

Innovation for Creative Industries

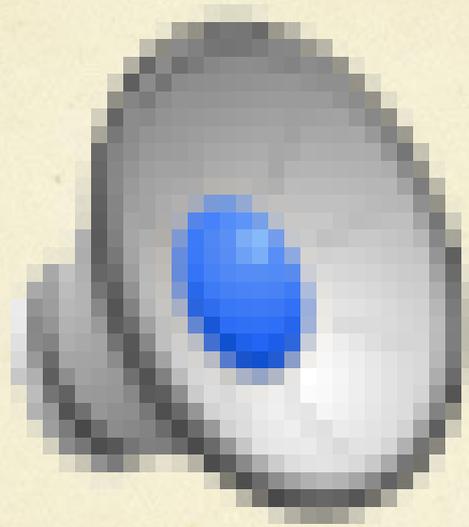
Alvin Juban, President &
Chairman



Insight



Tech Demo



ABOUT YOU

High Level PH Clients



PlayStation®



CD PROJEKT RED®



THE
COALITION™



Philippine Points

- ◆ 500 years of International Cooperation



1594



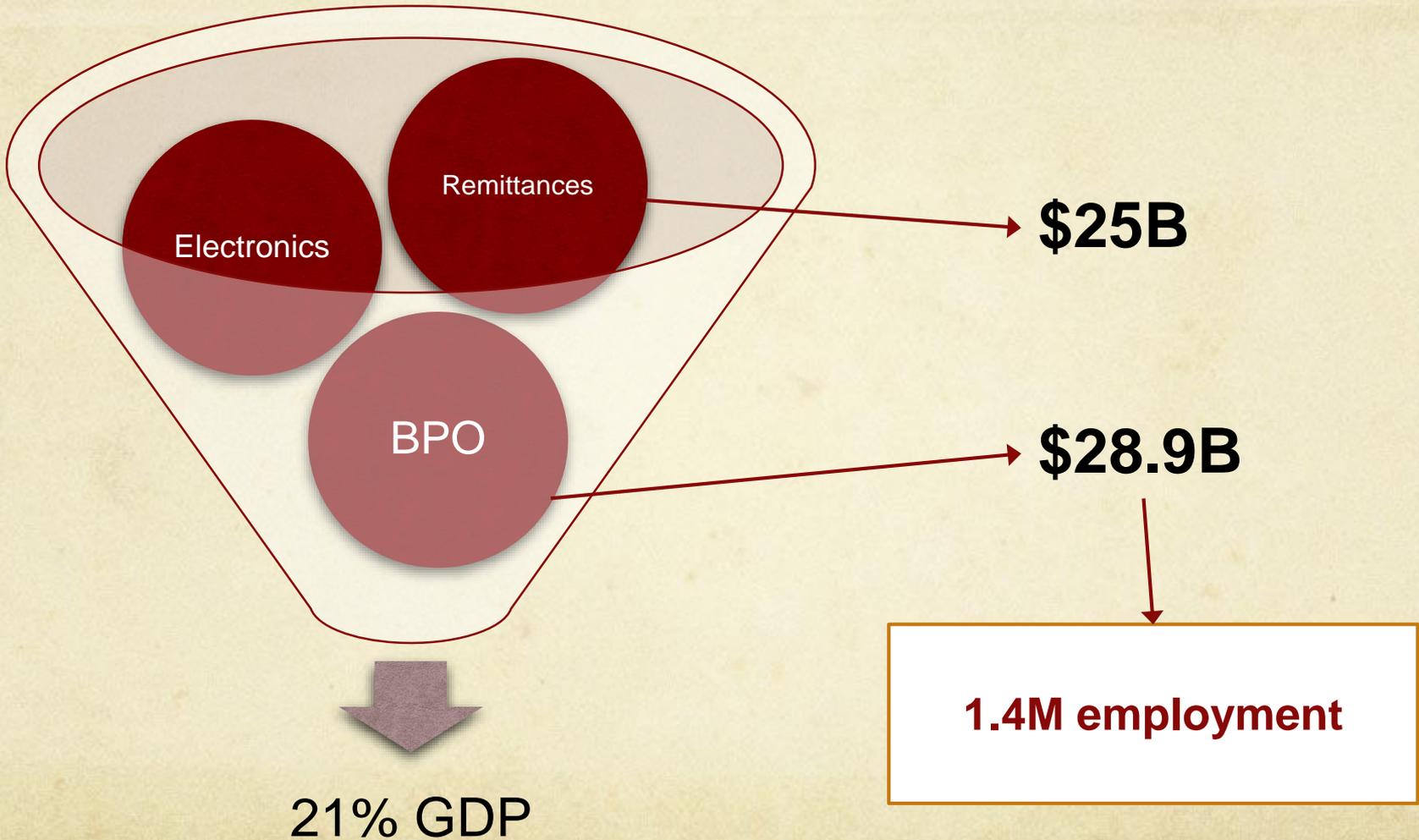
333



100

- ◆ Oldest University in Asia
- ◆ 10+ Years in IT - BPM

2017 Economic Drivers



PARTNERSHIP



5 Year Roadmap [2014-2019]

1. Create more work
2. Create more studios
3. Create more Games



Goal:

5 % of Global Market

Investments



ROI

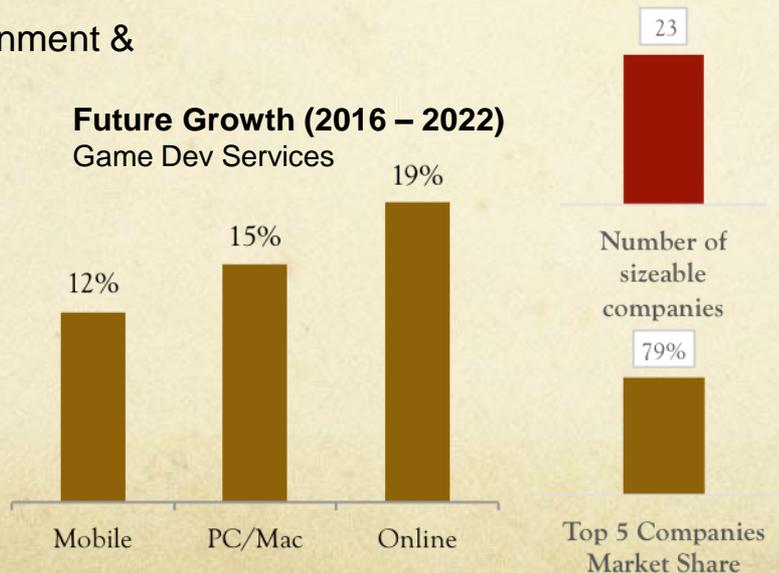


UBISOFT®

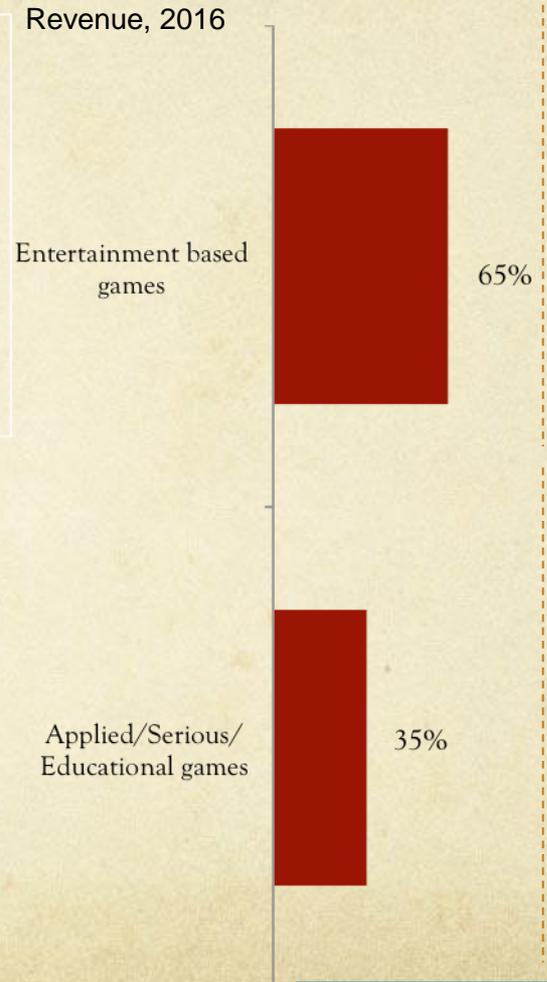


Notes

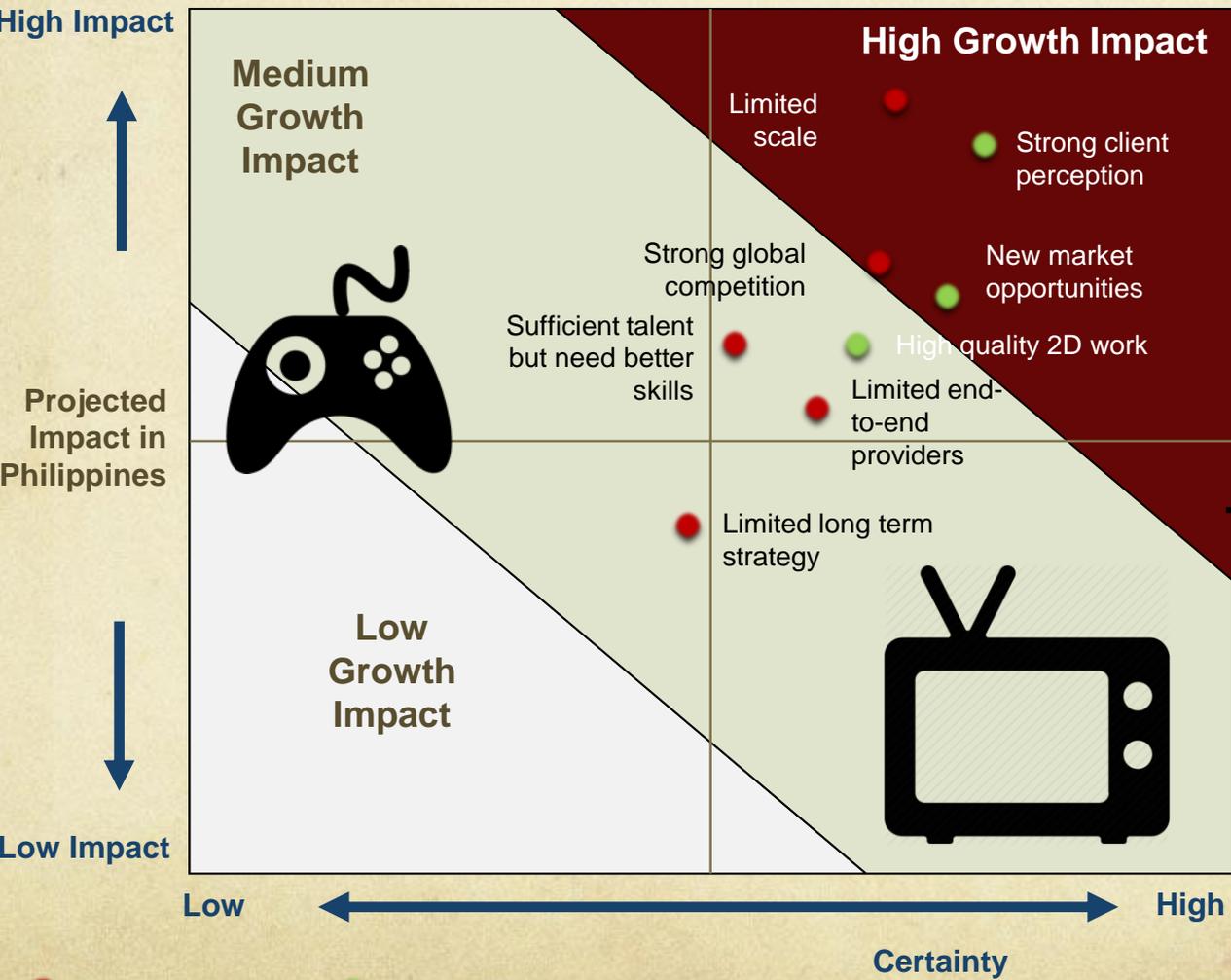
- ◆ Largest 18-24 demographic in SEA (Total pop. 102M)
- ◆ \$24.1 M Revenue
- ◆ 2,111 FTE's
- ◆ Mobile & PC strength
- ◆ Triple A Niche
- ◆ 57 GDAP members
- ◆ Strong in Management, Support & Communications
- ◆ Supportive Government & Community
- ◆ 5 Major IHLs



