

The logo for 80 Level, featuring the number '80' and the word 'LEVEL' in a bold, black, sans-serif font. The background of the entire page is a photograph of a tree trunk with rough, reddish-brown bark and green pine needles, set against a soft, out-of-focus background.

80LEVEL

A VISITOR'S GUIDE TO THE AFRICAN GAME DEVELOPMENT

PART 1: B2B

March 2023

80 Level Research Team aims to **dive deeper into the way game development business is done in African countries.** What countries to look at first if you want to enter the African market? What business opportunities and future prospects lie on the continent?

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Whom did we interview?



Nicholas Hall

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA



Dominique Gawlowski

Free Lives & Playtopia
Managing Director & Festival Director
GEO: SOUTH AFRICA



Thomas Shiva

Digital Realm Entertainment
Founder & CEO
GEO: RWANDA



Edwin Kapesa

Chroma Pixel Games
Founder & CEO
GEO: ZAMBIA



Mohamed Bendjebbar

Forspex Entertainment
Co-Founder and Managing Director
GEO: ALGERIA



Janke van Jaarsveld

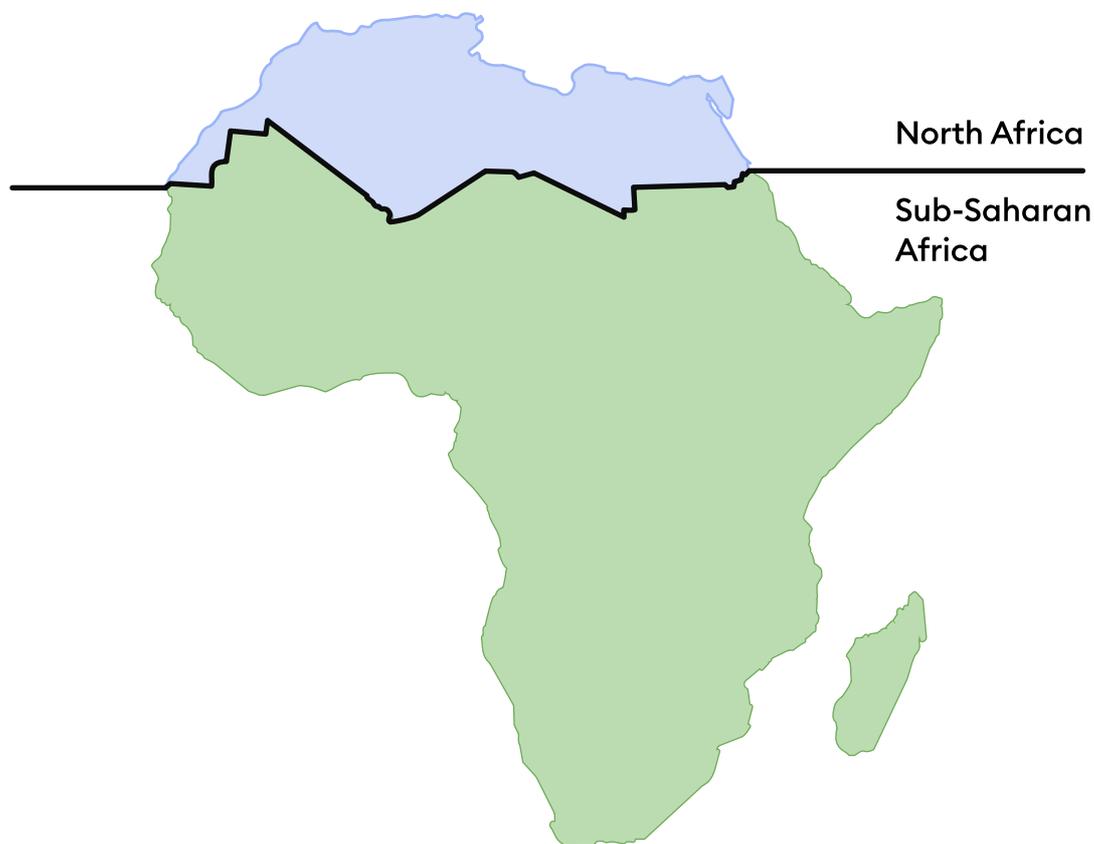
Design Imps
Director of Game Design
GEO: SOUTH AFRICA

Captain Obvious: Africa Is a Continent, Not a Country

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When we talk about Africa as a region, it is extremely important to understand that we're talking about **a whole continent with 54 different countries**. Africa represents different cultures, politics, and economies, thousands of languages, four time zones, and a different level of engagement in the global and local game development industry. So, what should be the first thing that you learn about the continent? **Do not take it as a homogeneous region**, asking questions like "How is it in Africa?", "What is a typical African game?", or "What is the most popular monetization method for mobile games in Africa?" Instead, **focus on specific countries or regions**.

