



# SCOTTISH GAMES INDUSTRY PROFILES **2013**

THE HOME OF INNOVATIVE  
GAMES DEVELOPMENT





# HELLO\_

Welcome to our 2013 profile of the main players in the games industry in Scotland.

Scotland is a world leader in this sector, and you will see from these profiles that the depth of talent and ambition is enviable.

**To find out more about Scotland and its gaming industry, visit [www.sdi.co.uk/dmci](http://www.sdi.co.uk/dmci) or call +44 (0)141 228 2828**

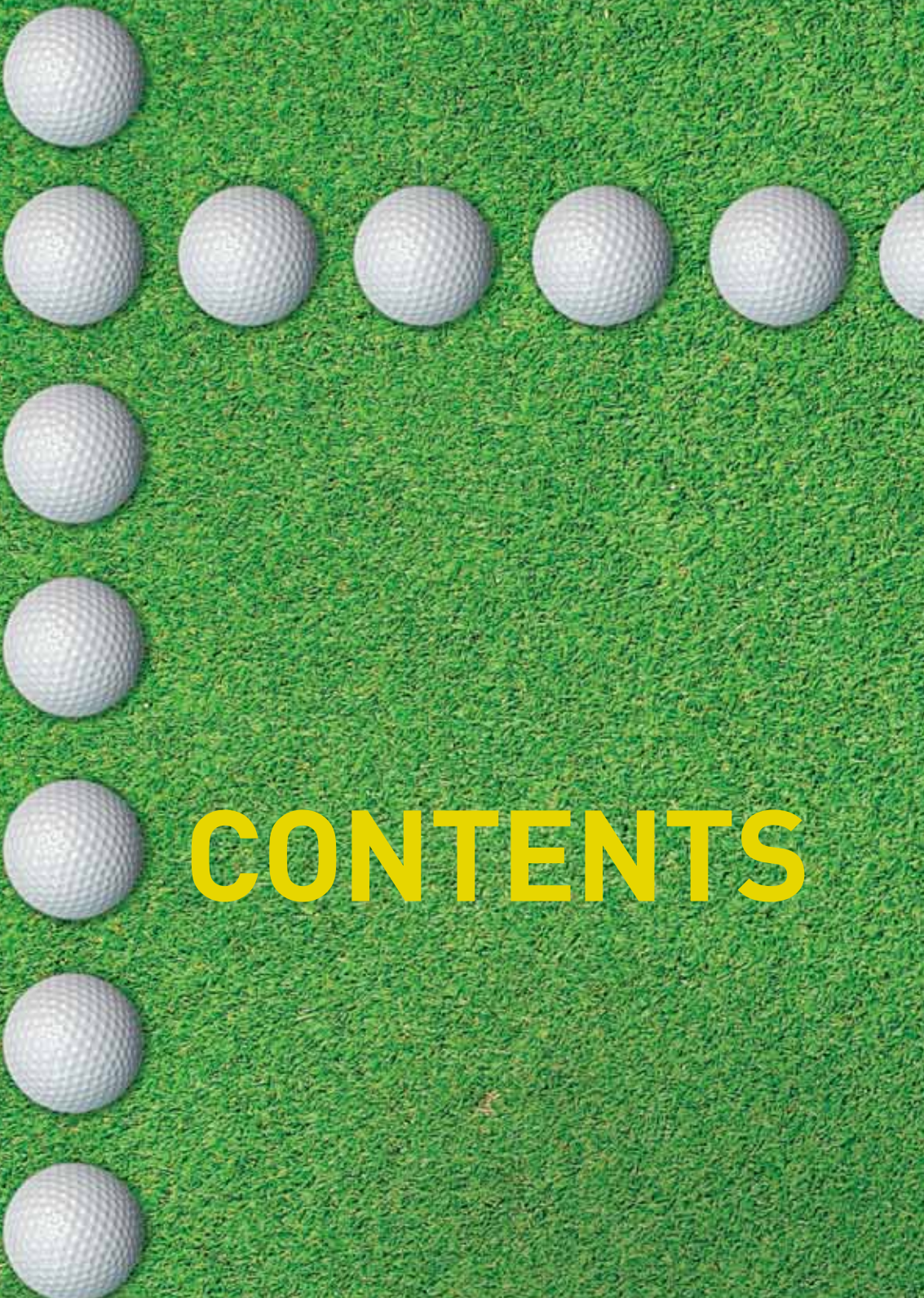




OUR INDUSTRY CONTINUES TO PRODUCE WORLD-BEATING GAMES THANKS TO THE INNOVATION, SKILLS AND CREATIVITY OF OUR PEOPLE, AND OUR CAPACITY IS GROWING AS WE ATTRACT THE BEST TALENT FROM ABROAD TO OUR SHORES. TODAY SCOTLAND IS SEEN AS ONE OF THE KEY PLACES TO BE IN THE GAMES INDUSTRY 🏌️



