



Digital Dragons 2022 is back to the ICE Congress Centre

2021-12-22

Digital Dragons, the key events in the games industry in Europe organised by the Kraków Technology Park, is back to the ICE Congress Centre in a new formula.

Due to the increasing numbers of vaccinated persons, we can hope for the return of the exceptional atmosphere of Digital Dragons at the ICE Congress Centre, where the experts from the gaming industry will be able to meet, exchange experiences, establish business contacts and start new projects. For the past ten years, Digital Dragons has proudly provided space and unique conditions for the gamedev community in order to help it develop and refine in all possible areas. The upcoming conference is going to be exceptional, as we will be celebrating the tenth anniversary of the event. We have been giving wings to companies from the gaming industry for ten years. This makes us happy, proud and makes us even more determined to continue to act.

Anna Krampus-Sepielak, head of Digital Dragons

The Digital Dragons conference will be held on May 16-17, 2022. The first stage of the recruitment of speakers for the upcoming edition has just started and will continue until December 20th. The Programme Council is going to announce the first group of speakers in January.

The new aspect of this year's edition includes an increased emphasis on the interaction with the public; we are planning more Q&A sessions, and we are going to bet on extending the opportunity to ask questions. The programme is going to include interviews with key speakers and round table meetings. Introducing the position of curators which sign off for the specific thematic paths is a complete novelty. The curators are going to play a significant role in the Programme Council. They oversee the specific path, but also manage the process of creating the entire programme. With the assistance of reviewers, the curator is going to decide on the final shape of the path, by creating a valuable selection of lectures for our guests. We bet on the experienced and well-known experts from the gamedev branches. We hope that their many years of experience and direct contact with professionals from the industry is going to allow to prepare a programme which is going to satisfy even the most demanding participants of the conference.

Błażej Grygiel, Coordinator of the Digital Dragons programme

The lectures will be held as part of the six thematic paths: Game design, Business and marketing, Art in games, Programming and technology, Production and leadership, Mobile and F2P.

Meet the curators of this year's Digital Dragons conference

Business and marketing – Marta Adamska (PTW)

Art in games – Kacper Niepokólczycki (CD Projekt RED) and Konrad Czernik (Flying Wild Hog)



**Magiczny
Kraków**

Production and Leadership – Błażej Żywicznyński (Moon Studios GmbH)

Mobile and F2P – Mariusz Gąsiewski (Google)

After two years of online meetings during the global pandemic, the event is going to be held in the offline format again at the ICE Congress Centre Kraków – one of the best conference venues in Poland with a view of Wawel Castle. Additionally, a portion of the lectures will be streamed live. The participants seeking business meetings will also have the opportunity to have online meetings.

This jubilee edition is going to feature attractions such as: Indie Showcase, Gala Digital Dragons Awards, Expo, Digital Dragons Arena, as well as online and offline Business Networking.

The Business Networking zone is going to be available online at the PINE platform on May 12-13 and during the conference in the ICE Congress Centre.

Registration for Indie Showcase has just started. The participants can register games using the online form available on the Digital Dragons website. The deadline for submissions is 28 February 2022.

Indie Showcase will be held in two stages. The first one involves a presentation of 40 select games on Steam on May 12-13, just before the conference. 40 titles presented on Steam are going to be presented live in the Digital Dragons conference at the ICE Congress Centre, and 20 finalists are going to compete for awards during the second stage of the competition.

This year, the organisers decided to open a separate category for mobile games. The registration has opened now and it will remain open until February 28th. The jury is going to select the 5 best mobile games to be presented at the Indie Showcase during the conference: one of them will be awarded the Best Mobile Indie Game title.

The CEE Showcase will be back for Digital Dragons 2022; we are going to see associations, organisations and gamedev studios from Central Europe, creating a gaming melting pot in Kraków. The list of participants of the CEE Showcase is going to be disclosed at a later date.

One game from all the titles presented during Digital Dragons 2022 is going to receive the Community Vote award. The Organisers invite you to follow the website and social media, which are going to present the newest information. Ticket sales are scheduled for January.