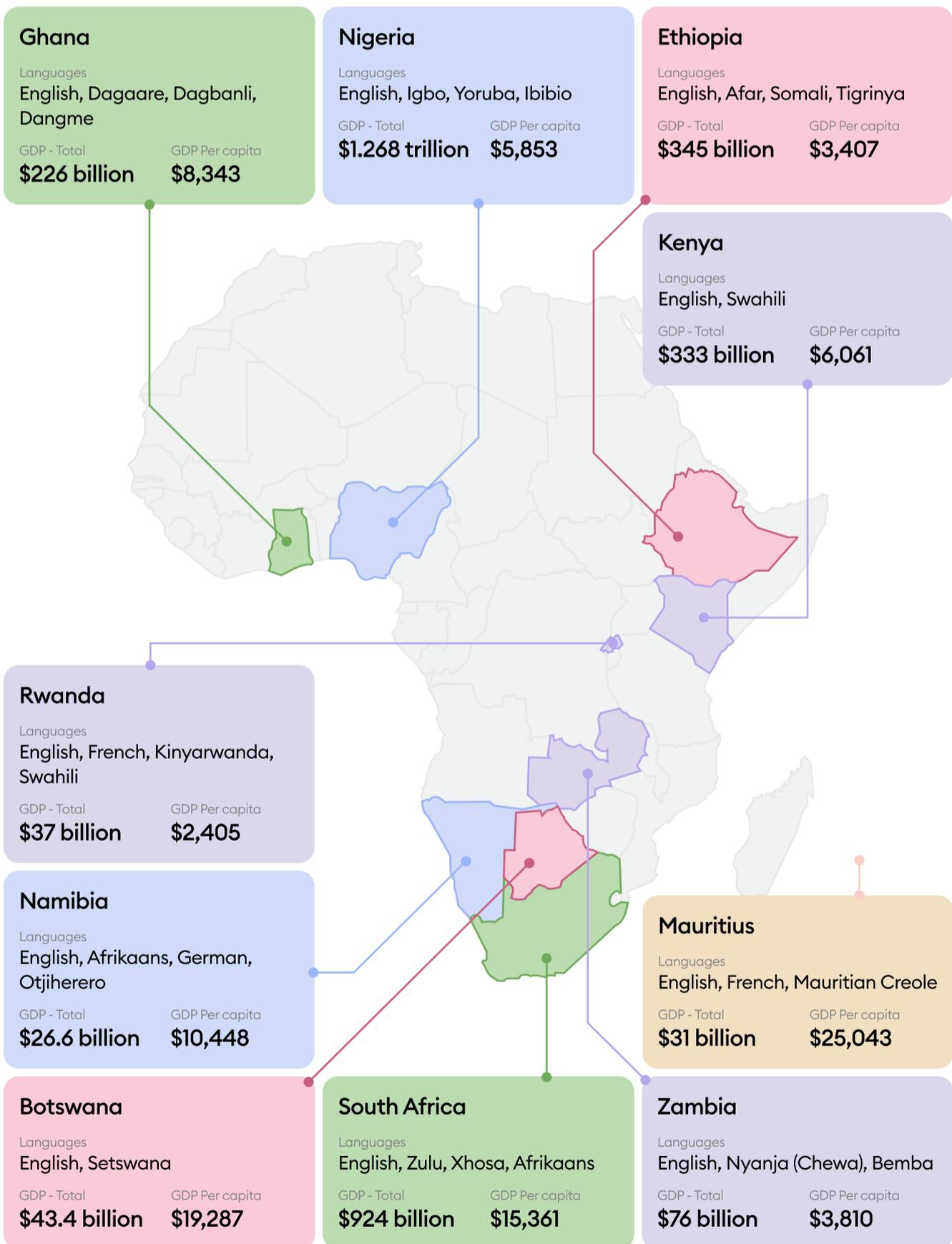
The countries of North Africa ethnically and culturally lean towards the Middle East (MENA) region. So, in this research, we focused **on the sub-Saharan region (46 African countries)** with a deeper dive into five specific countries (South Africa, Kenya, Nigeria, Rwanda, and Zambia).



Looking For Opportunities: Factors To Consider When Entering an African Market

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For a better understanding of game development on the continent, we short-listed some **major spots of the most commercially active countries in Africa**. Among them are South Africa, Nigeria, Kenya, Rwanda, Mauritius, Zambia, Ethiopia, Côte d'Ivoire (Ivory Coast), Senegal, Cameroon, Namibia, Botswana, Ghana, Burkina Faso, and Tunisia. Highlighted on the map, you can find countries with a higher among other African countries GDP (PPP) that have at least some activity in gamedev and speak a European language (making entering such markets easier).



