

THE **FLEMISH** GAME SECTOR

**PRESENTED BY
DAVID VERBRUGGEN**

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1. WHO WE ARE, WHAT WE DO

- Founded in Jan 2013
- Approx 70 members, mostly game studios
- Networking & sharing
- Public affairs
- Content marketing: communication and education
- Market data collection and publication
- Close collaboration with various regional support partners
- Close collaboration with other regional and national trade associations for developers, publishers, esports... and with ISFE and PEGI, both headquartered in Brussels

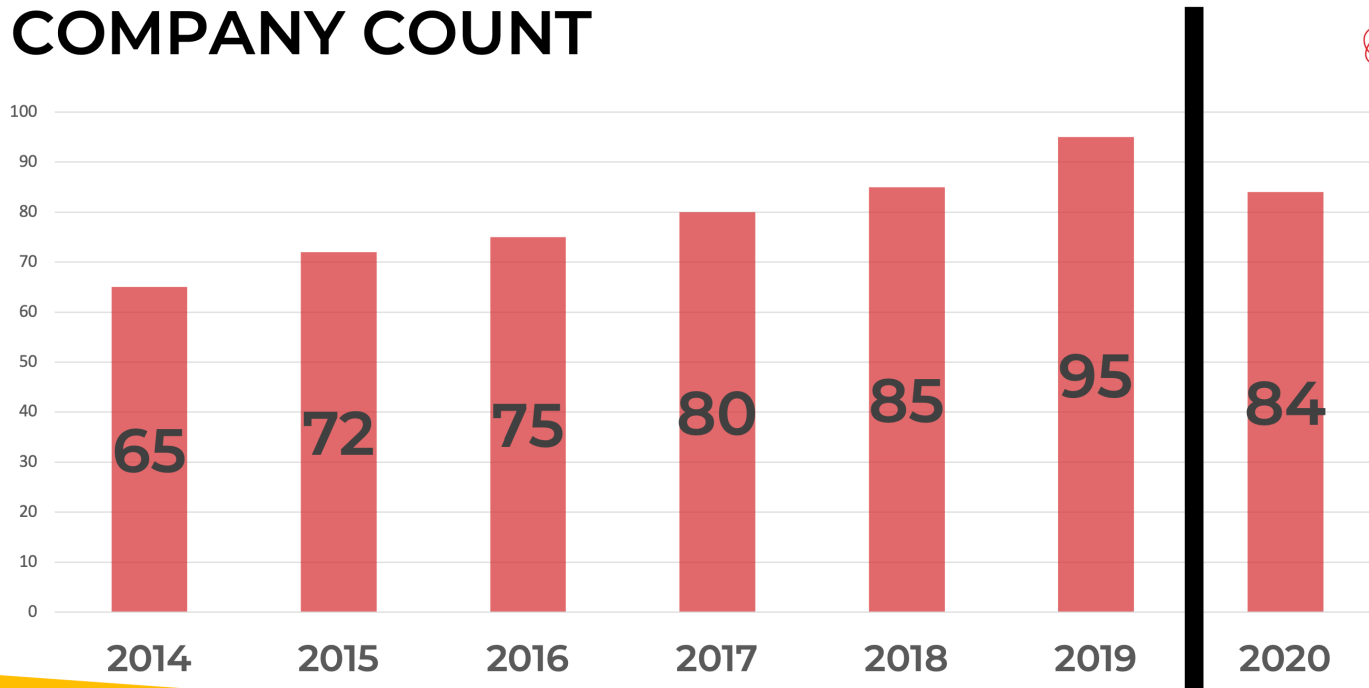


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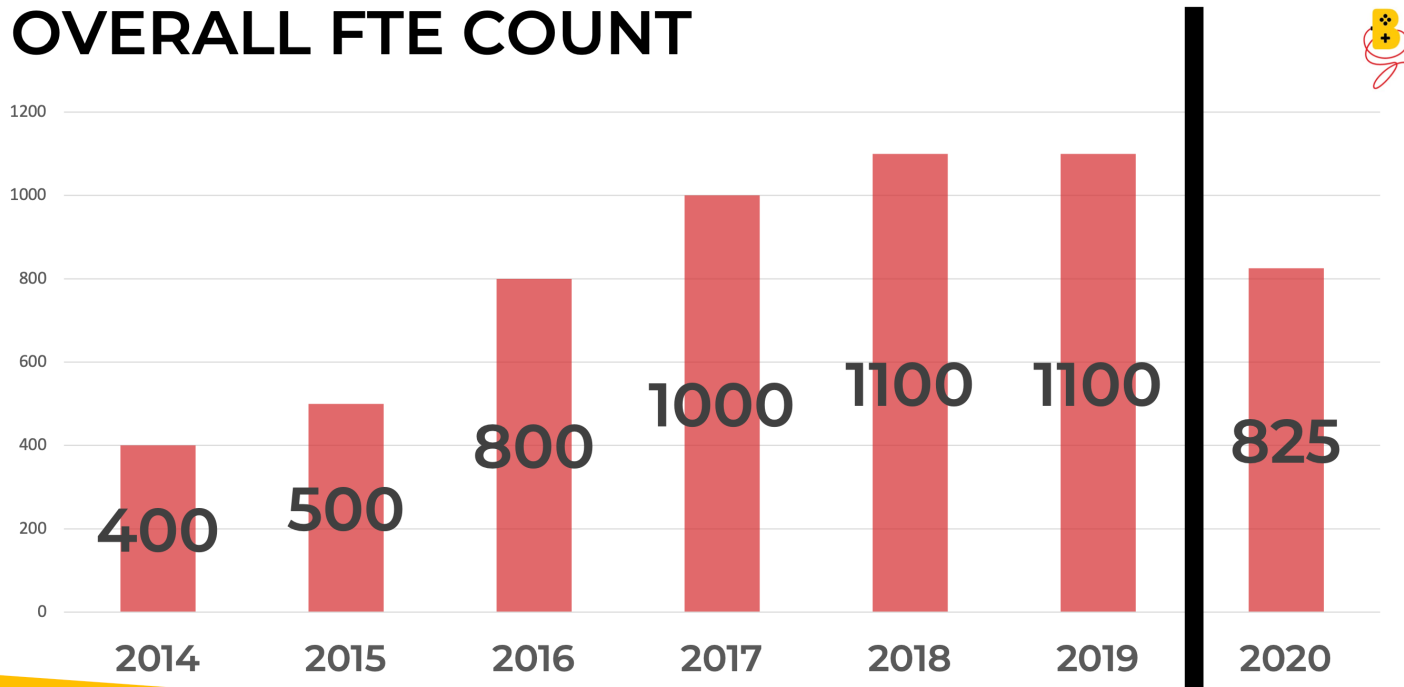
2. SOME FACTS & FIGURES

