the harmful contents should be extracted. The harmful parts will be observed entirely by analyst who is an expert in contents rating. It should be considered that ESRA system must remain highly accurate; therefore, ratings are not based on producer ideas or comments. ESRA could rate about 6200 mobile games in less than 9 months. The figure below indicates the percentile of age assigns in ESRA rating.

Analysis Process of Mobile Games

frequency 4199
Rate +3

frequency 1372
Rate +7

frequency 567
Rate +12

frequency 111
Rate +15

frequency 20
Rate +18

1%
2%
8%
22%
67%

23

Iran Game Development Institute

Iran Game Development Institute

After game development became a serious issue in Iran, the requirements of the industry further came to life.

One of these requirements has been training the required professional human resources for developing computer games.
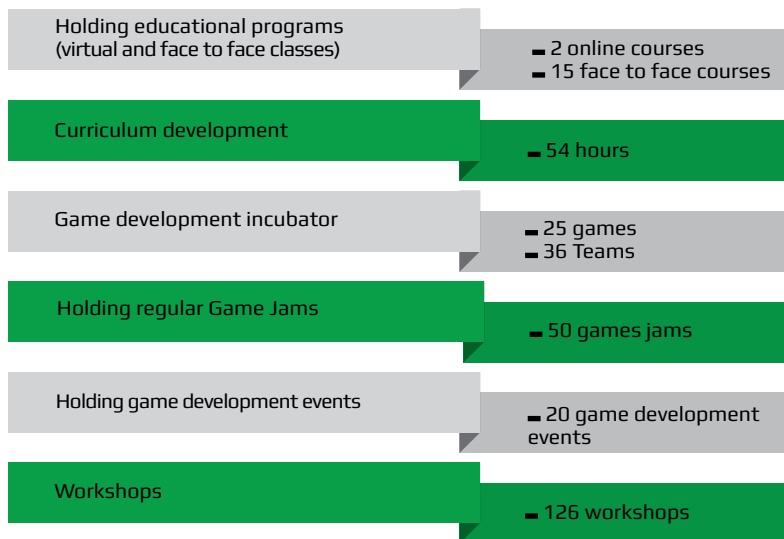
Thus, the Iran Game Development Institute was born in 2011 by the Iran Computer and Video Games Foundation to train the required human resources. Right from the beginning of its establishment, the main objective of the institute was to turn into a scientific and professional hub for developing computer games.

▲ The interior space of Iran Game Development Institute

Educational Services (since 2011)

Holding educational programs (virtual and face to face classes)	▬ 2 online courses ▬ 15 face to face courses
Curriculum development	▬ 54 hours
Game development incubator	▬ 25 games ▬ 36 Teams
Holding regular Game Jams	▬ 50 games jams
Holding game development events	▬ 20 game development events
Workshops	▬ 126 workshops

Educational Programs

The main mission of this center has been holding educational programs where those interested in the industry can take courses and study about game development, artistic designing, and technical designing.

All these courses are created in close harmony with the most outstanding educational institutions in the world and effort has been made to make use of the best textbooks.
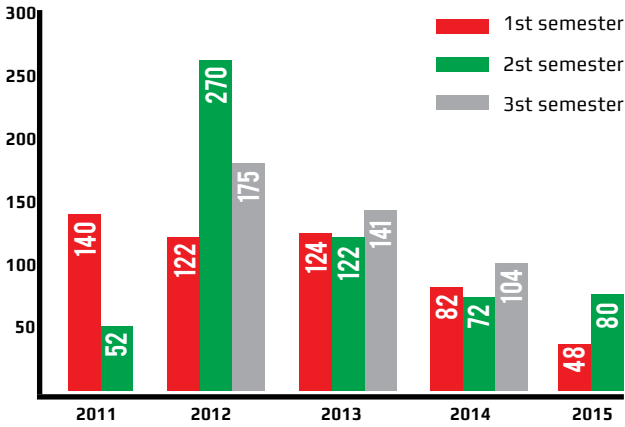
The greatest advantage of the programs is the use of professional instructors in the game industry, who are not only familiar with the theories, but are also familiar with local and international projects.

Iran Game Development Institute
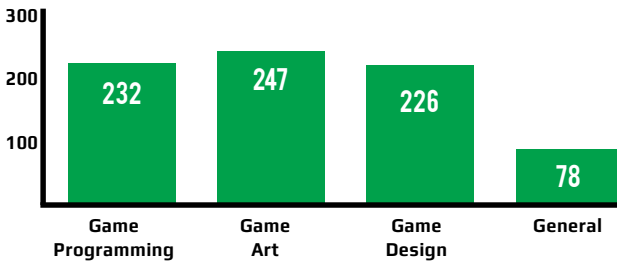
Performance of The Educational Courses of The Institute

Total number
of students **783**

Number of Students Per Course

- 1st semester
- 2st semester
- 3st semester

	2011	2012	2013	2014	2015
1st semester	140	122	124	82	48
2st semester	52	270	122	72	80
3st semester		175	141	104	

Number of
courses held **15**

Number of Students by Major

Game Programming	Game Art	Game Design	General
232	247	226	78

Results of The Educational Programs of The Institute

Below are just a few examples of some of the commercial games developed by the companies using the students from the Iran Game Development Institute.

▬ Zero to Hundred

▬ Top Gear

▬ Black Madness

▬ Rooster War

Iran Game Development Institute

Game Design Major

In the Iran Game Development Institute, game design is regarded as highly important since it is in game design that the main ideas are illustrated. These educational programs are designed with great care. The courses start from the basics, such as creating ideas, to courses such as designing non-digital games, mechanical designing, level designing, etc. Reviewing a large number of games for the students would help them understand the concepts further.

Technical Major

Having game programmers is significantly important since developing every video game requires a game development engine. In the technical courses of the institute, effort is made to prepare such programmers. The courses start from the basic foundations of C# to other courses such as Unity 3D and advance programing. Other courses offered Ranges from artificial intelligence to physics programming.

2D Art Major

Artistic design is of utmost importance for developing computer games because it is the first thing that the audience encounters while playing. Such programs seek to teach students the most important concepts of the field, from hand-drawn sketches to digital designing. Fundamentals of artistic design, digital painting, character creation and environment design are some of the courses given amongst the other courses of the program.

3D Art Major

Since 3D games are becoming more and more popular, there is a growing need for more professional experts in the field. This is particularly of significance since artistic designing has many sub-branches and requires mastering different forms of art. 2D design is considered as a pre-requirement for 3D design, however. Students of these programs learn about 3D software, modeling, textures and shaders, animation, etc. Since 3D design for games is different from 3D design for films and animations, the students of the institute interact with experts of the field.

Online Game Development Courses

Due to the hardness of attendance for those who are interested to take part in the classes of game development outside of Tehran the capital city, Virtual (online) courses of the same quality have been provided as a solution for all the enthusiasts throughout Iran. The courses' outlines for the virtual classes, though shorter, provide students with the same quality content as in a classroom courses. The curriculum of the online courses is also made up of three main sections namely, Game Design, Artistic Design and Technical Major. The instructors in control of these classes are the same for both virtual and classroom courses presenting the same lesson plan and evaluation.

It should also be noted that these virtual courses are held in affiliation with Iran University of Science and Technology.

Iran Game Development Institute Workshops

Workshops have always been another active area in the life of the students throughout their educational program. The primary objective of holding these workshops is to promote the level of knowledge and skills of students as well as to invite to the institute's atmosphere the ones interested in the world of game development. Due to the presence of prominent domestic and international instructors in these workshops, the aforementioned missions have mostly been accomplished.

▲ Several workshops are being held in the institute every week

Iran Game Development Institute

■ Total Number of workshops held :126

■ Number of workshops based on subject and field of specialty

Total number
General
Game design
Management
Technical
Art

9   19   17   126   33   48
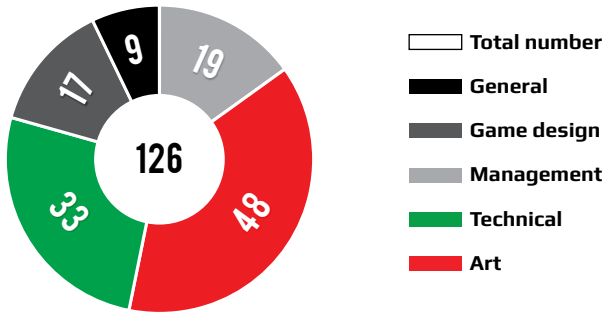
The GDX Event

Throughout recent years, holding regular educational events has become one of the main activities of the institute. The Game Development Experience (GDX) is of such events held on a monthly basis.

This event includes various sections in all of which an effort has been made to take most use of the game development experiences of active experts of the field.

The GDX event is open to the public and therefore has been well-received by the public as well as the experts of the field, creating a network of game development enthusiasts.

▲ The GDX Event has become immensely popular in the Iranian Game Developers Community
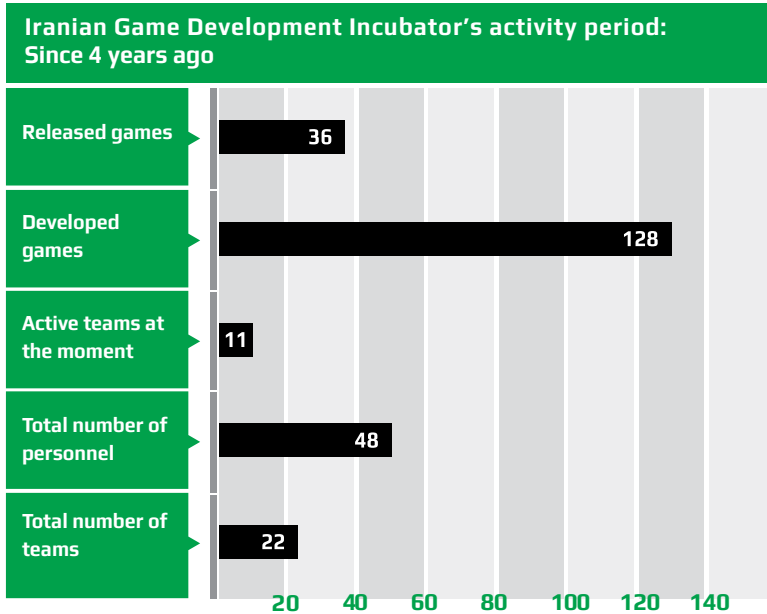
Iran Game Development Incubator

Almost concurrent with the start of the activities of the institute, the Iranian Game Development Incubator also started its activities as a support group to provide aid and services for small and independent game development teams. The main purpose of this center was to provide a place where newly formed teams can turn their ideas to games and gain the required experience as independent game developers.

It is also import to note that the center has limited its activities to provide services for teams, but also provides them with consultations and management. The presence of experienced personnel in the center and their consultation services would encourage teams to actively participate in the activities of the Iranian Game Development Incubator.

Most of the teams that make use of the services provided by the Iranian Game Development Incubator were made up of institute's students, while many other teams also joined the center from outside.

Iran Game Development Institute

Performance of Iran Game Development Incubator (since 2011)

Iranian Game Development Incubator's activity period: Since 4 years ago

Released games	36
Developed games	128
Active teams at the moment	11
Total number of personnel	48
Total number of teams	22

20 40 60 80 100 120 140

Games of the Iran Game Development Incubator

Hate the Sin Love the Sinner
Genre: 2D Puzzle Platformer
Platform: PC, Android

Bloody Streets
Genre: 2D Top down shooter
Platform: PC

Granny and Grim
Genre: 2D Runner
Platform: PC, Android

Blue waters
Genre: Adventure
Platform: PC

Castel Masel
Genre: 2D tower defense
Platform: PC/ Android

Rot Gut
Genre: Action platformer
Platform: PC

Mutants Hunter
Genre: 2D Action arcade
Platform: Android/ iOS

Thirinity Islands
Genre: Strategic
Platform: Android

DIREC

DIREC

Digital Games Research Center (DIREC) prepares a space for the graduates of the best universities in the country and the experts of the digital game industry to get together to advance their objectives through numerous scientific and practical researches and through projects that focus on cognitive and behavioral studies and market research. Studies of digital games as a new media and its encompassing technological changes have created a wide range of changes. That is why the Digital Games Research Center (DIREC) constantly redefines research priorities, covers the main issues pertaining to the most essential needs of the video game industry stakeholders. With regards to the potentials of this center and its up-to-date resources in terms of scientific and applied technics, as well as its constructive relationship with domestic and international organizations active in the field of digital games, the mission of DIREC is to analyze, explain, formulate, control and forecast the required knowledge for improving this industry via its powerful research experts.

DIREC Services

DIREC's main objective is to produce information & knowledge in the digital games industry and in order to achieve it; its main focus is on presenting the industry with accurate statistical and analytical reports.
DIREC's main fields of activity are:

Statistical Reports

Every year, DIREC creates more than 20 annual and special reports which are the results of many quantitative analyses on market research data, mostly including numeric and statistical information. The required input data are mostly based on national surveys implemented throughout the country and even in rural areas with more than 15,000 persons as statistical sample. DIREC's annual and special reports include various aspects of the market such as: gamer's usage & paying

trends, Iran's top games, gamers' tastes and preferences, production, publish and distribution reports, exhibitions & festivals and so on. These statistics are divided by different regions and platforms (Including PC, gaming consoles and mobile games).
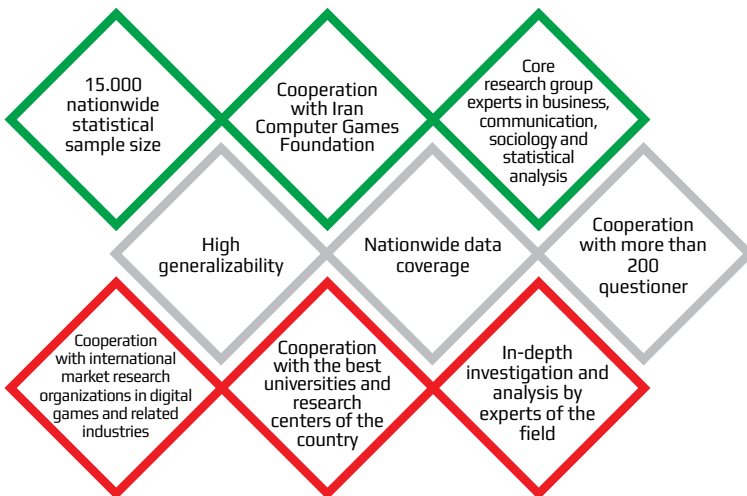
Keynote Reports

Keynote reports are the consultative analysis of statistical reports and try to illuminate the way for producers, publishers, investors and etc. Regarding the interdisciplinary nature of the digital games studies, the implementation of such reports have been accompanied by different commercial, communicational, psychological and sociological approaches. The main purpose of such reports is to practice the applicability of information and knowledge to further enhancement of the gaming industry.