African countries with active gamedev studios (2022)

If you are going to open an office in an African country, the first question should be “where, exactly?” In the schemas below, we show African countries that are worth looking into with a list of advantages that these countries provide for tech companies, their gaming revenue in the previous year, and active studios in the region. These facts should help to meet a **decision whether to enter these markets** or not.

South Africa

Gamedev studios

1. 24-bit games
2. RenderHeads
3. Free Lives
4. Broforce
5. Gentle Jousting
6. Corn
7. QCF design
8. Nyamakop
9. Sea Monster
10. formula D_



Advantages

- Cheap services destination and low operating cost
- SA is the most profitable market and 3rd largest consumer market in Africa
- Rich startup ecosystem
- High expertise of locals due to educational programs and gamedev events
- The film and animation sector in SA is very strong, including mocap studios and sound-recording stages
- High degree of consolidation between small and big studios

Kenya

Gamedev studios

1. Mekan Games
2. Lafont Innovation LLC
3. Hyperlink InfoSystem
4. Leti Arts
5. Elan Telemedia Limited
6. Risivonne Investments
7. Ruzz Graphics
8. Planet Ruckus
9. Internet of Elephants
10. Usiku Games



Advantages

- Shared spaces, tech incubators, support programs, and government grants for ICT
- One of two largest gaming markets in Africa (per head)
- Collaboration with countries around Africa – 30% of a business is required to be owned by Kenyans (as opposed to 50% in other countries) – allows the import of skills into Kenyan based companies.
- Kenya has participated in Global Game Jam and other meetups since January 2019, which has enabled the visibility and growth of local talent.

Rwanda

GameDev studios

1. Digital Realm Entertainment
2. Hyperlink InfoSystem
3. Vectorform
4. Skyline Digital
5. eVolve

Hi-Tech Start-Ups value
(from 2017)
\$23 million

Advantages

- The country is positioning itself as a fintech hub
- Strong government support to grow the tech sector
- Vision 2020 program – a smart city project accommodating world-class universities, research and development centers, and technology start-ups
- Advanced tech solutions: disinfectant robots and screening robots in the Kigali International Airport to help passengers
- Only a few gameDev companies are already there, but the consumer market is getting bigger

Nigeria

GameDev studios

1. Edu Shola Games
2. Maliyo Games
3. ChopUp Games
4. Gamsole
5. Bisonplay
6. Genii Games
7. Techline Communications
8. Magic Carpet Studios
9. SimplyFun Ltd
10. Kuluya Games

annual gaming revenue
\$185 million

Advantages

- Second-largest gaming market in Africa
- The world's fastest growing mobile Internet usage (after China, India)
- Large Western companies (EA, Gameloft) are present and have been profiting in Nigeria since 2012
- Due to the country's quickly growing mobile market and its young population, video games are rapidly growing in popularity
- Ample talent and developers in the country – the problem lies in distribution, marketing, and investment.

Ghana

Gamedev studios

1. Leti Arts
2. Hyperlink InfoSystem
3. Makedu Consult
4. konesoft
5. Adaptive Computer Solutions
6. Appinventiv
7. CreativeBibini
8. Melvic Technologies
9. CreativeBibini
10. Dreamoval


annual gaming revenue
\$42 million

Advantages

- Tech companies are actively opening
- The country has a faster-growing GDP compared to other West Africa countries
- Thanks to educational institutions like KNUST and Ashesi, there is a highly skilled pool of professionals to hire
- The Cedi (Ghanian currency) does better than other regional currencies
- Ghana's Startup Ecosystem – GIZ, MEST, Stanford SEED, Ghana Tech Lab, Stanbic Incubator, and Hacklab Foundation.
- Entrepreneurs have access to grants, debt, and equity

Ethiopia

Gamedev studios

1. Hyperlink InfoSystem
2. Warka Group
3. AhadooTec
4. simbo technology
5. IntraCom ICT Solutions
6. Hilmika Tech Solution PLC
7. PRIME Software Plc


annual gaming revenue
\$35 million

Advantages

- Active hubs and accelerators are creating a strong ecosystem for technological growth
- Ethiopia has launched 4G and expanded Internet coverage
- Access to financial capital through regional investment and venture capital firms
- Startup ecosystem with a variety of stakeholders offering non-financial business support, mentoring, and co-working spaces