# CONTENTS



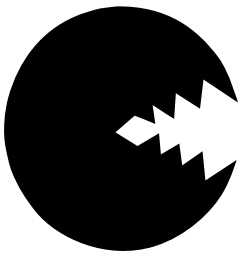


Company / University	Games Development	PC	Console	Handheld	Mobile	Online	Smart TV	Stream	Professional Services	Technology	Localisation & Testing	Universities, Colleges & Education	Research	PR, Marketing and Social & Interactive Media	Recruitment & Outsourcing	Animation	Music, Composition & Production	Page
4J Studios			•	•		•				•						•		6
Axis Productions Ltd																•		7
Beartrap Games		•	•		•	•												8
Binary Pumpkin			•	•	•	•	•											9
Black Company Studios		•	•	•	•				•	•								10
Blazing Griffin		•			•													11
BrainDead Ape Games					•											•	•	12
Chunk Games			•	•	•	•												13
Claymore Games					•	•												14
Cloudgine Ltd									•	•								15
Cobra Mobile					•													16
Codeplay Software Ltd		•	•	•	•				•	•	•		•					17
Criss Cross Games				•	•	•												18
Dave Sapien Ltd					•	•												19
David McKeitch Sound Services																	•	20
Denki Ltd		•	•	•	•	•	•	•										21
Digital Design Studio												•	•					22
Dimensional Imaging Ltd									•	•						•		23
Duncan of Jordanstone College of Art & Design												•						24
Dundee College												•						25
Dynamo Games Ltd					•	•	•											26
e4e Interactive											•							27
Edinburgh Napier University												•						28
eeGeo		•			•	•				•								29
Electric Top Hat Ltd			•		•													30
EM (Extra Mile) Studios Ltd		•	•	•	•	•										•		31
eMotionLab										•		•	•					32
Euphonious Ltd																	•	33
Firebrand Games Ltd			•		•	•					•			•				34
Firefly Studios		•	•			•					•		•	•		•		35
Forth Dimension Displays Ltd										•								36
French Duncan LLP									•									37

Company / University	Games Development	PC	Console	Handheld	Mobile	Online	Smart TV	Stream	Professional Services	Technology	Localisation & Testing	Universities, Colleges & Education	Research	PR, Marketing and Social & Interactive Media	Recruitment & Outsourcing	Animation	Music, Composition & Production	Page
Game Ops		•	•	•	•	•	•	•	•	•	•			•	•	•	•	38
GamesAnalytics									•	•			•					39
Guerilla Tea		•		•	•	•	•						•	•	•			40
Heist Records																	•	41
Heriot-Watt University												•						42
HexWar Ltd		•		•	•	•												43
Hippotrix Ltd					•				•							•		44
HitHut Recordings																•		45
Hollow Earth Industries									•					•				46
Hunted Cow Studios		•			•	•				•								47
HuzuTech Ltd						•				•								48
Imigea Ltd						•												49
iNCEPTIONAL		•			•													50
Intelligent Artefacts									•	•								51
Insurgent Studios Ltd									•									52
iSPY					•													53
Linx Online Ltd		•			•													54
Lucky Frame		•			•											•	•	55
Ludometrics		•		•	•	•												56
Me and the Giants					•	•												57
Metaforic										•								58
Nevistech Ltd					•													59
Ninja Kiwi Europe		•	•	•	•	•	•	•										60
Noise Me Up Ltd																	•	61
Oberon Media					•	•								•				62
Obskewer Games Ltd		•	•		•	•												63
One Thumb Mobile					•													64
Outplay Entertainment				•	•	•	•											65
Pixels on Toast		•	•		•	•			•	•			•					66
Polybius Games Ltd					•	•												67
Proper Games		•	•		•	•	•											68
Proper QA Ltd									•		•							69
Quartic Llama		•	•	•	•	•				•			•	•		•	•	70