Customized Activities

In addition to the mentioned services and activities, DIREC provides customized and exclusive research, analysis, reports and data gathering services to its customers.

DIREC Competitive Advantages

15.000 nationwide statistical sample size

Cooperation with Iran Computer Games Foundation

Core research group experts in business, communication, sociology and statistical analysis

High generalizability

Nationwide data coverage

Cooperation with more than 200 questioner

Cooperation with international market research organizations in digital games and related industries

Cooperation with the best universities and research centers of the country

In-depth investigation and analysis by experts of the field

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Iran Game Jobs

Having great ideas is not enough for reaching the ultimate goals or creating something wonderful. To reach such ideal goals, companies need to have talented and experienced individuals to accomplish success.

IranGamejobs believes that if the Iranian game industry wants to achieve higher goals and grow larger, it needs to get in touch with the international community. To this end, IranGameJobs has created the first and the largest community of individuals and teams looking for job opportunities.

Iran Game Jobs Advantages

More than 100 registered company profiles, looking for new talents.

More than 1000 talented and experienced client profiles, looking for job opportunities.

Bridging the gap between the Iranian companies or experts and the international game industry.

Easy connection with passionate developers, artists, designers and much more.

How Iran Game Jobs Helps Job Applicants

It is important for applicants to know when they have great ideas they also need to know how they can create them from the ground-up. With experience and knowledge gathered in Iran Game Jobs database, applicants can easily find the best people or companies for their needs.

They can use advanced search options to easily and rapidly find their candidates. In addition, they can post job carts, open resumes, and see the profiles of the teams or individuals that are of interest to them for their outsourced work.

Game App Laboratory (GAPP Lab)

Game/App (GAAP) Laboratory

Bugs and errors in applications or games can discourage developers from creating their ideas or growing their creativity. Game/App Laboratory (GAPP LAB) was founded to overcome shortcomings in applications or games and report them to developers before launching or publishing it to the public to have the best and the most errorless launch day possible. GAPP LAB has 4 years of experience in testing games and applications from countries in the MENA region.

With expertise, quality and competitive price, GAPP LAB aims to expand its services further to get in touch with the rest of the world.

Good Performance Makes Companies Memorable

Great companies have become great because they have cared about their customers' experience. Even the best and the most creative ideas may fail if the game or application stops working as intended, or crashes every so often. Users grow weary of the game/app and probably will think twice before using another product of that company. GAPP LAB intends to make sure that such things never happen. It will do this by testing entire application or game's functionality and makes sure the best user experience is always delivered.

Variety in Devices and Numbers

With a large pool of mobile and PC devices gathered according to different standards and performance targets, GAPP lab makes sure that the new application or game will run at its optimal performance and users will enjoy the flawless journey they have hoped for. Currently GAPP lab has more than 100 devices and 50 PC configurations to make the test suites as accurate as possible.
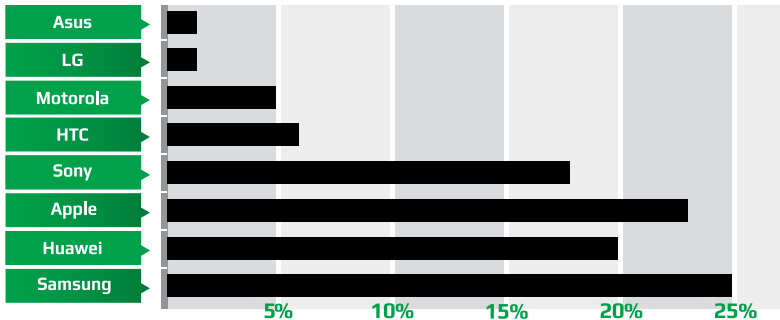
Software Quality Assurance & Testing Practice

Functionality Testing

Play-through Testing
Multiplayer Testing
Core Features & Functionality

Game App Laboratory (GAPP Lab)

Performance Testing

Load Testing
Stress Testing

Security and Anti Hack Measurements

Destructive Testing

Mobile Usability Testing

Device compatibility Testing
UI/UX Testing

Localization Testing

Localized Functionality Verification Testing (Arabic, Turkish, Farsi Languages)

Installation, Character Sets, bi-Directionality, Input Methods, Sorting, Number and Date Formats, Currencies

Cosmetic Issues, String Expansion, Truncation, Layout Problems, Visual Design, Missed Translations, Hardcoded Text

Incorrect, Ambiguous or Misleading Translation, Typos, Grammar Errors, Inconsistent Terminology, Inappropriate Geopolitical References, Content Policy Validation

Regional Customer Experience Testing

Preferential Translation Surveys / A-B Testing / Focus Groups / SME Testing

Local Input Method Testing

Sound and Audio Testing

Platforms

PC and Mobile (iOS/Android) are our specialty.

Good Performance Makes Companies Memorable

Great companies have become great because they have cared about their customers' experience. Even if you have the best and the most creative ideas, you shall fail if your game or application stops working as intended, or crashes every so often. Users grow weary of your game/app and probably will think twice before using another product of your company. Here at GAPP Lab, we make sure that such things never happen. We will do this by testing thoroughly your entire application or game functionality and make sure you always deliver the best experience for your users.

Types of Operating Systems for Devices Existing in GAPP

25%

75%

iOS

Android
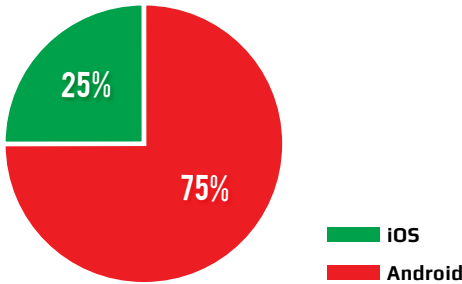
Smartphones that GAPP Provides

Asus	
LG	
Motorola	
HTC	
Sony	
Apple	
Huawei	
Samsung	

5% 10% 15% 20% 25%

Experience and Passion to do the Testing

When we face a new project, being a game or application, we don't see another 001001, we see a new soul yet to be born. We passionately play games and test application to help them reach their full potential because we believe there is no boundary for creativity and great games or application were not born great but walked the path of greatness. That is why we believe with the right procedure everyone can achieve the best result of their potential.

Vice Presidency for Science and Technology

Presidentcy of the Islamic Republic of Iran
Vice Presidentcy for Science and Technology

Vice Presidency for Science and Technology

In affiliation with the Iran Computer and Video Games Foundation, Vice Presidency for Science and Technology of Iran's Presidency has issued support packages to improve the infrastructure of game production and distribution. The projects covered by these packages include infrastructural practical and analytical projects which, when fully implemented, will strengthen the technological and human resources potentials of the industry in the country.

The main activity of the Vice Presidency for Science and Technology is to fund and finance the following projects and sectors in affiliation with Iran Computer and Video Games Foundation.

- Creating knowledge-based companies in the field of game development
- Digital publishing of video games
- Computer game quality control lab
- Organization and direction of human resources for domestic and international projects
- Online game development courses
- Information bank and game development learning resources

MINISTRY OF I.C.T

Ministry of Communications & Information Technology (ICT)

In accordance with the national plan for the empowerment of video game industry, Iran's ministry of information and communications technology (ICT) is responsible for supporting initiatives of investment, funding, financing and exporting of video games in Iran.

Since 2014, the ministry has initiated a loaning plan aimed at empowering start-up companies as well as supporting video game development corporations.

The Iran Computer and Video Games Foundation is responsible with the evaluation of companies as well as investigation of their eligibility for this loan, with its CEO as the chairman of the evaluation committee.

Cycle of Project Proposal Review by the Evaluation Committee

Submission of Proposal Documentations → Initial Evaluation ✔ → Design Review → Categorization Based on Required Financing → Reputed Company Applying for More Than IRR 300 Million

Proposal Amendment ✖

New Company Applying for Less Than IRR 300 Million → Minimum Score of 60 Required for Approval

Minimum Score of 30 Required for Approval → Referral to Related Video Games Divisions

40%

60%

Total Number of projects: 13
- 🟩 Number of infrastructural projects: 4
- 🟥 Number of video games projects: 9

35%

65%

Number of games
- 🟩 PC games: 3
- 🟥 Mobile games: 6

KEY PLAYERS

- DEVELOPERS
- PUBLISHERS
- STORES
- SERVICE PROVIDERS

- ORGANIZATIONS & COMMUNITIES
- ACCELERATORS & INCUBATORS
- EDUCATION
- ART & ANIMATION

Developers

Developers

Developers

SOLTAN

Abr Studio

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Developers

Key Players

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Armin Rangani
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Our Expertise

We are a group of talented, young people, who started our own startup, Goodzilla. In Goodzilla, we developed interactive applications encompassing an educational, happy and child-friendly atmosphere for children.

After a while though, confronting the cost of our work, and seeing that we had previous game developing experience, we started out on our second project, Abr Studio.

Soltan is the first product of Abr Studio. Players fight to expand their neighborhood, while building upon it, upgrading and defending it.

They may attack others, forge alliances, and invade others collaboratively or individually.

While they can lend each other resources, they can also sack other players' villages and steal from them.

Somewhere along the way as the players struggle to survive and improve, it becomes a matter of pride for them to outrank their opponents.

Art of Light and Motion Studio

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ALM GAMES STUDIO

Key Players

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Our Expertise

The animation department of the studio was established to create outstanding animation artwork and a few years afterwards, the game development studio of the company came to life in order to develop mobile and desktop-based games. The main objective of the company has been developing fun and creative games.

Company facts

▪ Development of eight short animations which won several local and international awards.
▪ Creation of two TV animations.
▪ Development of ten mobile-based games.
▪ Brain training platform specialized in spatial intelligence.

Key Projects

SpatialWits startup : brain training platform specialized in spatial intelligence, Police Patrol mobile game (Gashte Police), Explosive 2048 mobile game, Zoop Zoop voice control mobile game, Zero Degree short animation, Labyrinth short animation , Entr'acte short animation, Solitude short animation.

Honors and Awards

▪ Best Game Award Of The First Applications Festival Of Sharif University For Kittycatch.
▪ Jury Of The First Iran Mobicode In Mobile Games.
▪ Several Awards For Mobile-Based Games.
▪ Holding Several Workshops On Mobile-Based Game Development And Commercialization.
▪ Holding Several Workshops On Game Development Engine Of Unity 3D Pro.
▪ Holding Several Workshops On Gamification Guru.
▪ Gaminfaction Guru's Top Twenty Rank For Alireza Ranjbar.
▪ Several Other Awards For Short Animations.

GRANDAM OVERDRIVE

anu game studio

Anu Game Studio

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Our Expertise

Anu Studio was established in Kashan in 2008 in the field of computer games . At the beginning it provided services for number of companies and after a short time, opened an office in Tehran and in 2012; they developed their first game, named We Need A Hero. After six years, the Anu Studio succeeded to achieve several local and international awards for developing games. The Company has studios in Tehran, Kashan and Kordestan with 30,15 and 5 personnel respectively, making it one of the largest of studios in Iran. We Need A Hero and Grandam Overdrive are some of the games developed by the company.

Key Projects

Grandam Overdrive, We Need A Hero, Grandam Farm, Bask Egg, Arma Hero, Lost Ball, Floppy Arma

Honors and Awards

■ Best 2D Art Award for We Need A Hero from the 3th Festival of Iran's Computers and Video Games Foundation - 2013.
■ Best 2D Art Cut Scene Award for We Need A Hero from the 3th Festival of Iran's Computers and Video Games Foundation – 2013.
■ Best 2D Art Award for Floppy Arma from the 4th Festival of Iran's Computers and Video Games Foundation - 2014.
■ Best 2D Art Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation – 2015.
■ Best Music Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.
■ Best Platform Games Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.
■ Best Game Story Award for Harran Battle from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.

SUPER SHOOT 2

ARNA GAME STUDIO

Arna

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arna

Developers

Key Players

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Q. BANG

ASHOUB
CHRONICLE+

SUPER SHOOT 2

Our Expertise

By gathering some of the best experts in gaming industry we at ARNA are trying to improve the Iranian game and gaming market and culture by producing world class games. Entering the international game market and standing shoulder to shoulder with game giants are our ultimate goals to achieve. It is inevitable to use complex and cutting edge technologies and combine them with artistic elements. Our first game was super shoot a casual arcade game for mobile android that was very well received in the local market. The next game was Pars Cup, a browser based football management game released in 2014 which is still attracting new users. Since then by expanding the game development team with hiring the best of the trade in Iran, we have developed and recently released 2 more mobile games. "Ashoub: chronicles" a turn-based online board game And "Q-Bang" an action twin-stick shooter with roots in Iranian culture. Our next steps is to develop international ties to enter and have a voice in global markets to deliver our own products and the other brilliant Iranian games to global users, and also localize, publish and support international successful games in Iran. The publishing sector of our studio has officially started in early 2016.