You're on Your Own, Kid

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Despite Africa being a whole continent with 54 countries, there are many obstacles standing in the way of the rapid growth of the gamedev industry. Most of them mainly derive from a broader issue – **systemic exclusion from the global community.**



Citizens of African countries have limited opportunities to participate in the global economy; a great example is difficulties with international transactions. It's **hard to receive payments from abroad**, as transactions in foreign currency can be delayed for months – plus, you can lose a huge sum due to conversion rates. The latter **complicates global partnerships and remote work opportunities.**

Another illustration of the systemic exclusion is how **challenging it is for African game developers to get visas and go overseas** to meet with partners and participate in conferences. For example, GDC is held in the US, which is one of the hardest countries to obtain a visa to, and it's an expensive travel destination. **Networking opportunities within Africa are limited.** There are some great local events, but they give limited access to the international community, and some still require traveling across the continent (most events are held in South Africa).



The lack of experience and knowledge-sharing contributes to another issue – **companies don't understand their audience.** Many indie developers can create a game but cannot make it commercially successful, and there's **no funding or coordinated approach to conduct big research** and figure out what works best.

There are also specific development-related limitations, isolating the African continent even more. **So, next time you see that something is “available globally,” don't be fooled.** Here are some examples:

- As of now, only developers from one country (South Africa) in sub-Saharan Africa can legally create a full-fledged Google Merchant account. There are some other countries that are currently added, but only to the beta version.
- Xbox and PlayStation cannot legally deliver development kits to Africa, so developers have to travel overseas in order to get the hardware.

It's hard to grow in the African gamedev industry and be economically viable when you have to constantly work around non-inclusive global policies. The African game development industry has the potential to thrive in the future, but in order to get there, the “systemic exclusion” issue has to be addressed.

Vicious Circles Of African Gamedev

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In addition to the challenges that African game developers face when trying to interact with the global community, there are plenty of internal issues as well.



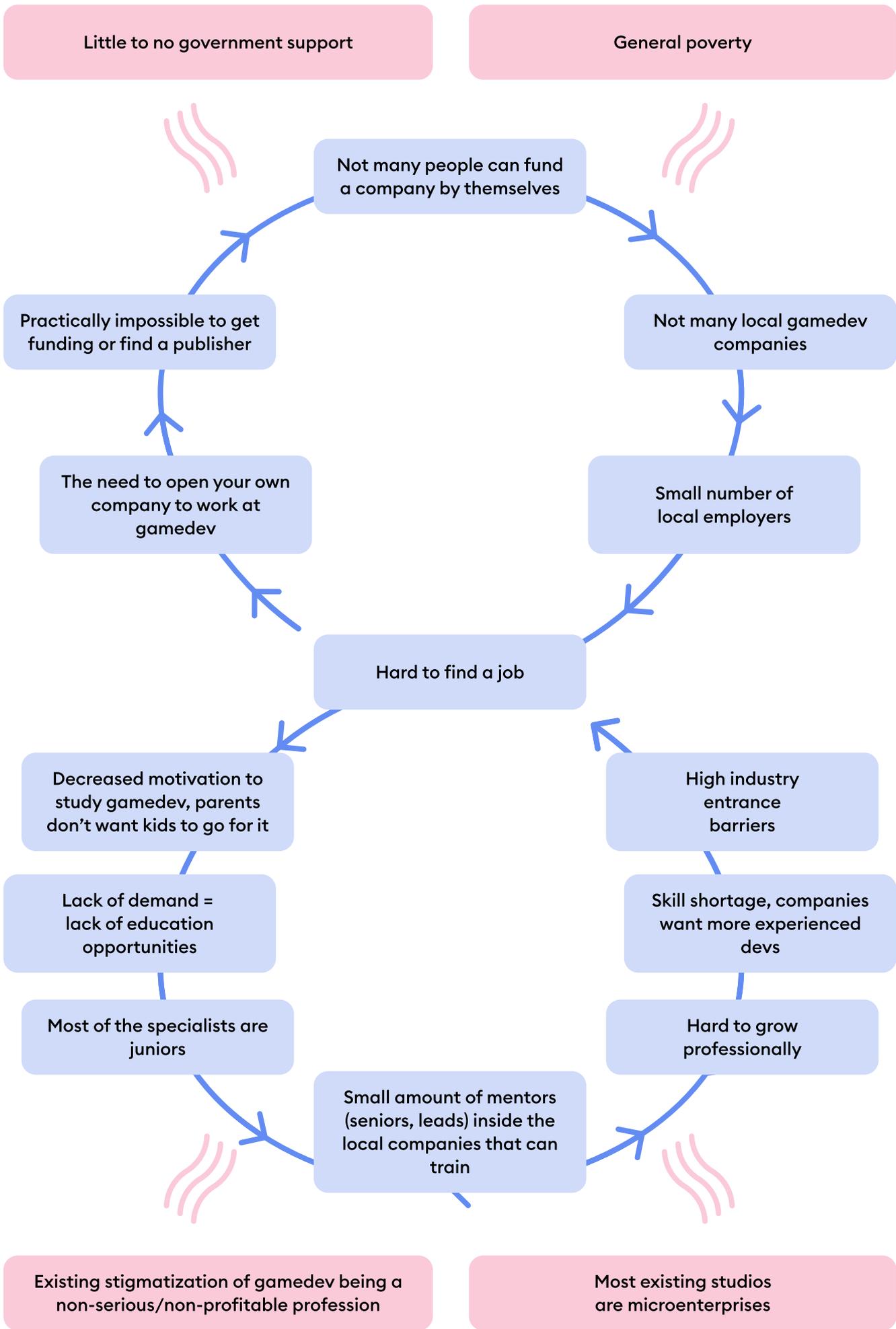
Governments of African countries don't support game developers, so there is very **little chance to win a grant or get tax rebates** if you're building your own studio. Plus, **getting access to publishing is difficult** (remember the systemic exclusion?) So, if you want to create your own game, you will most likely rely on your own financial resources. These obstacles create a **high entry barrier into the gamedev business** within the region, and that's why there's a very small amount of commercially viable studios in Africa (and the majority of them are indies).