Company / University	Games Development	PC	Console	Handheld	Mobile	Online	Smart TV	Stream	Professional Services	Technology	Localisation & Testing	Universities, Colleges & Education	Research	PR, Marketing and Social & Interactive Media	Recruitment & Outsourcing	Animation	Music, Composition & Production	Page
Rage Music Ltd																		71
Railsimulator.com Ltd		•																72
Reloaded Productions Ltd						•												73
Rockstar North Ltd		•	•	•	•	•												74
Savalas											•						•	75
Scottishgames.net									•	•				•				76
Secret Lunch		•	•	•	•	•			•									77
Serious Parody Ltd			•		•	•												78
Specialmove Recruitment															•			79
Speech Graphics										•						•		80
Spotflick					•													81
Strathclyde Artificial Intelligence & Games Research Group (SAIG)													•					82
Tag Games		•	•	•	•	•	•			•				•				88
Talent Scotland															•			84
The Masques Agency									•					•	•	•	•	85
TigerFace Games				•	•													86
Tiger Games Ltd					•													87
TPLD						•				•				•				88
Triple B Games		•	•		•	•				•			•					89
Tsumanga Studios Ltd				•	•	•												90
Twiddly					•													91
University of Abertay												•	•					92
University of the West of Scotland												•						93
Veemee LLP			•															94
Waracle		•	•	•	•	•	•			•	•			•		•		95
WeeWorld					•	•												96
Whisky Biscuit				•														97
Yomego						•								•				98
YoYo Games Ltd					•	•					•							99
Zappar Ltd				•	•													100



## 4J Studios

4J Studios is a game development studio established in 2005, and run by Paddy Burns and Chris van der Kuyl, with offices in Dundee and Edinburgh.

The senior management has more than 40 years' combined games development experience and with an equally experienced core team of designers, technology and games programmers and artists. They drive the company's ethos – to combine innovation, creativity and technical excellence with efficient production practices.

4J Studios has developed products for all popular console game systems including Microsoft's Xbox 360™; Sony's PlayStation®3; Nintendo's Wii/DS systems; as well as mobile devices such as the Apple iPhone and iPad. Previous titles include Minecraft: Xbox 360 Edition, Perfect Dark, Banjo Tooie, and Banjo Kazooie for Xbox Live Arcade, Overlord™ Raising Hell for PlayStation®3, and The Elder Scrolls IV: Oblivion for the Sony PlayStation®3.



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## Axis Productions Ltd

Axis is a multi-talented and international team of producers, directors, designers, artists and animators.

The studio creates stunning animation for some of the world's leading names in games, commercials, broadcast and film.

Entertaining, crafted, compelling, Axis's work has won numerous industry accolades – most recently a prestigious D&AD nomination, the Imagina Grand Jury Prize and a Best Animation BAFTA.

One of the UK's fastest-growing animation studios, Axis fuses a personal approach and attention to detail with large-scale production values and infrastructure.



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## Beartrap Games

Launched in October 2012, Beartrap Games is the creation of four award winning and experienced developers who all share the desire to create great games that people want to play!

Together, the four Directors have over 30 years of experience in the games industry – working across all major gaming platforms, from Console to Mobile and from Social to PC. In addition to self-publishing, they have had the genuine pleasure of working with many impressive partners and respected publishers.

Over the past few years, the founding Directors have worked on many multi-award winning and groundbreaking games. Between them, their trophy cabinets are nicely stocked with awards from the likes of BAFTA, International Film Festivals, Develop, TIGA, Golden Joystick and other respected places.

In addition to creating their own games, Beartrap Games aims to position itself as a reliable and trusted partner for joint development projects and welcomes any suitable approaches.



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## Binary Pumpkin

Binary Pumpkin are a fresh start-up based in Dundee.

Founded in 2011 by Bruce McNeish and Lol Scragg who between them have over 30 years games industry experience working on franchises such as Medal of Honor, Harry Potter and Formula One, the company is now developing its own products as well as offering its expertise to others.