Company facts

Composed of award winning artists, programmers and designers
A subsidiary of Fanap, the second biggest private IT holding of Iran

Key Projects

Super Shoot, Ashoub: Chronicles, Pars Cup, Q Bang

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Arvand Studio

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Developers

Key Players

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Kianoosh Khodadad Kani
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Vahid Abdollahiha
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arvandstudio.com

Hamid Reza Dashti
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Our Expertise

Established in 2015 and financed by the Pasargad financial group, the Fanavaran Arvand Pasargad aims to develop Android, iOS, and mobile-based computer games. The founders of the company have always had active presence in the gaming industry. The company has 35 personnel and is considered as one of the largest game developers in Iran and has achieved great success since its establishment.

Company facts

- Achieving over 500,000 users in less than a year.
- Enjoying over 200,000 monthly active users (MAU) in the Iranian market.

Key Projects

- Clash of Brains:
  - Genre: Puzzle-Brain Teaser
  - Release Date: Q3 2016
- Guns N' Heroes:
  - Genre: Shooter-RPG
  - Release Date: Q3 2016
- PuzzBall:
  - Genre: Soccer-Puzzle-Quest
  - Release Date: Q4 2016
- ZombieCraft:
  - Genre: Action-RPG
  - Release Date: Q1 2017

Speed

in CITY

Arvin Studio

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🌐 www.ArvinTec.ir
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Developers

Key Players   ## Our Expertise

Hossein Ahmadi
Founder/Project Admin
Ahmadi@ArvinTec.ir

Arvin Studio is an independent group of highly experts with the goal of developing high quality PC games. The Studio's official activity began in 2005 under the name of Arvin Tec. From the beginning the studio was specialized mostly at Open World Racing games and even now it continues to do so. All games made by Arvin are developed using the studio's personal engine "ATEngine". Currently one of our main goals is the development of "Speed in City" series which is a unique title even among other Open World Racing games. Our vision does not only include the development of games but also development of how we make games which is something we have always believed in and we still do.

Key Projects

- Art of Driving – 2005
- Cars Footbal - 2006
- Driving in the Delijan City - 2009
- Speed in City I - 2012
- Speed in City II -2016

Avid Studio

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Developers

Key Players

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Our Expertise

Established to develop mobile-based games, the Avid Studio is the developer of Hashtkhan, the first online card game for Iranians, where people can compete with real opponents.
The company strives to enter the international market and introduce the Iranian art and culture to the world.

Company facts

Best Strategic Game for Hashtkhan in the 5th Computer Games Festival

Key Projects

- Myths of Persia (Hashtkhan)
- Myths of Persia (Hashtkhan 2)

Honors and Awards

- Best Strategic Game
- Best Technical Achievement

BLACK CUBE GAMES

Black Cube Games

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BLACK CUBE GAMES

Developers

Key Players

Our Expertise

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Majid Rahmani
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The studio started its work in 2010 We have mainly worked on local games, but have been broadening our audience internationally by moving into the mobile scene in the last two years. Black Cube Games originally started out as a game art outsource studio, mainly doing art work. After a few successful projects, the team added a programmer, and has been growing slowly but surely ever since. Currently we develop games through contract work and simultaneously develop our own ideas into the games we love.

Key Projects

- Moomin House
- Tricorn
- Courier++
- Tranit Mania
- Red Gun
- Uncle Norouz

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Boojik Studio

📍 Sharif Accelerator, Sharif Technology Services Complex,
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Developers

Key Players

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Arash Sadeghian Haghighi
Creative writer
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Sanaz Mohammad Jafari
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Our Expertise

Idea:
An entertaining interactive media for children to have fun, learn and experience new adventures.

Problem:
▪ Children love fun and they need education .Users' taste has changed from passive listening to stories to adventure and active learning but there is not enough appropriate applications for children based on their age and gender to fulfill their needs.

▪ Parents are worried about how their children are going to learn life skills. But at this pace of life most of them do not have enough time for their children.

▪ We are facing so many behavioral problems in our society, such as depression, divorce, violence and etc. But there is a lack of effective ways for the children to learn related skills.

Solution: Boojik Studio offer parents applications for their children which brings fun, decision making and education together. Our current product is an application of interactive stories named "ZirGonbadKabood".

Many stories and animations did not end the way we wanted. ZirGonbadKabood gives children the opportunity to experience without any worry of consequences of their decisions. They can repeat the story in order to choose a better way. Our stories have one beginning but multiple endings. Our focus is on teaching life skills and educational topics through experiencing and decision making. This is the more effective way of learning. The stories need children's decisions to be narrated. They are the ones that choose what characters will do.

Key Projects

ZirGonbadKabood : Interactive Story for children

COMING SOON
ONLINE MULTIPLAYER VEHICULAR COMBAT GAME

Dream Rain

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DREAM RAIN

Key Players

Our Expertise

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The company started its work in 2014 by two personnel in order to enter the entertainment market. War Machine was the first game published by the company which was downloaded over 300,000 times. It was the first multiplayer online mobile-based game in Iran.

This is dream rain's motto:

Our dream is your future.

Company facts

War Machine was the first game published by the company which was downloaded over 300,000 times. It was the first multiplayer online mobile-based game in Iran.

Key Projects

- War Machine
- Wheels Of War
- Warriors

eWalk

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ewalk
ENTERTAINMENTS

Developers

Key Players

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Peyman Afraz
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Our Expertise

Ewalk game development studio is a company offering web-based and mobile-based solutions on the internet. Ewalk has also released a number of successful games, notably Mr90, Gorz, and MrGoal. Spectacular interface and the meaningful relation between the components of the game have been the striking points of Ewalk games. Ewalk is proud to have over 1.5 million users in Iran and across the world.

Fifteen years of experience on developing web-based programs and eight years of game development experience has turned ewalk into one of the most important developers in the Middle East.

Key Projects

- Mr90 (web-based and mobile game)
- Gorz (web-based multiplayer game)
- MrGoal (online mobile game)

Honors and Awards

- Nominee for the best online game of the year for Gorz in the Computer games Festival.
- Nominee for the best online game of the year for Gorz and Mr90 in Iran's Web Festival.

info@hexino.ir / www.hexino.ir

PC   MMOs   Handheld   **Mobile**   Console   Browser Game

Hexino

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HEXiNO

Developers

Key Players

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Our Expertise

We are an independent game development team with a focus on making innovative and highly polished games for smart phones.

Our current project, is an upcoming online artillery strategy game for Android and iOS called Bazuka. It features turn based battles and CCG-based Metagame. We have redesigned the popular artillery strategy genre for touch devices and combined it with CCG elements to create a unique experience. Our team consists of young and talented specialist in various fields including game design, programming and art.

Leo Games

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Developers

Key Players   ## Our Expertise

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Taha Mousavi
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Founded by two Sharif University Graduates, Leo Games strives to create fun and engaging games for various platforms. In its 4-month life, Leo Games has released one title on Bazaar Android Market named "BoroJelow" which is a casual record-setting game.

"BoroJelow" tapped the top games list in only 2 weeks after release and got almost 25,000 installations.

We've also published a library for performing In-app Purchases in Unity Engine on Bazaar Platform based on "Soomla" to help Developers speed up integration process.

We're currently working on an online real-time version of "BoroJelow" which will be hopefully released by the end of August 2016.

We're looking forward to growing our team with new talents to start making bigger games.

The DarkWings
EPISODE ONE
WHEN YOU LOSE YOURSELF THE DARKNESS COMES ....

Lexip Games

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Key Players

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Maysam khankeshlou
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Our Expertise

Established in 2007, Lexip aimed to develop short animations. Later in 2013, the company started collaborating with Iranian and foreign companies to develop independent games. It then hired the experts of the field and could attract a significant number of audiences. Their first project of the team, The Dark Wings, received a notable success in slide db 2015. The game is essentially a Puzzle/Adventure game.

Company facts

Dark Wings was the first independent game by Lexip and won the second best prize in 2015 from the player choice of the Slides.

Key Projects

- The Dark Wings
- Robbers

Honors and Awards

- The second best selected upcoming game from players choice of Slidedb 2015.
- Slidedb, Top 50 Apps Of 2015.
- Best Persian Cinematic Game.

Medrick Games

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Developers

Key Players

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Mehrdad Ashtiani
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Our Expertise

Medrick was initially established in 2008 focusing on developing mobile games for the Iranian market. We currently have several first-party development teams and 3 of our games are among the 15 highest grossing games of the market.

Hence, we know both the technical and business sides of game development.

Over the past years, we have created partnerships with several key members in the game industry. Our partners' list ranges from tier-1 mobile operators such as IranCell, Rightel and HamrahAval to domestic stores such as CafeBazaar (http://cafebazaar.ir/?l=en) and Myket (http://myket.ir/). In addition, the set of mobile games we have developed so far currently own a user-base of +4 million users.

Key Projects

Rooster Wars, Footcardia, Zero2Hundred: Last Gear, Melodia, Steam Card, Dunderia, Colorful Dream, Bakhtak City, Kuiper, FarmArina

Honors and Awards

▪ Best adventure game for Bakhtak City at the 5th Tehran video game festival.

▪ Best mobile game of the year for Rooster wars at the 4th Tehran video game festival.

▪ Having 3 games in the top 15 highest grossing games of the market.

▪ Best casual game of the year for Matchteria at the 3rd Tehran Video Game Festival.

▪ Best art direction award for Telerun at the 3rd Tehran Game Festival.

NOA GAMES®

CHALLENGE ACCEPTED

NOA Games

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Key Players

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Our Expertise

NOA Games Entertainment, founded in 2008, is an industry-changing entertainment media company and creator of successful mobile as well as browser games like Shadow Racer, SpeedUP, ProFC.

NOA Games has launched numerous chart-topping games in the local markets. Following this success in local markets, the team is growing fast to become an international brand. NOA Games currently employs about 10 professionals from different nationalities across the world.

Company facts

The game Viraj achieved over 400,000 users in less than 5 mounts at local market since its release in 2015.

Key Projects

- Speedup (v1,v2) (Web base)
- Viraj (Mobile)
- Shadow Racer (Mobile)
- Pro FC (Mobile + Web base)

Honors and Awards

- Best Iranian Sports Game for Viraj in 2015
- Best Web-based Game in 2012 for Speed Up

Papata

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Developers

Key Players

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Our Expertise

NOA Games Entertainment, founded in 2008, is an industry-changing entertainment media company and creator of successful mobile as well as browser games like Shadow Racer, SpeedUP, ProFC.

NOA Games has launched numerous chart-topping games in the local markets. Following this success in local markets, the team is growing fast to become an international brand. NOA Games currently employs about 10 professionals from different nationalities across the world.

Key Projects

- Takeover
- Eighth assault 1
- Eighth assault 2

Honors and Awards

- Top place in Iran MobiCode Festival's Cultural and Artistic Division.

CogLad

www.maghzineh.com

Pars Cognition

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Key Players

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Peyman Vahidkhah
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Our Expertise

The Pars Cognition knowledge –based company started its work in 2015 to develop products serving mental health by a group of specialists in sciences, neurology, psychology, and artificial intelligence. The games developed by the company are meant to empower short and long term memory. Presently, the company is directly collaborating with universities and research institutes.

Members of BDO include:

Dr. Hadi Moradi (Artificial Intelligence and robotics), Dr. Majid Nili (Artificial Intelligence and Cognitive modeling), Dr. Hamid Reza Pouretemad (Neuropsycology), and Dr. Hamed Ekhtiari (Neuroscience).

Company facts

▪ Productions: 12 CogLad: Attention, 12 CogLad: Memory
▪ Members: 4 PhD holders, 6 Masters' holders, and 2 Bachelors' holders
▪ Users: 150

Key Projects

▪ CogLad: Attention
▪ CogLad: Memory
▪ CogLad: Decision making
▪ CogLad: Intelligent School
▪ CogLad: HEC for Hand Eye Coordination
▪ Bornaz: PECS- based game for rehabilitation and training

Parseh Game Studio

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Key Players

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Our Expertise

The Parseh Game Studio was established in Tehran in 2011 to develop and distribute tools for the development of games and their infrastructure. Since its establishment, the company could create the Seganx game development engine and could release its first game, Rush for Glory, to the market.

Key Projects

- Seganx game development engine
- Rush for Glory game

Honors and Awards

- Honor certificate from the third Video Games Festival.
- Best technological Achievement Award from the Third Video Games Festival.

Pooya Nova System Inc.

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Key Players

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Our Expertise

Nova started its work in 2014 to develop computer games and after a short time, embarked on developing mobile and tablet-based games. The company pays due attention to developing quality games, and could ultimately present the game Ring Mania to the international market.

Key Projects

Ring Mania

Honors and Awards

Best Casual Game Award of Tehran Games Festival 2015

Raspina Studio

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RASPINA

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Our Expertise

Raspina Studio is a team of enthusiasts gathered around with the main goal of creating high quality and polished games. The team was established in 2011 in Tehran and has developed games for both PC and mobile devices. Raspina is directing its focus on developing PC and console games and has started working on a new title for a while and is looking for close partnership with publishers and investors for the new title.

Key Projects

E.T. Armies is the first project of Raspina studio. The team started working on the project from early 2012 and after 3 years of development the game was released locally in Iran followed by the international launch on 3rd of march.
E.T. Armies is a first person shooter game set in a far future where mankind has left the earth. In the game player play as a Parsis soldier in a war against the invasion of forsaken, the new born nation who hunger for supremacy and power.

