10 YEARS

DEV ▶ PLAY

2-3 JUN 2025

THE GAME DEV CONFERENCE FOR EASTERN EUROPE

KEY INFO

- Dev.Play is organized by the Romanian Game Developers Association and is the biggest game development conference taking place in Romania.

- The 9th took place in June 2024, and attracted over 400 participants from Romania and abroad, along with thousands of online viewers for the Dev.Play Indie Festival streams.

- Dev.Play's mission is to promote the Romanian & Eastern European game development industry, both locally and internationally, and to serve its participants as an opportunity for networking and learning.

- Dev.Play 2025 Anniversary Edition will introduce a brand-new track focused on External Development!

Figures for 2024 edition

- **400** registered participants
- **20** speakers
- **20+** countries represented
- **160+** companies represented
- **65+** games showcased in Indie Festival
- **100K** stream views in Indie Festival

2025 MAIN TRACKS

NEW!

DAY1
INDIE GAME DEV

DAY2
AAA / EXTERNAL DEVELOPMENT

Content Track: Indie War Stories

Content Track: AAA Development

Content Track: Fundraising

Content Track: External Development

Indie Games Showcase

B2B Meeting System

CORE EVENT FEATURES

Check the Dev.Play website for more details!

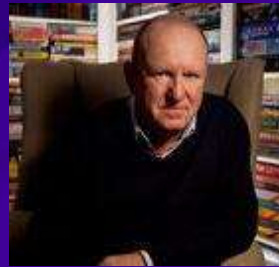|			
500+ EXPECTED PARTICIPANTS	**EXPERT LECTURES BY INDUSTRY VETERANS**	**NETWORKING OPPORTUNITIES**	**VIP SIDE EVENTS**
LIVE-STREAMED INDIE FESTIVAL	**ON-SITE GAMES SHOWCASE**	**OFFICIAL PARTY**	**PARTNER EVENT: ROMANIAN GAME AWARDS**

PAST SPEAKERS

Previous editions of Dev.Play featured industry-renowned guests.

Guillaume de Fondaumiere
Co-CEO,
Quantic Dream

Ian Livingstone
Co-founder
Games Workshop

Warren Spector
Studio Director,
Otherside Entertainment

Jason della Rocca
Co-Founder,
Execution Labs

Candace Thomas
Senior Game Designer,
Blizzard Entertainment

Leanne Loombe
Director,
Riot Forge

Callum Underwood
Director,
Robot Teddy

Fawzi Mesmar
VP Global Creative
Ubisoft

Sebastian Kalemba
VP, Game Director
CD PROJEKT RED

Harri Manninen
Founding Partner,
Play Ventures

Liliia Mandrino
UX Director,
Electronic Arts

Mike Laidlaw
Creative Director,
BioWare

*Company and job title valid at the moment of the speaker's participation

LOCATION

Home to Romania's game development hub, Bucharest is a dynamic and energetic city, with an exciting nightlife.

The conference will take place in downtown Bucharest, at Novotel Hotel, in the most popular area of the city, the iconic "Calea Victoriei".

INDIE FESTIVAL & EXPO

With a dedicated livestreamed indie festival and on-site expo, with games being showcased by professional streamers on Steam, Twitch and YouTube, the Dev.Play Indie Festival is a great opportunity for independent studios to present their games to publishers and to the global public, and to get more downloads and wishlists.

Examples of past participating titles

Festival Schedule

The Indie Festival is split in several online side events throughout the year, each with a focus on specific genres.

- **Strategy & Tactics – 2025 Edition TBA**
- **Platformer & Puzzle – 2025 Edition TBA**
- **Roguelike & Roguelite – 2025 Edition TBA**

Each Indie Festival Day will include 10 hours of live streaming by professional streamers playing a curated selection of participating games and developer interviews, along with a dedicated Steam Sale page and potential featuring*.

Besides the 4 online days, the Dev.Play on-site expo will showcase up to 20 unreleased games from the Indie Festival.

*Dev.Play staff will make all possible efforts to secure Steam featuring for each Festival Day, but featuring cannot be guaranteed.
Please check the Dev.Play website for a full list of Indie Festival participation rules.

PAST PARTNERS

Our previous sponsors and partners include

ANNEX: THE GAMES INDUSTRY

The Romanian game development industry employs about **6700 people** and has generated a revenue of about **€320M** in 2023.

There are over **200 game dev studios** in Romania today, ranging from indie studios with 2 people to industry giants with over 1000 people, such as EA, Ubisoft or Gameloft.

Games are a booming business globally, expected to reach over **$206Bn** in value in 2026.

Industry value
(million EUR)
317

Employees/collabs
6.600

Local studios
206

Consumer market
7,8 milions
in 2022

ANNEX: ABOUT RGDA

DEV.PLAY is an event organized and managed by RGDA - The Romanian Game Developers Association.

RGDA was founded in 2013 with the mission to develop and promote the game development industry in Romania.

Its members currently cover over 90% of the local game dev professionals.

RGDA
ROMANIAN GAME DEVELOPERS ASSOCIATION

PROMOTE the local games industry to the general public

Contribute to the development of EDUCATION towards this field

Develop a strong COMMUNITY of game developers in Romania

Actively encourage GOVERNMENT SUPPORT for the industry

CONTACT US!

DEV.PLAY EVENT TEAM

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Founder / Key Advisor

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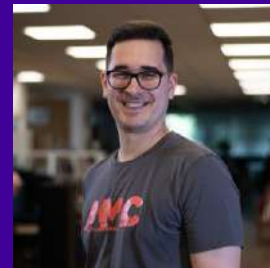
Executive Director

andreea.sava@rgda.ro

Event Manager

DEV.PLAY ADVISORS

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Studio Head / AMC Studio

Alexandru Chica
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Radu Ziemba
Managing Partner / Deadlime

George Lemnaru
CEO / Green Horse Games

Razvan Safta
Head of QA / Funcom Romania

Andrei Olaru
Founder / Critique Gaming