Its first project, Pumpkin Bingo was released on Android prior to Christmas 2012 and generated over 150,000 plays and 15,000 downloads within the first few weeks. It has been well received by the market with over 600 ratings averaging 4.4.

In addition to development of own IP, Binary Pumpkin's ten staff also offer their expertise to third party clients and are currently working on a number of projects across a wide variety of platforms.

With existing experience on mobile, console and social platforms, Binary Pumpkin are rapidly expanding to fill a requirement for high quality digital entertainment products that are well received by the market. They are also actively looking at developing products for newer markets such as China and India.

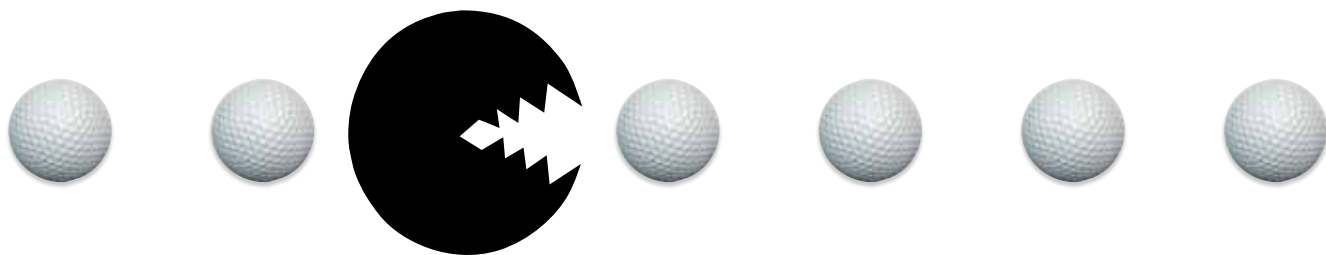
In addition to development services, they can also provide the expertise of the founders on a consultancy basis to clients.

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## Black Company Studios

Black Company Studios provide flexible and effective support for game developers of all shapes and sizes, helping them to ship their titles on time and on budget.

With a wide range of experience and knowledge, they can provide everything from bespoke tools and process improvement through to software development support where it's needed most.

They have worked on the majority of games platforms out there, from mobiles and hand-helds right the way up to current generation consoles, and with clients ranging from small indies through to SCEE and Microsoft Game Studios.

Most recently they have developed Daley Thompson's Decathlon for iOS and Android, as well as helping Sumo Digital to ship Nike+ Kinect Training. Other than their continuing work with various clients (both in games and in the regular software industry) on unannounced projects, they are also working on their own prototypes for titles, as well as in-house development on various iOS/Android games and productivity apps.



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## Blazing Griffin

Blazing Griffin is an independent game studio, based in Edinburgh, Scotland.

Founded in 2011, the company is a creative mix of established game developers, experts from other industries, and a wide variety of freelance talent (from film to musical composition).

The company has a strong focus and interest in building and maintaining intellectual properties, with games that interconnect across platforms, exist in a continuity of brand and story, feature creative forms of expression, and support flexible payment models.

Keenly aware that making games requires a sound business footing, Blazing Griffin is a High Growth start up, working in partnership with Scottish Enterprise, Interactive Scotland and other business organisations.

In 2011, the company acquired the rights to Distant Star (an iOS title) and later that year "The Ship: Murder Party", an established title, popular with players and critics alike. Both titles are in the process of being expanded on and further developed.

**Blazing Griffin**

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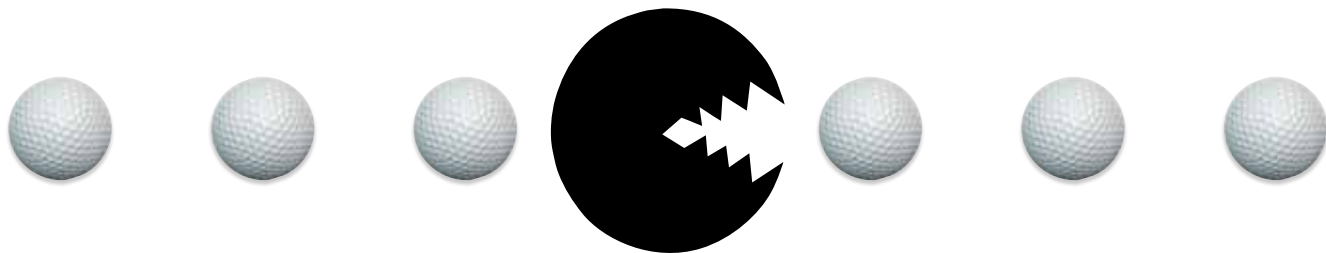
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## BrainDead Ape Games Ltd

BrainDead Ape Games Ltd was incorporated in early November 2011. Their flagship project "Show me your Bum" has been under development now for a year and a half.