After E.T. Armies, the team started working on an action arcade casual game for mobile and tablet devices. The game introduces a unique control to dodge obstacles while captivating the player with beautiful art style, vivid music and charming narration. The game has been released recently on iOS Platform and is planned to be released for Android devices soon.
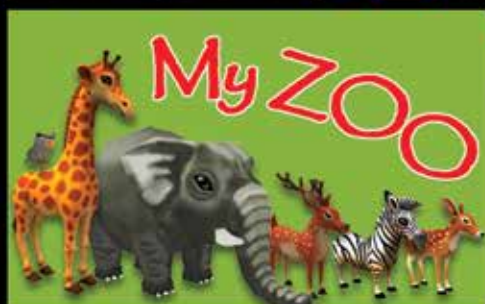
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Developers

Key Players   Our Expertise

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The Royagaran LLC was established in Tehran in 2003. The most important objective of the company was developing creative games. The studio has different departments for game development and has so far released four games.

Key Projects

- Rockefeller, The Black Gold
- Hidden Treasure
- Top Gear: Most Wanted
- Joorino
- Nexnum

Honors and Awards

- Best Game Design for the Black Gold from Tehran's Video Games festival.
- Best Technical Implementation for the Black Gold from Tehran's Video Games Festival.
- Best thriller for Black Gold from Tehran's Video Games Festival.

RSK Entertainment

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RSK
Resana Shokooh Kavir

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Mahdiyar Jahangiri
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Our Expertise

The RSK Entertainment started its work in 2006 as a specialized studio for developing games under the name of the K2GameStudio. The development of its game, Tehran 1312, attracted positive criticism from people and officials and was welcomed widely by people both inside and outside the country in the forms of an online and offline game. The other achievement of the group was the game "the mischievousness of Alimardan Khan" which was also widely welcomed. Since then the studio has successfully released fifteen games to the local and four to the global market.

Company facts

- Development of 19 games for the local and global market.
- 5 titles have been published in foreign markets:

Alimardan's Mischiefs, Murder in Tehran's Alleys 1933 ,
   The way of love(Sub zero), Dark Years, Forgotten Sound 1
- Publishers we've worked with:

Lace Mamba Global, GamersGate, NevoSoft, KISS LTD

Key Projects

Alimardan Meet Merlin, Murder In Tehran' s Alleys, Legend of War, Ambassador of Love, Forgotten Sound 2: Destiny

Honors and Awards

- Best content prize for Murder in Tehran's Alleys 1933.
- Best game award for Murder in Tehran's Alleys 1933 in Hedayat Video Games Festival.
- Best Kids' game and third place for pictures for "Alimardan's Mischiefs".
- Best Direction for "Qajari Cat".
- Best Sacred Defense Game Prize for "Road of Love: Subzero".
- Best Technical Prize for Murder in Tehran's Alleys 1933.
- Best Music Award for "forgotten voice".

ASMANDEZ

THE FIRST IRANIAN ONLINE GAME

Simulator Developer

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SIMULATOR DEVELOPER

Key Players   ## Our Expertise

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Simulator Developers Co. started its work in 2001 by developing stimulation software and then embarked on developing video games. The company has always focused its attention on quality, trying to create a unique experience for its audience. It launched its first MMO game in 2009 and since then has continued making online games. The games developed by the company have now been released by seven distributors and the company now has hundreds of thousands of users.

The company is now trying to make the best use of the expertise it enjoys and its experienced developers to compete with the worlds' greatest names in game development.

Key Projects

Omid Shahbazi
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- Asemandez I
- Asemandez II
- Mooshvandan
- Whose flag is higher
- Bulldozer Driving Training Simulator
- Loader Driving Training Simulator

Honors and Awards

- Innovative achievement prize from Digital Media Festival.
- Best online game of Digital Media Festival.
- Best online game of Tehran Video Games Festival.
- Best game in Video Games Festival 2013.
- World's best independent game in MMO 2013.
- Year's best game in Video Games Festival.

TOD Game Studio

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Key Players

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Ramin Beigi
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Our Expertise

TOD is a game development company that uses its young talents to develop the most innovative games. The group is made up of some of the best engineers of the country who work in a friendly and dynamic environment. Since 2004, the company has released over 30 iOS and Android software to the local and international market. In the past couple of years, the company has focused its attention on the local market.

The country's only Apple software company Sibche and the online games Fruit Craft and PerCity are some of the products of the company.

Software developed by the company have been acknowledged by world media outlets, including The Independent, Guardian, Wired, and BBC.

Situationist, a software by the company has been dubbed by the New York Contemporary Museum as a top developing.

Social software ColourDNA has also been reviewed by TechCrunch.

Tosan Game

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Key Players

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Hooman Jafari Monfared
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Our Expertise

Tosan Game is a software and game development group that was founded in 2007. During this time We had a lot of successful experience in software and game developing. We have developed various types of games like " Dark Madness, Persian Gulf Cup, Golden chicken " and so on.
Furthermore we have valuable experience in development of softwares based on virtual reality and data bases like " Iran civilization (Persepolis), Yadman , IFAS " and so on

Key Projects

Our key project Dark Madness is a free interpretation of eastern legend: «Zahak» .You play the role of Sam, a member of special forces group fighting in an apocalyptic universe where humanity is poisoned by the ultimate madness. Asham , the evil overlord and devotee of "Zahak" , is planning to destroy humanity and you are there to stop it. Use your wide range of weapons to fight the evil enemy in a versatile environment set. Other products of the company are: Iran Civilization (Persepolis), IFAS, Yadman, Persian Gulf Cup, The Golden Chicken, Saba, Amn Imen, Tamrinyar

Honors and Awards

■ Prize for the best action game of the year in 5th Tehran Game Festival 2015 for "The Dark Madness(Release)".
■ Prize for the best game scenario in 5th Tehran Game Festival 2015 for "The Dark Madness(Release)".
■ honorary diploma for technical and artistic achievement for "The Dark Madness(Release)".
■ Candidate for the best music in all genres for "The Dark Madness(Release)".
■ Prize for the best Iranology software for Iranian civilization software(Takhte Jamshid in Digital Media Festival).

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TSIT Games Studio

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Our Expertise

TS Information Technology Ltd (TSIT) began operations in the field of e-commerce and game development in 2010.

The company is involved in game development, mobile app development and game publishing.

The company has created the online games kingsera.com and tadland.com as well as mobile games for iOS and android systems .

TSIT has successfully translated and published games in English, German, Italian, Russian, Turkish, Arabic and Persian.

Key Projects

- Kingsera Online&Strategic Game
- Overtake
- BirdsHunter
- Evil's End
- Brain teasers and IQ points

Vira Gostar Honar Hashtom

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Our Expertise

The Vira Gostar Honar Hashtom Company was established in 2011 by a number of students of the Iran University of Science and Technology (IUST). The members of the group are all now members of the research center of the university. The company officially launched its activities later in 2014, and still, the core of the company is made up of graduates of the prestigious university. Relying on its experienced and professional staff, the company aims to fill the existing gaps in the country's game development industry.

Company facts

In a short time span since its establishment, the company has achieved great strides and has attracted the attention of many potential investors. It also booked itself the top prize of the IranaGDC 2014 competition against 35 top companies and universities. The company is now collaborating with governmental institutions on three major projects.

Key Projects

- Farmouller game; a 2D farming game of strategic genre.
- Foot Yard: A mixture of strategy and sports genres, which is to be released soon for Android and iOS.
- Runaway vender, developed upon an order by one of the governmental institutions. The game is not released yet.
- Persian Sheriff, To be realeased by early 2017 for Android & iOS.

Honors and Awards

- Top Place in the IranaGDC among 35 companies and top universities.
- Top Place for innovative ideas in the 2nd Independent Game Developers Festival.
- Special Award of the jury of the 2nd Independent Game Developers Festival.

White Designers

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White Designers
G A M E   S T U D I O

Key Players

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Our Expertise

W.D. is an independent game developer studio with over 3 million registered players and thousands of new users every day. Today, WD ranks among the top Iranian game developer studios.

The company founded in 2009 and we successfully developed and published more than 7 titles, all for mobile platforms.

Our team members are some of the best Iranian professionals (Artists, Programmers and Designers) and we are constantly growing the team.

We are passionate about game industry and making awesome games for players around the world.

It is nice to mention that our focus on gameplay, carefully crafted graphics and community management has gained us several professional awards.

Key Projects

- Takeoff 3 – (takeoff-game.com)
- Takeoff 2
- Takeoff 1
- Ghand Online Puzzle
- Minions Party

Honors and Awards

- Best Mobile application, 2nd Razavi Digital Media festival, 2013
- Best mobile application, Shokoofa festival, 2014 Tehran

Developers
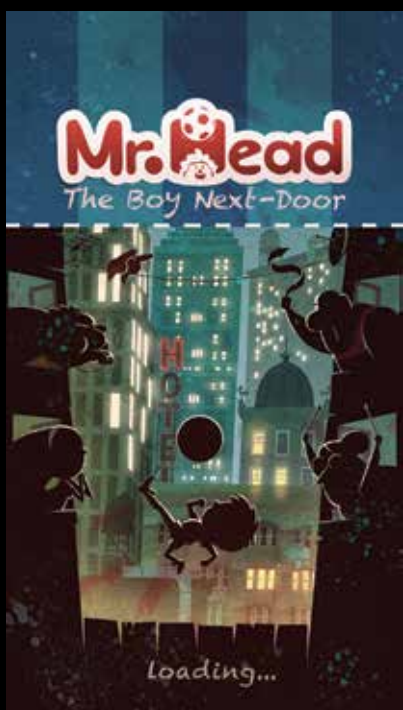
Wooden Wings

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WOODEN WINGS
STUDIO
استودیو بالهای چوبی

Developers

Key Players

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Our Expertise

The Wooden Wings was established in 2011 with the objective of developing quality mobile-based games. It also developed other entertainment programs. So far, the studio has released games such as MrHead and programs such as Windy Fall and Honey Bunny. The company has always been enthusiastic about developing games and programs in collaboration with other game developers.

Key Projects

- Mr Head
- Windy fall
- honey bunny
- Gifytu

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HRK

BLTACK

the indie gala

ZhooriMaang Entertainment Designers

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MOON HOUSE

Key Players

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Our Expertise

The digiMaang Entertainment Designers is a knowledge-based company. Established in Iran's Kurdistan in 2010, the company officially started its activities in the area of developing video and TV games, virtual reality games, 3D simulators, and animations. The company is proud to have shared its expertise with those interested in the field of game development.

Company facts

One of the products of the company, Chauffeur, could bring home over 100,000 USD globally in nine months.

Key Projects

The Chauffeur game, virtual patrol of science and technology parks, virtual patrol of technical and vocational centers and Kurdistan's cultural heritage sites.

Honors and Awards

The ZhooriMaang Entertainment Designers has been chosen as the top exporter of knowledge-based products to Islamic countries.

Publishers

Publishers

Publishers

GARSHASP
TEMPLE OF THE DRAGON

2ND GEAR
MOST POPULAR RACING GAME IN IRAN

Fanafzar

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FANAFZAR™

Publishers

Key Players

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Kasra Tehrani
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Our Expertise

Fanafzar is an independent video game developer and publisher established in 2006. Fanafzar is focused on producing high quality PC and mobile titles. Our main goals are to help developers make a better product, handle proper communications of their game to make sure it is delivered to the target audience with the right level of support.

Our publishing activities is based on the following three pillars:

- Production (Increasing the quality of the game in development)
- Marketing (Communicating the games message and locating the target audience)
- Sales and Support (Delivering the game and supporting the community)

Key Projects

- Garshasp :
Garshasp is a third person action based on ancient Persian mythology developed by Fanafzar. This game is bringing to life the epic battles of the mythological hero, Garshasp, in the ancient lands against the evil monsters.
- 2nd Gear :
2nd Gear is a drag race in the city streets published by Fanafzar, featuring high quality graphics and online competition.

IMPERIA ONLINE

LORDS & KNIGHTS

BOSS IS COMING!
ZOMBIE FRONTIER 3

WAR INCORPORATED

POCKET TROOPS

ARTILLERY online 2
CANCEL

poly blast
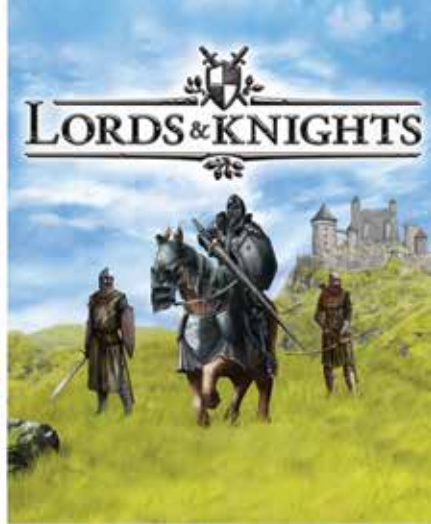
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Publishers

Key Players   ## Our Expertise

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Sara Yektapour
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MedrickFZE is currently the biggest mobile and browser based game publisher in Iran and the MENA region. The company tries to bring together all the required services to provide the developers with a single point of interface to publish their games in this vast and untouched market.

The services we provide are: 1. Localization, 2. Technical Support, 3. Community Management and Customer Support, 4. PR, 5. Marketing and UA, 6. QC and Game Testing. Medrick FZE currently has headquarters in Tehran, Dubai, United States and Germany. Over the past years, we have created partnerships with several key members in the game industry. Our partners' list ranges from tier-1 mobile operators such as IranCell, Rightel and HamrahAval to domestic stores such as CafeBazaar (http://cafebazaar. ir/?l=en) and Myket (http://myket.ir/). In addition, the set of mobile games we have developed so far currently own a user-base of +4 million users.

Key Projects

Publishing the following international games in the Iranian market and make them achieve success:

Last Empire War Z, War Inc, Pocket Troops, Imperia Online, Poly Blast, Artillery Online, Zombie Frontiers, Lords and Knights.