Since there are no large employers in the region, **it's also hard for the local talents to find a job**. This problem is even more prevalent with junior specialists who don't have much experience. People in small studios usually have to take on multiple roles which require additional competencies. So, naturally, companies would look to hire someone who is more skilled.



According to the respondents, **there's a serious shortage of senior and lead game developers** in Africa, but there's also **a lack of educational opportunities and mentors** for those who are eager to grow their expertise. That's adding on to the existing stigmatization of gamedev being just a hobby and not a career, especially in the eyes of older generations.

As you can tell from **the following visualization**, these problems are very interrelated, essentially creating vicious circles for local specialists (or aspiring specialists). The game development industry hasn't skyrocketed on the continent because many people have been caught in these vicious circles.



Ripe For Further Development

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The Sub-Saharan countries that we focused on in this report are fairly new to the game industry. The strongly increasing popularity of smartphones and the increasing quality of Internet connectivity have **expanded the region's focus on mobile game development as well as general gaming market growth**. At a large corporate level, Africa is starting to be recognized as **the next consumer market** that needs to be developed. Major platform players like Microsoft, Xbox, Nintendo, and Electronic Arts are either entering the African market right now or are at least starting to contact local developers to find out what is happening in gamedev on the continent.



Gamedev communities in African countries usually communicate through closed **WhatsApp groups and Discord channels**: they have both a state and continent-wide level. Local developers claim that the region is being overlooked by Western game development industry, but that the region has a lot to offer – **extremely gifted artists & developers & programmers, low cost for hire and rent, a growing market**, etc. There are no AAA Studios in Africa, which is influencing the role division in mid-tier and indie companies in the region – people often fulfill multiple roles in their studios, so they are unique multifunctional professionals.

#1. Captain obvious: Africa is a continent, not a country



Nicholas Hall

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA

When we talk about Africa as a region, it is important to say what we actually mean. Often, North Africa is excluded from these conversations because they are considered to be a part of MENA. Many people treat Africa as a country or a homogeneous region — which is absolutely not true.: There are 52 different countries, thousands of languages, and hundreds of thousands of different cultures. So, trying to brush this notion of the African game doesn't really make any sense. So, what is of interest in South Africa is markedly different from what you would find in East Africa, Kenya, or Nigeria.

Nick advises people who are interested in moving their companies to Africa to focus on economic regions: like South Africa, East Africa, etc. Just from the policy and legal perspective, there is a commonality in terms of legal systems in those particular regions, and consumer and developer issues are different — there is no silver bullet. People tend to come to SA first if they want to launch into the rest of Africa because it is economically larger and has a better infrastructure: courts and laws as well as the banking and finance system are far more advanced than the rest of the country.



Thomas Shiva

Digital Realm Entertainment
Founder & CEO
GEO: RWANDA

There are some promising game industry ecosystems in Africa. One of them is East Africa, especially Rwanda and its regions. Central Africa is also a great territory for game studios. There's also a regional ecosystem: from Namibia all the way down to Botswana. Another promising territory is South Africa, and then there's West Africa with Ghana, Nigeria, Burkina Faso, and Cameroon.