COMPANY COUNT



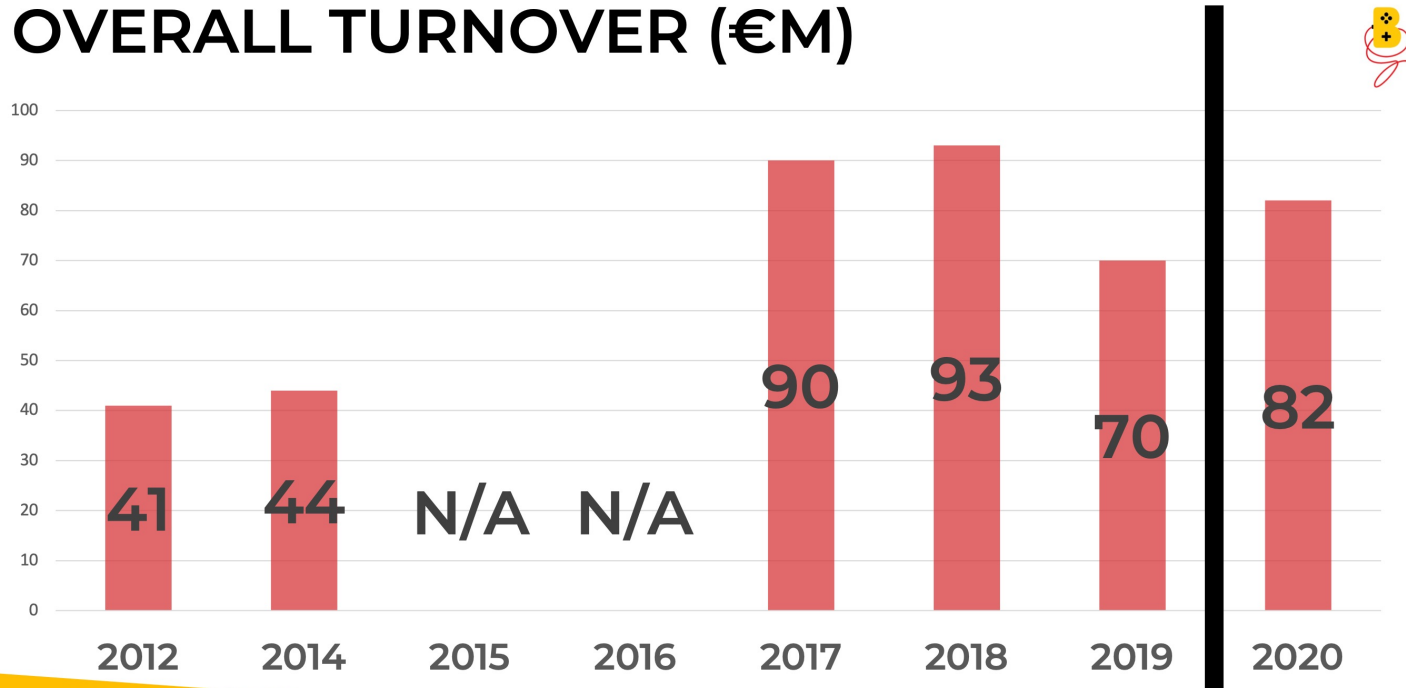
*As of 2020 we only count game studios, publishers, service providers and accelerator/incubators. This affects our data reporting.

OVERALL FTE COUNT



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OVERALL TURNOVER (€M)



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3. OUR SUPPORT ECOSYSTEM

Many partners offer support, these are the most important ones

**FLANDERS
INVESTMENT &
TRADE**



Well known to all i suppose, we are official FIT partner for the next 5 years



Public funding for game developers



HOWEST Digital Arts & Entertainment voted Best Game School worldwide for three years already



Action plan Flemish government including launch of dedicated gamehub in 2023

4. TAX INCENTIVES

Flanders offers many tax incentives for game companies (click logo for more info), here are the most important incentives



Partial remuneration for a transfer of copyright results in wage costs down from 50% to 15%



R&D employment benefits from 80% savings on parts of wage costs



85% of the net innovation income can be sheltered from corporate income tax, resulting in an effective tax rate of only 4,4% (instead of 30%)



Launch of videogames tax shelter

Tax incentives for investors investing in videogame developers

Result of active public affairs endeavors by FLEGA and its partners

Gap financing for videogame developers

ROI for government

Creation of local employment

Crossmedia and VFX opportunities

Proven success in AV sector

5. OTHER USP'S OF OUR LOCAL SECTOR

A rundown of other eye catching USP's



Very rich comic book heritage

Resulting in highly creative and narrative videogame profiles

Famous Belgian comics: Tintin, Suske&Wiske, De Rode Ridder, Lucky Luke, Guust Flater, Robbedoes, Jommeke, Nero...



Larian Studios, biggest Flemish and Belgian videogame studio

Playing in AAA big league with Divinity: Original Sin 2 and Baldur's Gate 3

5 satellite studios around the globe: Gent, Barcelona, Canada, Ireland and Malaysia



Unique rapid prototyping service provider PreviewLabs

Founded 10 years ago and launched satellite office in US in 2016

Working with major international universities on research projects such as anti-smoke VR game



Unique in-house developed, fast and highly memory efficient texture streaming technology
Working for major international videogame companies such as Wargaming and Funcom
Acquired by Unity in 2019



And last but not least HOWEST DAE providing top skilled videogame profiles

THANK YOU

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