Services

- Mobile and Browser based games full cycle publishing.
- Payment solution for PC and browser based games and applications that enables local payment very easy to integrate.

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Stores

Stores

Stores

Cafe Bazaar

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cafebazaar.ir

Stores

Key Players

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Mohammad Moallemi
International Business Developer
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Niloofar Amini
International Business Developer and
Partnership Strategist
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Our Expertise

Founded in 2011, Ava Hamrah Hooshmand Hezardastan (Cafe Bazaar) is an Iranian consumer Internet company that runs the first and the most popular application marketplace for Persian speaking countries. We connect millions of smartphone users, advertisers and mobile app developers and publishers through our technology-based platforms such as Cafe Bazaar Android app store and ADAD mobile advertising network.

More than 16000 local and international developers and publishers are currently cooperating with Cafe Bazaar. By using Cafe Bazaar app store, connected to the local payment system, you can distribute your games for 30 Million users and therefore easily monetize them in the fastest growing smartphone marketplace in the Middle East. Cafe Bazaar's share of Iran's internet bandwidth has recently reached to a remarkable number of 10% and this number is growing each day as a result of the rapid penetration of smartphones in the country.

Company facts

Founded: 2011, Employees: +150, Active users: +30 Million, Local and International developers: +16000

Key Projects

- Cafe Bazaar (Largest Iranian Andriod App store)
- Divar (leading classified ads platform in Iran)

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IranApps

International eco-system based in the Middle East

With over 150K live applications

Including over 10k local applications.
Our services are unique with
Innovative payment mechanisms

Apps & Games

Users
iranapps.com/download

Developers
developer.iranapps.com

Iran Apps

📍 Second floor, No. 41, Corner of Derakhshan St., Northern Zarafshan ST, Qods Town (Shahrak Qarb), Tehran, Iran
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Stores

Key Players

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Our Expertise

Iranapps commenced its business as a warranty and support company for Samsung smartphones in 2010, and 2013 marks its shift of management and hence its focus on android marketplace with coverage for all brands of smartphones making it one of the main IT companies active in application development and publication infrastructure.

Company facts

According to a report by MCI mobile operator, Iranapps application and website are placed fifth in bandwidth consumption.

Iranapps hosts more than 10 million Android users, 15000+ Iranian app developers and 50+ international app developers.

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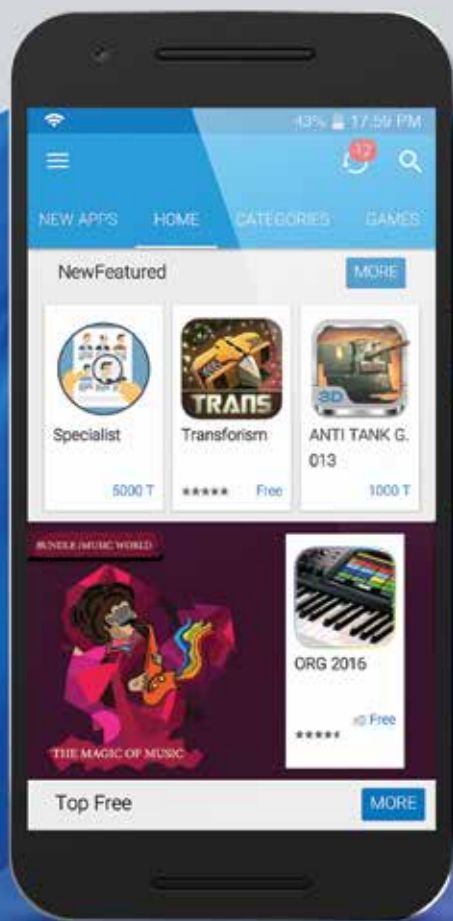
Myket

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Our Expertise

As a solution for Iranian android smartphone users after the ban on Iran's access to global marketplaces, Myket Android store was founded in 2011. For a long period of time, Myket was not monetized and 2013 marks its shift of focus on smartphone use promotion and high quality Iranian games.

Myket now is a start-up project under the supervision of Hasin Support Team, making it one of the pioneer and most successful start-up companies of the last decade. Myket's young, dynamic and creative team have made an effort to lead developers towards creativity and growth, penetrating mobile phone technology into Iranian lifestyle.

2015 marks the development of Myket as a platform with the highest international standards leading to the maximum opportunities for domestic and foreign developers to monetize their applications in Iran's market. This led to tremendous growth in the number of foreign applications published in Myket.

Myket's plan in this year is to enter the vast market of Persian Gulf countries in the Middle East.

Company facts

- 8+ million app installations
- 2+ million active users
- Publication of non-Iranian applications with legal agreements
- Development plan for the Middle East
- Promotion of games among users
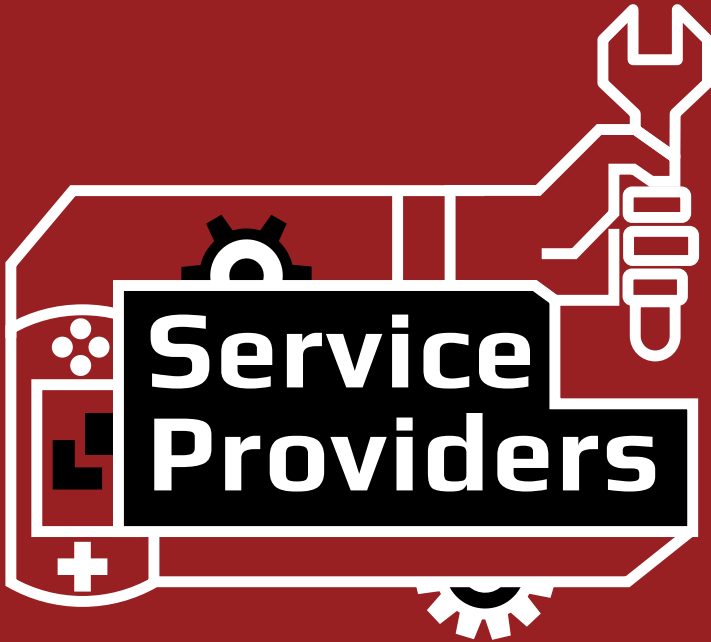
Service Providers

Service Providers

Service Providers

عدد

تبلیغات هوشمند
adad.ir

Adad

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Niloofar Amini
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Our Expertise

ADAD is a new mobile ad network platform by Ava Hamrah Hooshmand Hezardastan. As a major mobile ad network platform for mobile applications, ADAD targets Persian-speaking countries around the world. This highly profitable ad platform is considered as a great source of income for mobile developers and publishers.

Founded in 2011, Ava Hamrah Hooshmand Hezardastan (Cafe Bazaar) is Iranian consumer Internet company that runs the first and the most popular application marketplace for Persian speaking countries. They connect millions of smartphone users, advertisers and mobile app developers and publishers through our technology-based platforms such as Cafe Bazaar Android app store and ADAD mobile advertising network.

Company facts

ADAD (leading mobile advertising platform in Iran)

Features

- Interactive Ads
- Real-time Statistics
- Effective Costs
- Various Ad types
- Click fraud detection
- Free Consultancy

Service Providers

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BaziMall

Gamers

Games

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Dropfun

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Dro◌

Key Players

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Our Expertise

We continuously try to do our best to offer fantastic games for our players.

DropFun Entertainment was founded in January 2013 as a knowledge-based company specialized in working in Audience Engagement.

In the new period of Activity, DropFun is a pioneer and one of the professional leaders of digital game publishing in Iran. Our Game Publisher Company Includes Two separate Business Units:

◾ Games Retail Distribution with long term experience (It supports and covers around 600 Game retail stores all around Iran)

◾ Digital Game Publishing (It has Local Game Store)

DropFun is looking for some good pc, on-line games and mobile games to publish in Iran.

Company facts

◾ Resources localization
◾ API and Payment Solution for Local Market
◾ Working and publish in Local App Stores
◾ PR & Marketing
◾ Customer Service
◾ Technical Issues and Services

Key Projects

◾ Dropfun is developing Game Mobile Backend as a Service Platform (GMBAAS) as a unique publishing platform in Iran.

◾ GMBAAS helps you to have different experience for presenting and publishing your games for our players.

<gΔpp>
game / app
LABORATORY

gapplab.com

GAPP

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game / app
LABORATORY

Service Providers

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Our Expertise

GAAP Lab was established in 2015 by Iran Computer and Video Game Foundation and its aim is to provide world-class game testing and professional services to Iranian Video Game industry.

To achieve this goal GAAP Lab provides Different Services:

▪ Special Services for video games: PC, Consoles, Mobiles which includes: Operation testing and Compatibility test.

▪ Standard Reports: GAAP-Lab will provide different standard reports for developers so they can improve their products quality. These reports include Bug and Compatibility reports on different devices and platforms.

▪ Standard Certificate: video games and application which are tested and have completed all testing and compatibilities levels will be granted quality approved certificate. This certificate has different beneficial effects for products especially in their presentation in the Iranian market.

Company facts

From the day GAAP Lab has founded, it has provided testing services for many valuable clients and game studios. Until now it has tested over 100 video games and applications and provided the clients standard reports and certificates.

Key Projects

- Medrick Game Studio
- Fan Afzar Sharif
- Arena
- Lipinic
- Heartbits
- Tango

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IRAN GAME JOBS

The Best Place to Meet Iranian Talents

IRAN GAME JOBS

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IRAN GAME JOBS

Service Providers

Key Players   Our Expertise

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IranGameJobs is a newly formed site which is providing new opportunity for both clients and job seekers. IranGameJobs has been created in 2016 by Iran Computer and Video Games Foundation based on the idea to create a large community of developers to help Iran's video game industry growth.

The main aim of IranGameJobs is to provide a simple connection between the game studios and the developers who seek to join the gaming industry. To fulfill this goal IranGameJobs have gathered large pool of profiles for both Companies and Clients which can be accessed by all Users. With this amount of information clients and companies can find the needed jobs or talents.

Some of the advantages the IranGameJobs offers:

▪ A large pool of companies who look for new talents.

▪ A large pool of talented and experienced clients profile looking for job interviews.

▪ Creating opportunity for the growth of the gaming industry.

▪ Finding talents in all the areas of game development from management to technical, art, animation, game design, music and sound effects.

▪ Look for individuals for your newly created project.

▪ Customized packages for the best experience in finding the right people.

Key Facts

▪ More than 100 companies profiles.
▪ More than 1900 individual Profiles.
▪ Categorized information based on the talents and field of work.

Sourena

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Our Expertise

Sourena is a leading publishing company that publishes overseas games in the country through its channels and portals with «AllPays» system which is a strong online payment platform for foreigner companies to sell their digital goods and easy way for them to gain money from Iran's market.

Company facts

Sourena Game Studio is a leading publishing company for web games, online client games, MMO, PC and mobile games in Iran. The Sourena Game Studio Publish Western Games in the country through "AllPays" system which is a strong online payment platform for foreigner companies to get paid and an easy way for them to gain money from Iran's Market. Our happy clients: Travian Games GmbH, Gamigo GmbH, InGame Group, IDC games, G2A, Maysalward, Jawaker, TPay, Primeiro Pay, Paysafecard, DatCroft, MinTroute, MimoPay, Xsolla, AltPlus, WoloPay, Aptiode and finally Google Inc.

Key Projects

Travian Legends, Goal United, Zula game, Berserk, Get the Gun, TREASURE MASTER, PIXEL WARS, Legends of Persia, Rush, Wobbly Jungle, Unsight, Super Infinite Digger, Petals

Services

- Publishing / Co-Publishing
- Local payment API with 100% coverage
- PR & Marketing
- Customer support and community Managment
- Product Managment and production
- Localization and QA
- Sponsored Ads, Social Media & Communities

In-App Ad Service

Tapsell

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TAPSELL

Key Players

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Our Expertise

Tapsell is an intelligent advertisement platform designed for mobile applications. Advertisers can easily create their campaigns and show them on different popular applications in smartphones for millions of people. Using Tapsell's SDK, developers can include this service in their applications and enjoy the monetary benefits of it. This will be a win-win deal where the audience of the application and the developers both enjoy some benefits.

Tapsell, aside from creating a great advertisement opportunity for branding and marketing activities, creates effective video advertisement and promotions for the applications. Also, taking use of great technologies such as machine learning and data analysis helps Tapsell obtain deeper data mining analysis leading to improvements in advertisement campaign performance. Through the vision of Tapsell, each user will only enjoy advertisements designed and selected in accordance to their preference.

Company facts

Today, Tapsell enjoys more than 12 million unique users and more than 800 applications show Tapsell's ads and earn money. Tapsell's growth over its 4 months of activity has been significant going over 10 million video impressions with more than 70 percent of users watching the ad videos to the end. Also the CTR in this system is than 18 percent meaning that 18 percent of those who watch the ads to the end, click on its final banners.

Key Projects

▪ Recognition of this product as a knowledge-based service by the department of science and Technology

▪ 3rd place in Sharif's 7th festival of business opportunities VCCup7

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Organizations & Communities

Organizations & Communities

Organizations & Communities

CGART

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CGART.IR
PERSIAN CG COMMUNITY

Key Players

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Our Expertise

The Website of Digital Arts started its activity in 2007 with its prior focus on serving the artist society of digital arts in Iran. After a decade of performance, this website is now home to experts of digital arts.

The main activities of CGart.ir are holding events, workshops and seminars, exhibition of digital arts and convention of international art competitions, Job opportunity networking and introduction of Iranian artists in prominent exhibitions of computer, graphic and digital arts. Another mission of CGart.ir is to improve the educational quality of academic courses held in universities and institutes in graphic design and computer graphic fields in compliance with the standards of Iranian digital arts.

Key Projects

▪ Holding international competitions for digital arts.

▪ 80+ workshops in different fields of digital arts.

▪ Interviewing of more than 50 artists specializing in digital arts and development of educational articles.