Dominique Gawlowski

Free Lives & Playtopia
Head Of Business Operations & Festival Director
GEO: SOUTH AFRICA

Even though Africans don't have the luxury to speak only their mother tongues due to side effects of colonialism, they get to have English, Portuguese, or Spanish deeply integrated into their curriculums and everything related to their local ecosystem and government. But Africans still have a connection to their mother tongues, so if you have something that can tap into that, you will have access to everyone in Africa.

South Africa alone has 11 official languages. There's a population of 60 million people, give or take. Maybe around 7-8 million of them speak Xhosa, and around 20 million speak Zulu. Zulu is the biggest one, likely followed by Xhosa and so on.

#2. Looking For Opportunities: Factors To Consider When Entering an African Market



Nicholas Hall

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA

Of the major spots where game development is happening at a commercial level, South Africa is by far the most developed. Nigeria, Kenya, Ghana, Côte d'Ivoire, Senegal and Cameroon all have growing industries, too. These are mostly being bolstered by two studios. From a pure population perspective, South Africa is the third largest consumer market: Nigeria and Kenya are larger in terms of a per-head basis, but SA is the most profitable.

SA game dev has a fairly good split of 50/50 with studios of people doing work for hire and others creating their own IP. There is also a bunch of people doing hybrids. There are about 50–60 studios active in SA, but there are about 8–9 really active commercially viable entities in SA:

- **24-bit games** — They have the highest employee count on the continent, with about 45 people. They are a services company. They do a lot of porting and codevelopment, and they work a lot with Abbapurna and Volvo Digital.
- **RenderHeads** — They do codevelopment and porting. They partner with 24-bit games a lot. They have started to make their own games with their own IPs.
- **Free Lives** — The most commercially successful studio on the continent.
- **Broforce**
- **Gentle Jousting**
- **Corn**
- **QCF Design** — Creators of Desktop Dungeons
- **Nyamakop** — They have received the largest studio funding on the continent.

Smaller ones:

- **the Brotherhood**
- **team Laser Beam**
- **FuzzyLogic**

*SA can be a relatively cheap services destination, like work for hire. However, the government support is not there regionally to really make that viable. Something else that is quite healthy in the SA game industry is the **degree of consolidation**, where a lot of small studios sort of moved in and workers got rehired (after failing, specifically) at the bigger studios. International studios are interested in what is going on, and some acquisition is expected to happen in a couple of years, which potentially can jump start growth in the region.*

*There is a lot of interesting activity happening in **Rwanda** and **Mauritius** (an island off the coast): both position themselves as **financial hubs**. In Rwanda, specifically, there is a lot of government support to grow the tech sector in general, gamedev included.*

*The **film and animation sector in SA** is very strong, including mocap studios and sound-recording stages — they are used to working with Hollywood. So, it is not a stretch to double those resources and skills to work on AA or AAA titles. If you are going to do something like that in Nigeria or Kenya, it is going to take much more effort because they do not have as much creative industry support as SA does.*

**Thomas Shiva**

Digital Realm Entertainment
 Founder & CEO
 GEO: RWANDA

Each country that has an African representative means that people try to build an industry ecosystem for gaming there, make sure that creatives and game studios join these local communities and are able to create local narratives and stories through animations and comics which will be easily added in games.

There are promising game industry ecosystems in Africa. One of them is East Africa, especially Rwanda and its regions. Central Africa is also great territory for game studios. There's also a regional ecosystem: from Namibia and all the way down to Botswana. Another promising territory is South Africa, and then there's West Africa, with Ghana, Nigeria, Burkina Faso, and Cameroon.

**Edwin Kapesa**

Chroma Pixel Games
 Founder & CEO
 GEO: ZAMBIA

There is a game publisher called **My Leo Games in Ghana or Kenya**. There is also **Ethiopia's Qene Games, Senegal's Kayfo Games, and Kenya's Leti Arts**. There's also "C-games," and they are mostly into animation.

There are 24 million gamers in Africa. Popular gaming countries on the continent are as follows:

- 40% of the continent play games from South Africa
- Second place goes to Ghana with 27%
- Then, Nigeria with 23%
- Zambia with 22%
- Other countries — 13%

**Dominique Gawlowski**

Free Lives & Playtopia
 Head Of Business Operations & Festival Director
 GEO: SOUTH AFRICA

Dominique named a few of the most well-known game development studios that exist in Africa:

- **Nyamakop in Johannesburg (SA)** — Epic Games is funding their new game (the initial idea was that it would be fully set in Africa, and the storyline was sort of a heist of claiming back stolen art from colonialists).
- **Sea Monster in Cape Town (SA)** — They provide different services as outsourcers for overseas.
- **Free Lives in Cape Town (SA)** — independent game development studio, creating original IPs.
- **Mekan Games in Nairobi (Kenya)** — mobile games for the African audience. They did a game called "The President" and had immense success even in the US.
- **Leti Arts in Accra & Nairobi (Kenya)** — They make original IPs, telling an authentic story of Africa.
- **formula D_ in Cape Town** — a service company in interactive digital media.