Gam Dev. services by type



Animation & Game Development outsourcing is booming globally
Philippines industry is vibrant but outsourcing work is small compared to rival locations worldwide.



Top Drivers

- Strong client perception of Philippines
- High quality 2D animation and game development work
- New market opportunities in mobile and online space

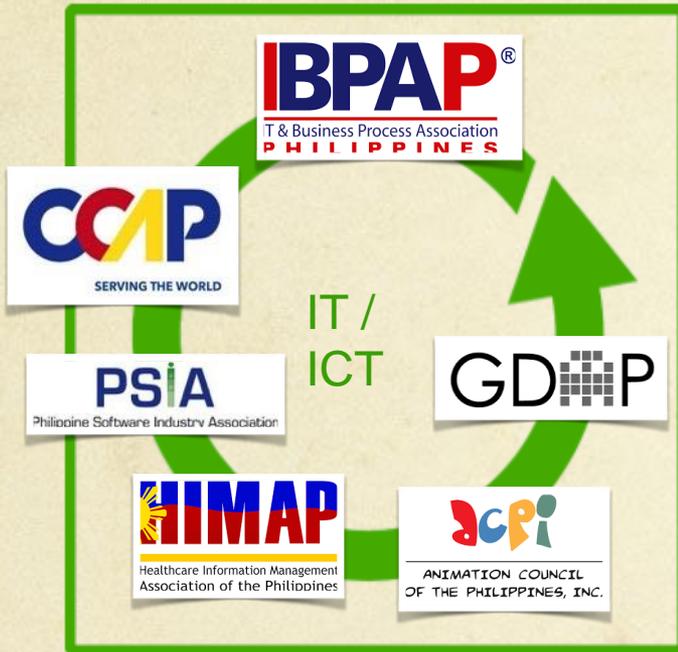


Top Challenges

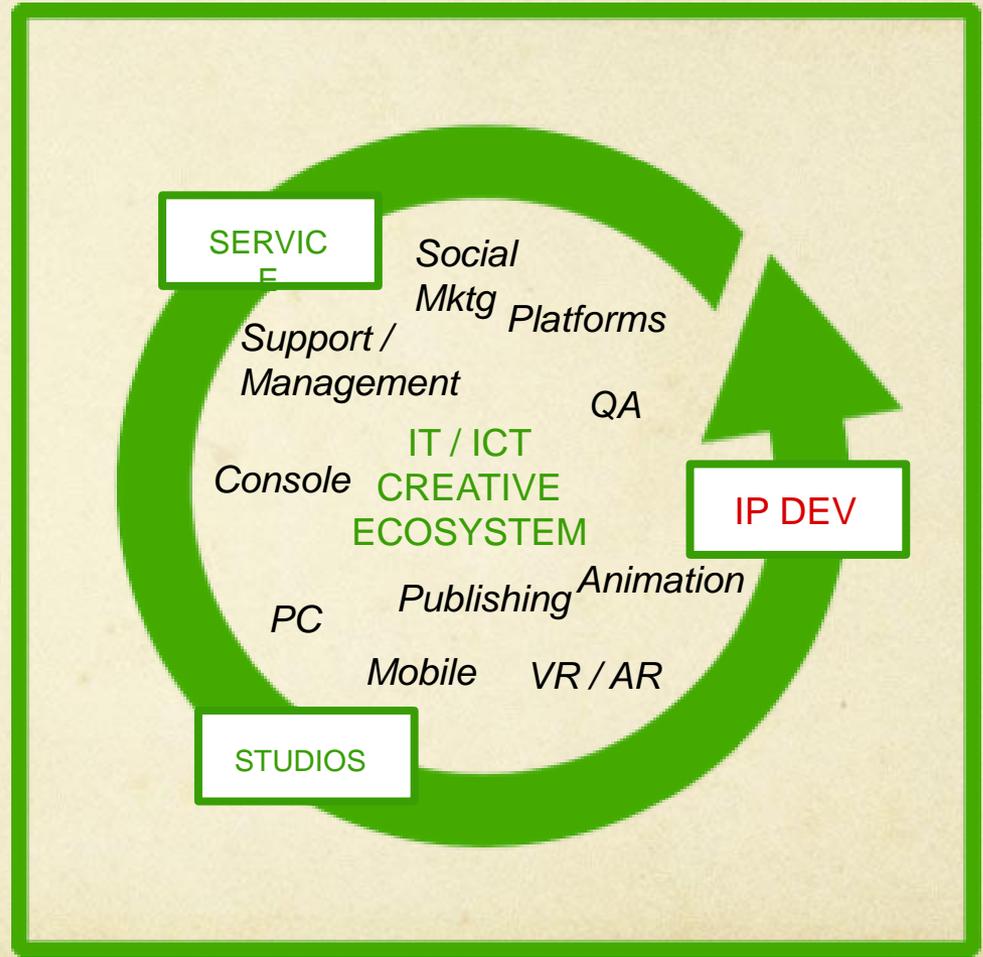
- Limited captive investment
- Limited scale (high end) & scope
- Strong global competition
- Fast changing underlying technology



Service Offers



Service Culture



Quality Culture