▪ Exhibition of the 26000+ works from 3000+ artists.

▪ Creating connections between artists and project holders in more than 1200 occupational opportunities.

▪ Attendance in 2011, 2012, 2013 SIGGraph annual conference.

Organizations & Communities

- **Landscape of Iran's digital games industry**
- **Triple reports of gaming platforms**
- **Market info reports**
- **Gamers clustering report**
- **Online gaming report**
- **Tehran exclusive report**
- **Comparative reports on Iran's 11 metropolises**

info@direc.ir / www.direc.ir

Top 5 Favorite Media among Gamers

Television   **Music**   **Digital game**   **Book**   **Movie Theater**

DIREC

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Organizations & Communities

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Pouyan Nejadi
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Our Expertise

A spinoff of the Iran Computer & Video Games Foundation, DIREC was founded in 2014 to gather in one place the research cores made up of finest university graduates as well as industry experts in different aspects and fields of digital games industry.

DIREC's mission is to promote and advance its research and analytical goals, mostly in marketing, communications, psychology, and sociology through definition and execution of multiple research projects with their main focus on behavior studies and market research.

Company facts

- Main research center specializing in marketing, communications, sociology and statistics.
- Cooperation with the Iran Computer & Video Games Foundation.
- The benefit of 15000+ statistical samples throughout the country.
- Adequate information, covering all metropolises, cities, towns and residential areas in the country.
- Cooperation with 100+ researchers in the country.
- Generalizability of information.
- In- depth analysis of reports by the industry scholars and experts.

Key Projects

- Landscape of Iran's digital games industry.
- Triple reports of gaming platforms (Mobile, PC & Console).
- Market info reports (Trending games, Top brands, popular hardware etc.).
- Gamers clustering report.
- Online gaming report.
- Tehran exclusive report.
- Comparative reports on Iran's 11 metropolises.

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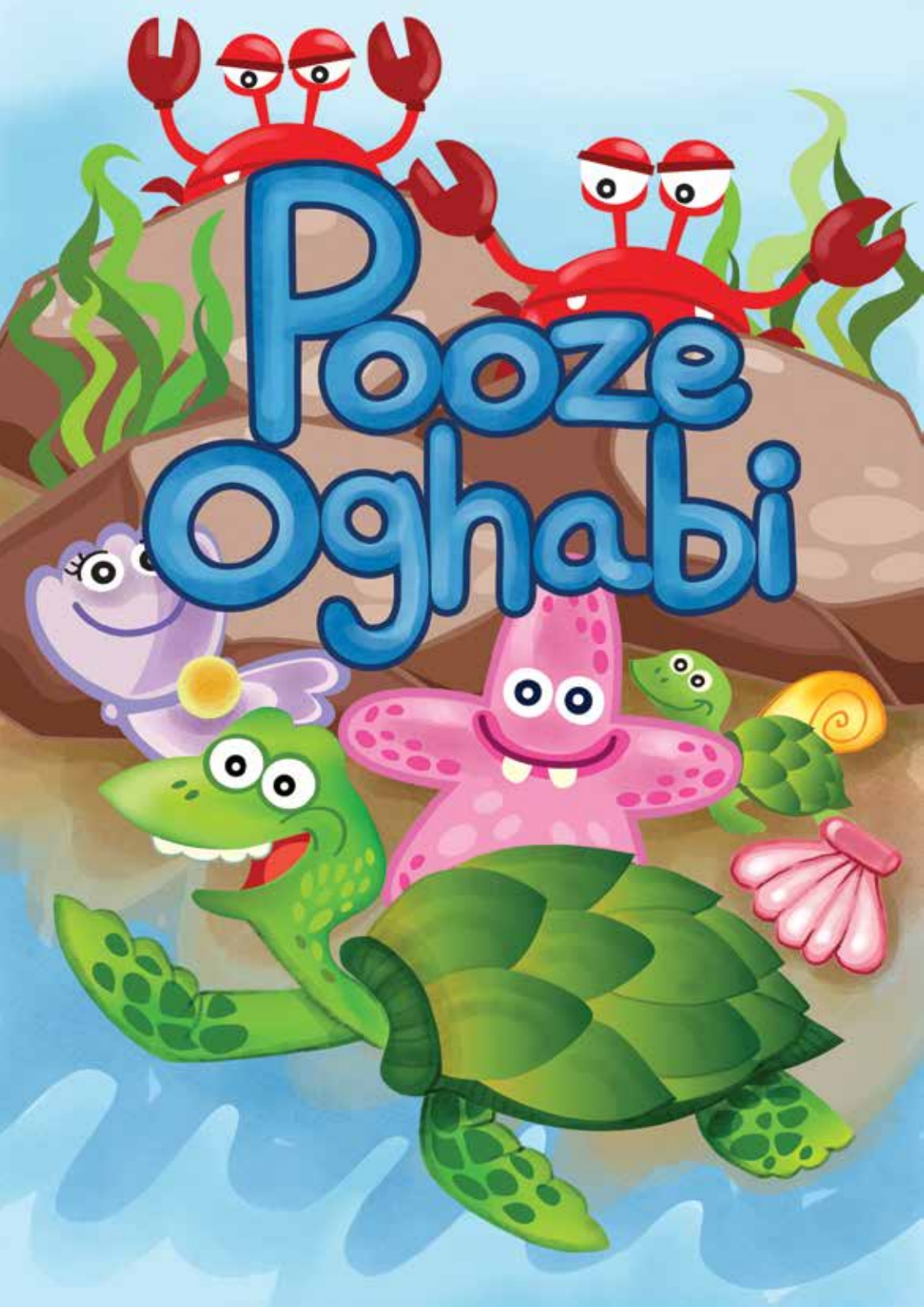
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Ali kafi
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Our Expertise

Iran Technical Publications co. was founded in 1981 and started its activity by publishing Technical and Engineering handbooks. 1991 marks the shift of focus in Iran Technical Publications co., and publication of environment, lifestyle and pre-school books. Nardeban was the first book published for Kids and Young learners. In 2013, Iran Technical Publications co. launched the department of application and computer games production.

Company facts

- Publication of environmental and lifestyle books.
- Publication of pre-school education handbooks.
- Sepidar Festival of kids and children's publications on enviroment.
- Interactive books for kids & young adults.

Key Projects

- Sabzestan
- Pooze Oghabi
- Behrang & The Color Monster

Honors & Awards

- Best publisher award by the Environment Publications Festival.
- Second prize by National Environment Committee.
- Best publisher award by 5th Roshd Festival of Educational Publications.
- Best publisher by Roshd Festival of Educational and Training Publications.

Organizations & Communities

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Entertainment Software Rating Association

ESRA

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Entertainment Software Rating Association

ESRA

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Our Expertise

Ever since the establishment of the Iran Computer and Video Games Foundation, one of the main objectives and quests of the foundation has been the "culture of proper use" of computer games. The reason behind such an objective in Iran, is benefiting from the educational potential and influential role of computer games and the need to avoid the disadvantages of mental and spiritual deficiencies resulting from the misuse of computer games. Therefore, one of the most significant aspects of such culture design would be the issue of age ratings for computer games, which has been assigned to ESRA.

ESRA principle, the result of a one-year investigation and research on different harmful content of computer games from three aspects of sociology, psychology, and Islamic teachings, launched its rating system in 2009 in five categories of 3+, 7+, 12+, 15+ and 18+ years of age.

One of the most important reasons of the observed necessity for ESRA principle is the lack of a proper pattern of use for computer games and the negative physical and mental effects of computer games caused by misuse and the concern of patterns regarding such issues due to their lack of information about the improper and inappropriate content of such games.

Key Projects

6500+ computer and mobile games rated according to ESRA rating principles in the short period from the date it was founded.

Organizations & Communities

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IGDA

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Organizations & Communities

Key Players

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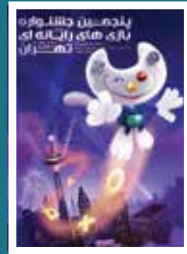Chapter Chair
taharasuli@yahoo.com

Our Expertise

Iran Chapter is one the Chapters of the International Game Developers Association with the responsibly to connect Iran's society of game developers to the international network. This chapter, founded in 2014, aims at education and improving the educational quality of workshops and courses in game development.

Currently, Iran Chapter is actively pursuing various academic undertakings such as refereeing international festivals, academic syllabus creation for game design courses for universities worldwide and evaluation of technical articles in the field of game development. All the activities of Iran Chapter is performed by volunteers and the long-term goal of Iran Chapter is the global acknowledgment of Iran as an active member of the computer game development society.

Key Projects

▪ Holding independent game festival in Tehran.
▪ Affiliation with IGDA Academic Forum as the support force for the Iran Game Development Institute.
▪ Contribution to the curriculum design for university courses based on IGDA educational framework.

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IRAN
Computer &
Video Games
Foundation

<gΔpp>
game / app
LABORATORY

IRAN
GAME
DEVELOPMENT
INSTITUTE

Entertainment Software Rating Association
ESRA

DIREC
Digital games Research Center

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Iran Computer and Video Games Foundation

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Maryam Ahmadi
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Our Expertise

Iran Computer and Video Games Foundation is a non-profit organization with the mission to support, audit and incubate the growth and development of gaming industry in Iran. Founded in 2008, the foundation is the main regulating and policy making agency supporting production, marketing, research and supervision of video games in Iran. The support department of the foundation, Iran Game Development Institute, DIREC, and ESRA are the main arms of the foundation regarding the growth of the gaming industry.

■ The support department with the responsibility to support the production and marketing of video games.
■ Iran Game Development Institute with the responsibility of educating the enthusiasts and making them ready to join the game development companies.
■ DIREC with the responsibility to research and analyze data in different fields of game development industry.
■ ESRA responsible with the supervision and evaluation of game contents.

Company facts

■ Co - production of more than 40 game titles and supporting the Iranian game developers.
■ Holding 3 video games exhibitions in Tehran.
■ Holding 5 video games festivals.
■ Holding 127 workshops with the presence of local and foreign instructors.
■ Holding 50 Gamejams in affiliation with Iran Game Development Institute.

Organizations & Communities

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Institute For The Intellectual Development Of Children & Young Adults

KANOON GAMES
since   1996

Kanoon

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Our Expertise

The Center for constructive entertainment was founded in the institute with the mission of designing and producing products in compliance with the mission of the institution In 1981.1996 marks the foundation of the department for computer software production as Iran's first game development center.

Company facts

▪ Production of 26 Computer products since 1996.
▪ More than 15 honors and awards from software exhibitions and festivals.

Key Projects

▪ Puzzle Game (First project).
▪ Puya and Khalil's Touring of Iran (2006, 3 prizes).
▪ The story of Friends game.
▪ The Island story (2007, first Iranian strategic game).
▪ Rouzbeh's myth.
▪ Rat and snake.
▪ Hidden treasure game.
▪ Amoo Nowruz and the dream of the snowman.
▪ Playful sheep.
▪ The peasant and the prince.

Organizations & Communities

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TEHRAN
ACM**SIGGRAPH**
PROFESSIONAL CHAPTER

tehran.siggraph.org

Tehran ACM SIGGRAPH

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Key Players

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Our Expertise

Founded in 1969, SIGGRAPH is one the most validated scientific organizations under the supervision of ACM with its core activities related to computer graphics and digital arts (both in Technical and artistic fields).

The Tehran chapter of ACM SIGGRAPH aims at cultivating the digital art community of Iran in both the technical and artistic sides of this exciting field.

Key Projects

▪ Post SIGGRAPH 2014 conference in Amir Kabir University
▪ Technical seminar of visual effects in the Iran Game Development Institute.
▪ Virtual Reality event in Tehran University.
▪ Parametric Animations seminar in Tehran University.
▪ Look Development seminar in the Iran Game Development Institute.
▪ The seminar of HFSM and its applications in game development in Tehran University.
▪ Virtual Reality event in Sharif University of Technology.
▪ Tehran V-Ray Day 2015 in the Iran Game Development Institute.
▪ Post SIGGRAPH 2015 conference in Tehran Technical University.
▪ SIGGRAPH Animations Festival in Pardis Cinema.

TEBYANGAME

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Tebyan

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Our Expertise

With the mission to have powerful and prominent presence in IT in Iran, Tebyan was founded in 2002. Today, with more than 300 personnel and 30 offices all over the country, Tebyan is one of the biggest IT companies in Iran. Some of the most significant activities of Tebyan are software and game production, data center services, Internet service providing, Customized portal design, Tebyan's information website, Social websites etc. . Tebyan's website is ranked 30 in Iran by Alexa Internet Analysis.

Company facts

- 2 million+ active users on Tebyan's main website.
- Agreement with Iran's mobile phone operators for distribution and marketing of mobile games.
- Possession of one of the biggest data centers in Iran.
- Production and distribution of 35+ computer game titles.
- 11 honors and awards in different computer games festivals and exhibitions.
- 26 honors and awards for multimedia applications and software.
- 2012 Best Game of the Year award in Iran.
- 2009 and 2011 Best Game Developer of the Year award in Iran.