#3.You're on Your Own, Kid

**Nicholas Hall**

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA

There is a broad systemic issue — systemically, Africa is excluded from the game development scene: we do not have access or at least have very little access to the broader global games economy. Mobile development is big in South Africa, but there's only one country in all of sub-Saharan Africa that can actually legally create a Google merchant account, which is South Africa. However, a lot of other countries have been added to a beta. How are you expecting to have a game development industry where they cannot monetize through the platform that exists for them to do so? This is not the fault of the developers; it is the Western and the established Global world that has just actively decided to exclude Africa from their policies and processes. Africa is not as economically viable and supported because they cannot participate — because of a conscious exclusion by decisions and policy-making of a broad international audience, and it's that simple. Until this issue of systemic exclusion is solved, you cannot expect any kind of major growth, and it's as simple as that.

We still can't get hardware: *Yes, one can develop for Xbox and PlayStation, but those companies cannot legally send development kits to Africa, so developers have to go to some European State to get the kit and bring it back to Africa themselves — and that is only available if people have the funds to travel.*

Access to events: *The game industry is about who you know, and that means that you have to go to international events like GDC, Gamescom, or China Joy. You need to be seen at these events, if you want any chance of receiving funding or support. But Africans cannot go to these places because we cannot get visas. Events should be held in much more inclusive places (GDC being held in North America is the worst idea). Currently, people from certain regions will not be able to get visas, and travel there because of the costs to do so.*

**Mohamed Bendjebbar**

Forspex Entertainment
Co-Founder and Managing Director
GEO: ALGERIA

Africans don't have a lot of events where they can meet up and talk about specific industries. They have to fly to another continent for a meeting with a partner; for example, you have to travel from Algeria to Ghana via Dubai. When it comes to freelancing (doing digital or remote jobs), in most African countries, you can only get paid in a local currency because it's hard to receive payments from foreign clients— payments in foreign currency can take months to transfer. Moreover, an African partner can only receive about half of the sum from a foreigner in local currency; to receive the other half of the money, they have to prepare a lot of paperwork on why they need to receive in foreign currency.

#4. Vicious Circles of African Gamedev

**Nicholas Hall**

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA

There is very little support coming from the government or private investors. If you are building a game studio in SA, you are doing it on your own. There are no tax rebates, grants, or capital investments, like VCS, or angel investors who are interested in games. All the studios in SA have started purely on savings.

It has a dumpling effect: getting access to publishing is difficult. Very few studios can get their product/service/game to a point where they can even pitch it for publishing, and that is because of little experience being present in the country — not in terms of single developers, but studios like big AAA studios or publishers. So, people are not able to scale up.

In SA specifically, there are a lot of game design and game development education programs at a postgrad level both for universities and private college. The bigger issue is that there are no senior talents — people who have actually published a game, have commercially released a game, and have more than 3 years of experience. That has a scaling issue because it limits the number of juniors that you can bring in — they don't have the oversight and mentorship or the means to be managed properly, so you won't be able to draw them up. If you get a job at a game company, you are very likely to stay there. This means that there are very few jobs available for anybody. There is no large employer in the region like Ubisoft or CD Project Red, that can pull in new graduates to give them a safe and sustainable place to learn their skills before they go off to apply their trade.

**Thomas Shiva**

Digital Realm Entertainment
Founder & CEO
GEO: RWANDA

The company tries to change beliefs about gaming in Africa. They are still stigmatized by what gaming means. For example, some people think that you can't make a career out of it, and that's why most of the niche always tries to lean towards other aspects like tech ecosystems. But nobody talks about gaming and nobody invests in it because a lot of people don't think that gaming is something that looks creative.

Sometimes, companies can suffer from a lack of access to finances or the low purchasing power of an actual African gamer.

Thomas suggests that many people have companies dormant in their ecosystems because they don't feel that there's a good opportunity to bring them forward, and risk factors can influence it. The market hasn't grown enough to a point where people feel that they're incentivized to start those endeavors.

**Edwin Kapesa**

Chroma Pixel Games
Founder & CEO
GEO: ZAMBIA

A lot of studios in Africa lack funding. Funding is something that is really hard to get. I always think of where to find more funds and whom I should pitch our game to.

