

Polish-Danish Game Dev

Program

11:00-11:15

Opening remarks

Mateusz Mońko, Deputy Head of the Mission, Embassy of Poland
Ulla Rønberg, Senior Consultant, Consultancy & Knowledge Service
Dansk Erhverv
Marta Orlikowska, Head of Foreign Trade Office,
Polish Investment and Trade Agency

11:15-11:35

The gamedev industry in Poland and Denmark

Jakub Marszałkowski, Head of Game Industry Conference, Indie Game Poland
Jesper Krogh-Kristiansen, Project Manager, Game Consultant at Vision Denmark

11:35-11:55

Success stories and what next?

Søren Lundgaard, CEO and co-founder at Ghost Ship Games
Tymon Smektała, Lead Game Designer at Techland

11:55-12:00

Q&A

12:00-12:20

State support – is it needed?

Wojciech Trusz, Leader of the strategic programme
Polish Investment and Trade Agency
Ulla Rønberg, Senior Consultant, Consultancy & Knowledge Service
Dansk Erhverv

12:20-12:40

Investment in the Game Dev

Søren Lass, Senior Consultant, Interactive Denmark
Łukasz Rosiński, Investor and capital market specialist, Varsav Game Studios

12:40 - 12:55

How global trends can influence Polish & Danish Game Dev Scenes?

Radzym Wójcik, Transactional lawyer, TMT Investments at Baker McKenzie

12:55 – 13:00

Closing remarks

DATE: 29 April 2022

TIME: 11:00 – 13:00

REMARKS: The webinar will be held online and in English.

REGISTRATION: Free of charge

FURTHER INFORMATION

Jarosław Galuba, III Secretary, Embassy of Poland

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