Key Projects

Mountaineer, Alibaba, Special Agent, Saving the port, warriors of the jungle, Zigu, Vigi, Speedy Snake, My land, The earth 2124, The conquerors of the sun, Guerrilla War, Catch the Monster

Accelerators & Incubators

Accelerators & Incubators
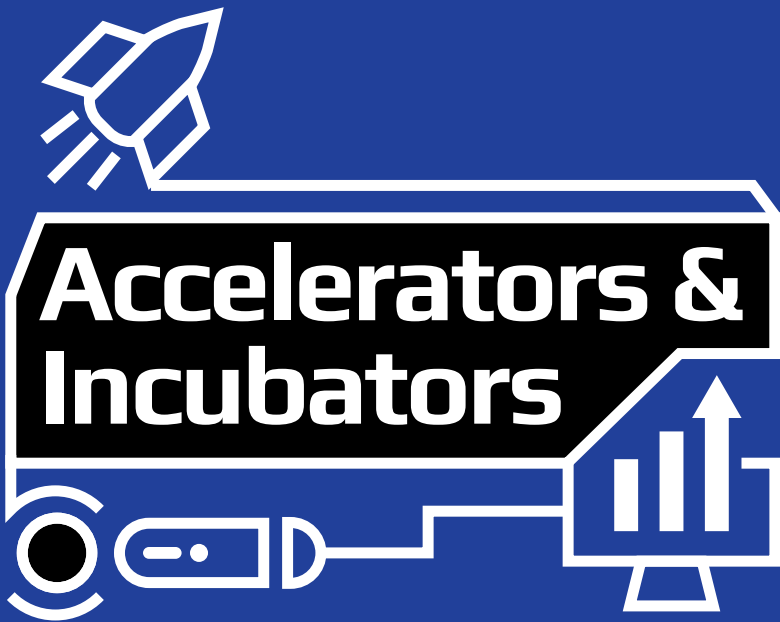
Accelerators & Incubators

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ARAVAS

Key Players

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Our Expertise

Appololo Game Publishing was founded in 2015 as a subset to Ara Ertebat Company. Alongside introducing Iranian games to the domestic market, Appololo now publishes these games in other markets such as Persian Gulf, North Africa (MENA), Portugal and Brazil.

Appollo's next activity is publishing foreign-made games in Iran's market. The third field of activity for Appololo is Investment in game development, acceleration and providing required facility and advisory contributions for financial prospects of game development and publication in and outside the country.

Key Projects

- Shootrun
- Bilingo
- Sankour
- Crazy Astronaut (O2)
- Tricorn
- Transit Mania
- Fantastica
- Kharwar

Avagames

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Accelerators & Incubators

Key Players   ## Our Expertise

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Avagames is the first Iranian game acclelerator and investment channel, in which we try to find the talented game developers and help them to grow; there is also a huge interest and support from the key players of Iranian gaming industry to achiev e this goal.

Avagames is supported by Avatech (a Leading tech startup accelerator in Iran) and Sarava Pars (Leading VC in Iran). We have a network of national and international mentors and publishers to help young Iranian game developers to improve and present their games internationally.

Fanap Innovation Center

FANAP Innovation Center

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Accelerators & Incubators

Key Players

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Seyed Hamid Reza Alavi
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Iman Mohammad Ali
Event Manger
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Our Expertise

Fanap Innovation Center was founded in 2014. Our mission is to create a Local Innovation Value chain and support Startup to create values in 5+1 Fanap Strategic fields.

The First value chain in Fanap Innovation Center is Entrepreneurship and startup events such as Game and Fintech events.

ITcafe, Trigup Acceleration Center and Crowd funding Platform are of other parts of Value chain of Fanap Innovation Center.

Company facts

+ 6000 Active User
+ 9 startup support
+3 startup investment
◾ Registering more than 300 startup in Acceleration web site.
◾ Funding the more than 20 Campaign in Crowd funding platform.
◾ Organizing two innovation Events with 223 attendant.
◾ Organizing more than 200 workshop and Entrepreneurship Events in IT Cafe.

Key Projects

◾ Trigup Event
◾ IT cafe
◾ Trigup Acceleration center
◾ Fundorun
◾ Investment
◾ Active team of game development (innerself)

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IRAN GAME DEVELOPMENT INCUBATOR

irangdi.ir

Iran Game Development Incubator

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IRAN GAME DEVELOPMENT
INCUBATOR

Key Players

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Our Expertise

Around the same time as the foundation of Iran Computer & Video games Foundation, The Game Development Incubator started its activity as a supporting center serving small and independent game development groups. The main mission of the center is to provide facilitation for the newly formed teams by providing both a loving hosting environment and expert level mentorship in order to turn ideas into games and earning the necessary experience in game development.

Company facts

4 years of activity, Total of 36 teams, 128 members, 11 active teams, 48 developed games, 22 published games

Key Projects

Hate the Sin Love the Sinner, Bloody Streets, Granny and Grim, Blue Waters, Castel Masel, Rot Gut, Mutants Hunter, Thirinity Islands

Honors & Awards

▪ Best game award by Game Connection for Hate the Sin love the sinner: 2013
▪ Best game award by Tehran's Festival of independent games for Granny and Grim: 2014
▪ Best game award by Tehran's Festival of independent games for Bloody Streets: 2013
▪ Best Strategic game of the year by the 4th Festival of Video Games for Blue Waters: 2014
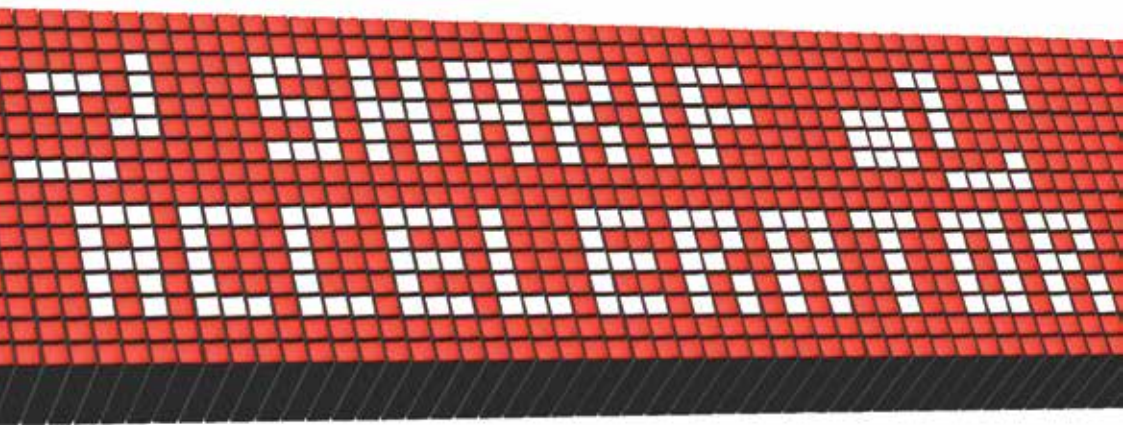
Accelerators & Incubators

SHARIF
ACCELERATOR

Sharif Accelerator

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Accelerators & Incubators

Key Players

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Our Expertise

Sharif Accelerator is a non-profit program contributing to Sharif Start-ups (teams with at least half members from Sharif University) in 2-6 months to help them reach their final product in the minimum time and with the highest possible quality. Sharif University's backbone relies on 15 years of job creation and today this program actively accompanies Sharif's other job creation systems in its chain of values.

Sharif accelerator provide various services such as financing, consultation, technical workshops, workspace, contact to job creators and investors etc.

Sharif Accelerator has supported more than 30 start-ups an more than 10 percent of these projects have been accelerated with the help of private sector investments. Novak, Torb and Hamtak are some of these successful outputs.

Company facts

Acceleration of 25+ IT/ICT start-ups in fields of health, music, games, education with 4 teams in class A investments.

Key Projects

- Abrstudio (Soltan)
- Boojic (zirgonbadkabood)
- Leogames(Borojelo)
- Hexino (Bazuka)

Education

Education

Education

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IRAN GAME
DEVELOPMENT
INSTITUE

IRANGDI.IR

Iran Game Development Institute

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Education

Key Players

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Our Expertise

With the advancement of game development in Iran, the needs for more up-to-date technologies of the field is more tangible. Of the most significant requirements of this field would be human force specialized in game development and its related fields.

The aforementioned need led to the foundation of the Iran Game Development Institute by the Iran Computer and Video Games Foundation in 2011 with the mission of training expert human force in the field of game development and production.

Company facts

- Holding educational programs (virtual and face to face classes): 2 online courses,15 face to face courses.
- Curriculum development: 54 hours.
- Game development incubator: 25 games, 36 Teams.
- Holding regular Game Jams: 50 games jams.
- Holding game development events: 20 game development events.
- Workshops: 126 workshops.

Key Projects

- The Sword of Darkness
- The Black Madness
- Top Gear: Wanted
- Brawler
- zero to hundred

UNIVERSITY
OF
ISFAHAN
CENTER
OF
VIDEO
GAMES

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University of Isfahan Center of Video Games

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Dr. Amir Ghamarani
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Our Expertise

University of Isfahan was established in 1946, and currently has about 15000 students in 13 faculties and 60 departments. University of Isfahan launched a research workgroup in 2013, including faculty memebers in various fields of video games. The first national conference on "Computer Games, Challenges and Opportunities", organized by University of Isfahan on February 2016, was the result of collaboration between this workgroup and Iran Computer and Video Games Foundation. Recently, the Center of Video Games has been launched in University of Isfahan, focusing on training, research, and entrepreneurship in the area of video games, and organizing various workshops in an equipped laboratory.

Company facts

- The first national conference on "Computer Games, Challenges and Opportunities" was jointly organized, on February, 2016.
- Workshops on video games and animation development.
- Workshops on cultural and social effects of the video games.
- Memorandum of cooperation with Iran Computer and Video Games Foundation.

Key Projects

- Behshad game-therapy belt
- Behvarz excer-game

Honors & Awards

Sponsorship by MCI, Vice-Presidency for Science and Technology, Municipality of Isfahan, Isfahan Science and Technology Town, and Iran Computer and Video Games Foundation to organize conferences on video game and equip the game development laboratory.

Iran University of Science and Technology (IUST)

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Center for Research and Technology
Video Games Development

Education

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Mojtaba Jalalnezhad
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Our Expertise

The year 2011, marks the agreement between the University of Science and Technology and the Iran Computer and Video Games Foundation, based on which the center of Research and Development was founded in the university with the mission to research on the current technologies in the field.

With regards to the potential of the center and its activity background, it was later expanded into the Center of Research and Technology of Computer Games in 2013.

Company facts

- Scientific and practical research and analysis.
- Game development.
- Educating and connecting the gap between the academia and industry.
- Holding game Development Conference in Iran University of Science and Technology.
- Participating in the Development Festival in University of Mazandaran.
- Holding Training courses and educational programs for the students.

Key Projects

- Development of 2D physics engine using JavaScript for HTML5 Web-based game development
- The Sunken City.
- Mantis, a game plus a framework designed to act as a platform for strategic games.
- Cube, an Open Source game based on OGRE rendering engine which bacame widely popular making it Iran's first Linux-Based 3D game with more than 4000 copies sold.
- Bamidele, a Browser game based on JavaScript and HTML5.

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Azad University of Kashan

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Our Expertise

IRANGDC (Iran Game Development Competitions) is the first 48-hour game development competition in Iran, courtesy of Kashan Azad University in affiliation with the National Foundation of Video Games with 3 competition series held. Every year, IRANGDC brings together enthusiastic teams from around the country in this 48-hour competition of game development, whose main topic is announced in the opening day of the ceremony. This magnificant and prestigious event is held every year by Kashan Azad Universiy. IRANGDC 2016, the 4th national competition of game development, will be held 2017 March 9.

Company facts

■ Headhunting and talent discovery in the field of game development

■ Counterbalancing the Western media effect by producing domestically developed games in accordance with Islamic-Iranian values and culture.

■ Providing financial and administrative support for commercialization of domestically developed games and export of such games into other countries.

■ Encouragement of game production and educational games in accordance with the social and cultural values of the country.

■ Exhibition of Iranian youth talent and potential in game production in just 4 hours.

FaraAnatomy
AugmentedReality
Application

Head Programmer:
Hesam Sakian

Head Designer & Modeler:
Tohid Soltani

Supervisors:
Samad Rouhi
Bagher Bahram

TabrizIAU
1999

PC MMOs **Handheld** **Mobile** Console **Browser Game**

Education

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Tabriz Islamic Art University 1999

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Dr. Abbas Ghaffari
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Our Expertise

Faculty of Multimedia in Tabriz Islamic Art University is one of the leading departments in the field of Multimedia in Iran. This is the only University in Iran offering the BA program in Multimedia (majoring in Virtual Reality) and MA programs of video Games Production and Intelligent Simulators. The focus of this department is on the research and the production of computer games, animations, mobile applications, virtual and augmented reality, web development and other multimedia products. Based on such activities, Tabriz has been recognized as one of the main hubs for digital arts.

Students of this university will enjoy lab facilities as well as workshops on VR, AR, Animation, Video Mapping, Motion, Game Development, Sound Studio and Visual Effects.

Company facts

- First Digital Arts Festival in Iran.
- First Digital Arts Conference in Iran.
- Technical workshops of Game Development.
- Technical workshops of Animation with the attendance of most prominent animation companies of the country.

Key Projects

- The Last Trench: A video Game on constitutional wars presenting the cutting edge findings of AI
- Serious Games for Physical Rehabilitation, in affiliation with Mat Bionic Company
- Digital Games Gap
- Social Phobia Treatment Game (AR)
- AmirArsalan
- Kafshdoozak AR game
- TikTak
- Amendment of Water consumption pattern using graphic designs in products.

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University of Tehran Game Club

A place for computer and art students to learn game development process and have game creation experiences

University of Tehran Game Club

School of Electrical and Computer Engineering, University College of Engineering, University of Tehran, North Kargar St., Tehran, Iran
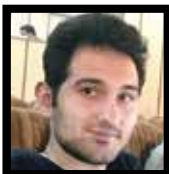utgameclub@gmail.com
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Key Players

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Our Expertise

The game world is a world full of attractions and amusement, which is in need of more attention in our country. University of Tehran as the most comprehensive university in Iran enjoys all the technical requirements of game development, and has a high potential for such activities. UT Game club officiated its activity in 2013 with its mission to create a link between different academic fields of expertise studied in the university and help students to develop their first game.