**Dominique Gawlowski**

Free Lives & Playtopia
Head Of Business Operations & Festival Director
GEO: SOUTH AFRICA

The problem really is that the chances of getting a job at a local game studio is very low because there are only a few studios around Africa. So, if you want to get into gaming, you either have to go overseas or work remotely for a foreign company. Another way is to start your own studio. Free Lives' founder Evan borrowed money from his parents to start it and, luckily, it worked out. But funding is a huge problem. Making a game obviously takes money, but you also need money just to even have a chance to pitch your game to a publisher.

The work supply-demand challenge also exists in another way: Having enough of a pool of talent is one thing, having skilled talents is another, and it may be a problem. 24/7 access to a computer and the Internet, as well as a tertiary education are all expensive things. Furthermore, 92% of the population of South Africa lives in poverty, so you don't have a huge pool of skilled resources. For example, if some fairly big foreign company wants to open an office in Africa, it's not going to be easy. They would need to find around 50 skilled local developers and technicians to fill the seats, which isn't impossible but is really hard. Free Lives also struggle with finding skilled talents, so they invest a lot of time and money on student game jams and festivals to get younger people into gaming and to create awareness.

It is still seen as a bit of a joke by the older generations here. "No, you don't study games. Games are a waste of time!" So, young people aren't allowed to study gamedev because they don't have enough support and because a lot of them are not from rich families. Their parents want them to be a doctor, a lawyer, or an engineer. That is a huge barrier to entry for a lot of African teenagers wanting to have a career in game development.

There is a mentality that comes up a lot in South Africa because they're geographically isolated. It's a common attitude among South Africans to think that they are the worst. They always think, "Oh, we don't know what we're doing, compared to America or Europe. We're in the middle of nowhere. We're cut off from all these guys." But Dominique has traveled a lot, and she's in constant awe of how high the standard in South Africa actually is with regards to the creative arts. So it's just about people opening their eyes to what's actually possible.

#5. Ripe for Further Development

**Nicholas Hall**

Interactive Entertainment South Africa & Renderheads
CEO, Co-founder, Chair & CFO
GEO: SOUTH AFRICA

The vast majority of developers are focusing on mobile because there is an interest in trying to capitalize on the African consumer market, which is a big driver for most Sub-Saharan African territories. South Africa is a little bit different in that the majority of the developers here don't develop for mobile; they rather develop for PC and console, and they are not interested in producing content for the African Market. They have a much more international focus because they think of it as a more reliable income stream.

*At a large corporate level, **Africa is seen as the next consumer market that needs to be developed.** So, they are starting to see interest from the major platform players (Microsoft, Xbox, Nintendo). They are trying to contact developers to have a better understanding of how the market works and what games are being made.*

**Dominique Gawlowski**

Free Lives & Playtopia
Head Of Business Operations & Festival Director
GEO: SOUTH AFRICA

There's a gamedev community in Cape Town and Johannesburg. Those communities are somehow disconnected at the moment, so Dominique's team is trying to think of ways to bridge this gap.

There is also a Discord community called "Make Games SA" (South Africa), and there's quite a bit of activity going on (devs do jams together sometimes). However, it highly relies on certain people setting a strong leadership example. So, whenever those people are busy working on something else, the server tends to go quiet.

Foreigners often look at Africa or South Africa with an attitude of "yeah, whatever," but the reality is that they have no concept of the amount of stuff being done here. It's massive. Obviously, there are no big AAA Studios like Blizzard or Ubisoft, but there are many extremely gifted artists, developers, and programmers living here in South Africa.

Annex #1

Gamedev Events, Conferences & Communities in Africa

Below is a list of nice gamedev events, conferences, and communities in Africa mentioned by the respondents:

- [Africa Games Week](#)
- [Mobile Growth Summit Africa](#)
- [Games for Change Africa](#)
- [ENTER AFRICA ORG](#)
- [Africa StreamCon](#)
- [Make Games SA](#)
- [Playtopia](#)
- [rAge expo](#)
- [Super Friendship Arcade](#)
- [Nairobi Global Game Jam](#)
- [Africa Comicade](#)

80 Level Team:

Feel free to contact us if you have any questions.



Kirill Tokarev
80.LV CEO
K.TOKAREV@80.LV



Viktoria Steshina
Research Manager
V.STESHINA@80.LV



Anna Gulyaeva
Research Specialist
A.GULYAEVA@80.LV



Averyan Anchugin
Research Specialist
A.ANCHUGIN@80.LV



Irina Ignatova
Senior Research Analyst
I.IGNATOVA@80.LV



Anna Librekh
Junior Research Specialist
A.LIBREKHT@80.LV



We can make a custom research for you! Contact 80 Level Research Team to learn more.
research@80.lv