- ◆ Degree in Game Design & Development
- ◆ Game Studio in Z...
- ◆ AAA Studio
- ◆ Bank Loan
- ◆ ASEAN Internship Program
- ◆ Nordic Business Mission

LINKAGES: Need More



Audio Visual Co-Production Agreement
(199_)

GStar | PhilKor
Center



South East Asian Game Initiative
(2015)



Tokyo Game Show | ASEAN Internship Program



Bridging the Gap
(2016)

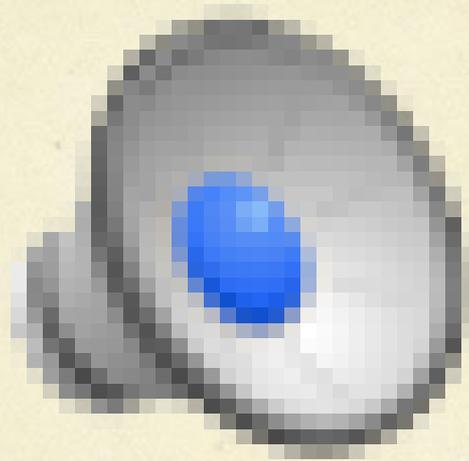


Frankfurt Book Fair | Story Drive (2016/



Under construction

CREATING A CHAMPION





“It takes a Village to raise a child”

– African Tale

“IT is the greatest tool in Nation Building.”

- Vietnam

“If not us, then who. If not now, then when?.”

- Philippines

emperor@gamedev.ph