

2021-2022

AFRICAN GAMES COPRODUCTION MARKET (BRIDGE)

The African Games Coproduction market (AGCM) competition seeks to select and promote video game projects of African studios from all African countries.



OBJECTIVES



SELECT 6 TO 8 VIDEO HIGH QUALITY GAME PROJECTS (CONCEPT AND/OR PROTOTYPE)

96 applications received from African video games studios
9 studios/projects have been selected by the final jury



WARD BEST GAME CONCEPT FOR MOBILE, PC AND CONSOLE, TO SUPPORT THE PROTOTYPE DEVELOPMENT

Orange offered 8000 euros mobiles games prize for 5 studios
Ubisoft 10 000 euros of cash prize for 3 studios (PC and console games-



MENTOR AND PREPARE AFRICAN STUDIOS TO PITCH THEIR PROJECT IN FRONT OF EUROPEAN STUDIOS

10 mentors and video games industry experts involved.
4 days of online mentoring between studios and mentors
58 meetings between studios and mentors



FOSTER CO-PRODUCTION BETWEEN THE SELECTED AFRICAN STUDIOS AND EUROPEAN STUDIOS

1 online Match-Making Days with 108 participants
22 European studios - 4 publishers - 93 meetings

6 CO-PRODUCTIONS HAVE BEEN FORMED AND MENTORED BY OUR EXPERTS. THEY HAD THE CHANCE TO PITCH IN FRONT OF EUROPEAN PUBLISHERS THROUGH A CO-PRODUCTION MARKET PITCH.