Key Projects

▪ 7th Sign, a 2D Platformer action game, adapted from Doom, Quake, Abuse and Painkiller.

▪ Babakan, The Valley of the Lost Key, a point-and-click adventure 5-level game enriched with puzzles on the way of Ardeshir, the main character of the game.

▪ 2 Series of workshops on game development in affiliation with the faculties of Electric engineering and Computer science. The workshops are held every summer for 3 months, linking students of different majors, helping them form groups and design their first game under the supervision of the club advisors.

▪ Weekly sessions of game review and introduction focusing on independent games

Honors and Awards

▪ Iran Game Developers Cup, Iran Computer and Video Games Foundation:
  ▪ Ranked 3rd for "Div o Dib" game, April 2013.
  ▪ Ranked 2nd for "Fosk journey" game, April 2014.
  ▪ Ranked 1st for "Pigeon Impossible" game, March 2016.
▪ Game Development Marathon, University of Esfahan, March 2016. Best Advertising Based Revenue Model for «Master Shaolin» game.

Art &
Animation
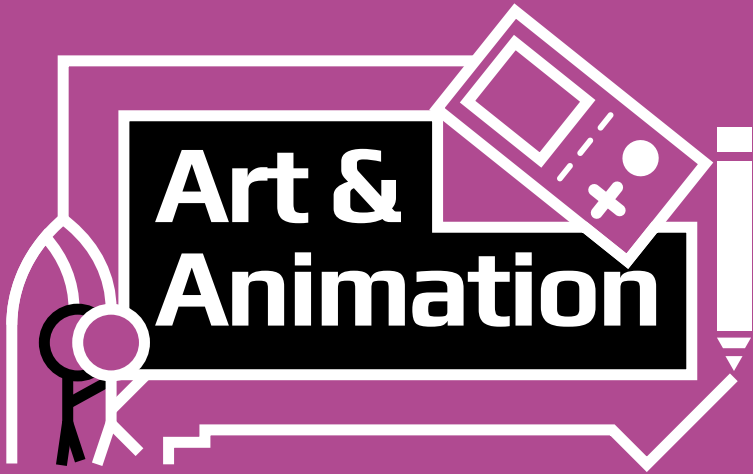
Art & Animation

Art & Animation

Harekate-e-Kelidi

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Art & Animation

Key Players

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Our Expertise

HAREKAT-E KELIDI Founded by Siavash Zarrin-abaadi and Alireza Golpayegani in 1999, this studio started its first project Olympics (the title changed to Zebr-o-Zerang later), a one-hundred episodes animation produced to be aired as an interlude for television. Each episode shows a comic match between two rival athletes. The series entered ANNECY's competition in 1999 and also won best animation film's prize in Sport Movies and TV Festival of Milan in 2002. The studio also made tens of commercial and industrial films. The commercial for Sahel Tuna Fish won the best commercial animation from Tehran's 4th animation festival.

Key Projects

Pahlevanan(The Heroes) 2D Animation Series
Shojaan (The Brave-hearted) 3D Animation Series
"Mr. Kind" TV Animation Film

Honors and Awards

▪ Best Video Film of Isfahan Child Film Festival for "Story of The man and The Sea" – 2000
▪ Best Animation Film of Jam-e-Jam Television National Film Festival for "Mr. Kindman" - 2014
▪ Best Directing and Producing of animation Series in Jam-e-Jam Television National Film Festival for Pahlevanan (The Heroes) – 2015
▪ Best Game Script of the 4th Video Game Festival of Iran for The Brave-hearted Game.

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NAS Animation Studio

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Key Players

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Mohammad Hossein
Attaran
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Company facts

▪ Production of 2000+ episodes of cultural animations for more than 30 organizations and ministries.

▪ Production of Iran's first industrial animation "Dirin Dirin" which are produced and distributed daily about various social issues.

▪ Investment and production of Iran's first cinematic animation "Tehran 1500".

▪ Implementation of Animation live streaming platform released in ABU.- Creation of vast distribution network in social networks with a capacity for more than 4 million visitors daily.

Key Projects

▪ WildLife Animation series.
▪ Tehran 1500 cinematic animation.
▪ Daily episodes of "Dirin Dirin" animation series.
▪ Cinematic animation in affiliation with China.
▪ Gigool Animation encyclopedia with more than one million entries.

Honors and Awards

▪ Best cinematic achievement for Tehran 1500.
▪ Dirin Dirin as a top brand among top 100 brands.
▪ Highest level of satisfaction for WildLife animation series by Cinema House Festival.
▪ Best cinematic animation for Wildlife animation series.

INVEST
IN
IRAN
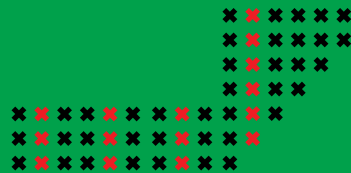
FOLLOWING THE NUCLEAR ACCORD BETWEEN IRAN AND THE WORLD POWERS, KNOWN AS THE JOINT COMPREHENSIVE PLAN OF ACTION (JCPOA) IN 2015, IRAN'S WORKING STATUS IMPROVED AND THE COUNTRY HOPES FOR THE RETURN OF INTERNATIONAL INVESTORS & FOREIGN BUSINESS PEOPLE.

Invest in Iran

Iran has recently attracted a significant amount of direct foreign investment, particularly in technical and artistic interdisciplinary fields, thanks to the low production costs in the Iranian market compared to many other world states and also for having a creative young population.

Following the nuclear accord between Iran and the world powers, known as the Joint Comprehensive Plan of Action (JCPOA) in 2015, Iran's working status improved and the country hopes for the return of international investors and foreign businesspeople.

Characteristics and advantages of Iran's economy

Iran has a resourceful and Labor-rich economy

In 2014, Iran's GDP was 404.1$ billion, 18th largest economy in the world in terms of GDP

18th
largest economy

Tax exemptions & incentives

Iran is ranked as an upper -middle income economy by the World Bank

10th in the historic attractions & 5th in ecotourism

Iran has a diversified economy with over 40 industries directly listed in the Tehran Stock Exchange

Widespread and sound infrastructure

Young and educated population and large domestic market %64 population under 35

Developed infrastructure in transportation, telecommunications & energy

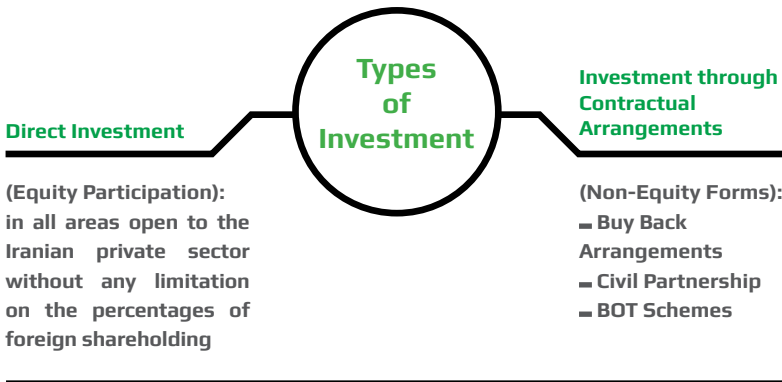Financing Projects, Upgrading Technological & Management Skills,

Sharing Benefits and Risks on Equal Term without Discrimination,

Advantages in Enhancing Products and Output Quality, Increasing Employment & Exportsn.

Foreign Investment Promotion and Protection Act (FIPPA)

The law protecting foreign investment in Iran is the Foreign Investment Promotion and Protection Act ratified in 2002, which is referred to as FIPPA.
The scope of applicability of the FIPPA extends to the territory of the Islamic Republic of Iran under which all foreign investors may invest in the country and enjoy available privileges.

Types of Investment

Direct Investment

Investment through Contractual Arrangements

(Equity Participation):
in all areas open to the Iranian private sector without any limitation on the percentages of foreign shareholding

(Non-Equity Forms):
▬ Buy Back Arrangements
▬ Civil Partnership
▬ BOT Schemes

Invest in Iran

Scopes of Investment under FIPPA

NO LIMIT ON

Equity Percentage	Capital Repatriation
Investments Volume	Types of Capital Imported
Profit Transfer	Import / Export
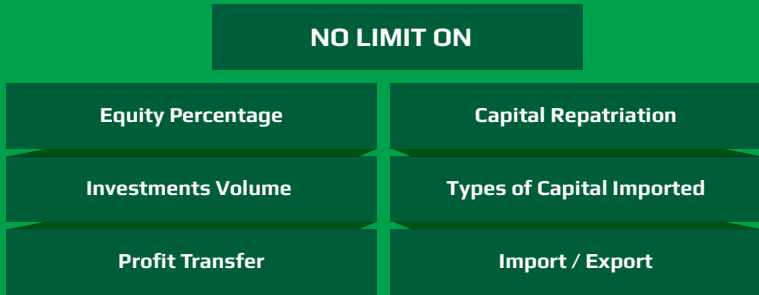
Risk covered under FIPPA

All Non - Commerical Risks

- Currency Transfor
- Nationalization & Expropriation
- Goverement Intevention & Breach of Contracts by Goverement

Procedure for Foreign Investor (Phases 1 to 4)

1 Identification and Selection of Investment Projects

2 Obtaining Preliminary Permit from Relevant Iranian Organizations

3 Issuance of Foreign Investment Licenses

4 Implementation of Projects
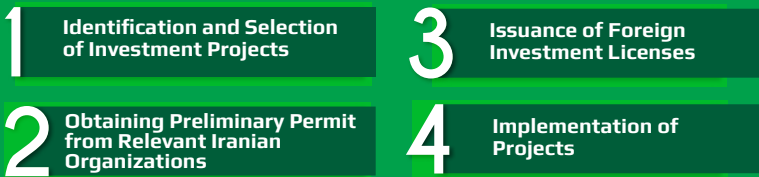
Organization for Investment Economic and Technical Assistance of Iran (OIETAI)

The Organization is legally empowered to represent the central investment promotion authority of the Government of the Islamic Republic of Iran by providing legal protection and full security to foreign investments by facilitating the flow of capital into the country under the new Foreign Investment Promotion and Protection Act (FIPPA) ratified in May 2002.

www.investiniran.ir

OIETAI is responsible to

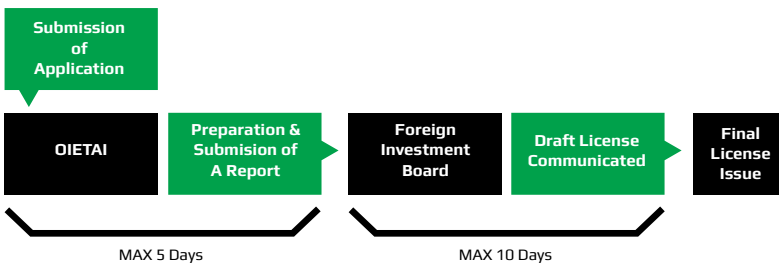Receive all investment applications,

Issuance of licenses,

Conduct affairs and safeguard all rights and entitlements of foreign investors in approved investment projects,

Serve the investors by assisting, coordinating and facilitating all issues pertaining to their investments throughout the licensing process and future affairs.

Investment Licensing Procedure

A Simplified Shot

Submission of Application

OIETAI → Preparation & Submision of A Report → Foreign Investment Board → Draft License Communicated → Final License Issue

MAX 5 Days   MAX 10 Days

Invest in Iran

Current Legal Banking Interactions

Following the Joint Comprehensive Plan of Action agreement and consequently Iran's relief from U.S., European Union, and United Nations Security Council nuclear-related sanctions, the more-than-ever possibility for international financial trends have placed Iran in the path towards more international cooperation.

Considering the newly blossomed possibilities for international cooperation, two common financial transaction processes for international companies and game developers and computer games service providers are introduced

Common Procedures Based on the Removal of Banking Sanctions

- Open Account Trade.
- Clean Draft.
- Documentary bill of exchange.
- Full Advance Payment.
- Letter of Credit.

Payment Procedures for Sanctions Conditions

- Brokerages of Iranian Banks.
- Brokerage of International Banks.
- Currency Exchangers.
- Transfer from a Third Country.
- Purchase of Debit Cards from Foreign Countries.
- Establishment of Branches in Other Countries.
- Telegraphic Transfer (T/T).

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ROAD TO

VENUE: MILAD TOWER COMPLEX

29_30 , APRIL , 2017
TEHRAN , IRAN

TEHRANGAMECONVENTION.COM

Road to TGC

Intro

In April 2017 an international B2B event called Tehran Game Convention (TGC) will be held in Iran with the collaboration of Game Connection.

This would be the best opportunity for the international companies to meet the Iran's growing game industry. TGC will be the best place to learn about the Iranian video game market as the biggest market in the Middle East.

TGC's primary purpose is to bring together the publishers, developers, service providers, organizations and education centers either active or interested in this region.

The opportunities TGC can create

Bridging the gap between the international game developers, publishers and service providers with the vast and untouched market of Iran.

Creating a new meeting and marketing location in a geographically and demographically important place.

Introducing investment opportunities.

Creating an opportunity for Iranian game developers and service providers to introduce their games and services to the international businessess.

Road to TGC

What Can TGC Offer?

A new target audience and emerging market

B2B meetings in the heart of the Middle East

Developers Conferences and gatherings

Publishers day, where Iranian game developers pitch their projects to publishers

TGC Layout

DURATION OF THE EVENT: 2 DAYS

SECTIONS
- **B2B AREA**
- **DIGITAL ART EXHIBITION**
- **STUDENT`S GAME EXHIBITION**
- **GAME DEVELOPERS CONFERENCE**

FREE CITY TOURS AND ENTERTAINMENT ACTIVITIES

For more information regarding this event please visit TehranGameConnect.com

Date and Place

Venue: Milad Tower Complex
29-30 April, 2017
Tehran, IRAN

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