By October 2014 they are aiming to become a well-established mobile platforms developer and publisher with a recognisable brand and portfolio of at least 20 games. Their primary goal as a company is to raise their company profile, secure their position as a leading games developer and gain the loyalty of the customers to their products. They are providing a game-dedicated website where users can meet, interact and purchase additional gadgets for their characters.

Their highly-prepared and enthusiastic team includes a game concept developer, two Android programmers (who have two games already published on the Android market), an art director and animator with experience in game development and big animation productions. They also count two world-class animators as part of their team, with an extensive portfolio of animated movies for some of the leading film studios such as Disney and the Mariscal Studio. They also have a music and sound technician, professional graphic designers and other media artists and programmers.



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## Chunk Games

**Chunk Games make their own games and games for brands. Most importantly they make games that make people feel good!**

They know loads about brands and marketing, they know loads about digital and, most importantly, they know loads about games. When they mix those with great technical skills they can make anything they can imagine.

They played a Cadbury crowd game to 34,000 at the O2 arena, their games for Krypton Factor won a Cannes Lion and they helped Disney create World Record (an actual Guinness one).

Chunk Games are creating a social game for Facebook Places that they think will blow people away!



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## Claymore Games

Claymore Games is a Scottish games development company that specialises in developing mobile games and believes in quality over quantity.

They cover development of mobile games (J2ME, Android and iOS) from design to publishing.

Their first in-house title Super Solitaire has sold nearly 25,000 copies.

They have since released Plum Crazy and are working on two new iOS games, one of which will be released early 2013. Work also continues on bringing their games to other platforms (Windows Phone, etc.).



### Claymore Games

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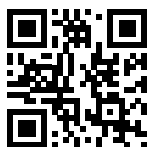


## Cloudgine Ltd

Cloudgine is building the next generation multi-player Cloud Gaming experience, where all game logic and the rendering for individual clients is carried out in the Cloud.

Our aim is to create an innovative Cloud Gaming development platform that integrates with existing game engines and enables game developers to create ground-breaking game mechanics, in a way that would be impossible or uneconomical to achieve using traditional online gaming architectures.

With a combined experience of over four decades in the video games industry and a number of widely successful games published, the founders bring into the company an array of technical and business competencies that span all areas of game development, and an understanding of the issues and technological limitations that currently hamper the development of innovative game dynamics.

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## Cobra Mobile

Cobra Mobile is a leading developer of iPhone games and applications based in the heart of Dundee, Scotland. With a professional and extremely creative team focused on bringing the best playable, creative and quality games and applications to all iPhone and iPod Touch platforms.

Cobra Mobile's worldwide hit titles include iBomber, iBomber Defense Pacific, Numba, Storm in a Teacup, Low Grav Racer and Mouse About.

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## Codeplay Software Ltd

Codeplay's flagship product, Offload™, is a tool suite used in PlayStation®3 games to maximise performance by offloading code to the SPUs.

For more than 10 years Codeplay has been building advanced optimising compiler technology for a wide range of innovative heterogeneous multicore and general purpose processors.

Previous products include highly vectorising C/C++ compilers for PlayStation®2 (VU and EE), Ageia's PhysX, for Movidius' low-power chip and several undisclosed mobile media processors, as well as shader compilers.

Codeplay works closely with international semiconductor companies to develop compiler tools to enable software to be ported to their new processors. Drawing from the expertise gained from developing technology for different types of hardware Codeplay is also able to advise processor makers on compiler-friendly instruction sets and processor designs.

Codeplay also offers games development consultancy with focus on physics and multi-core optimisations, and has successfully improved the performance of PlayStation®3 titles such as NASCAR The Game 2011 by integrating Codeplay's Offload™ technology.

Codeplay is a member of the Khronos group, participating in the specification of OpenCL from the start, a member of the Multicore Association, being involved in the MCAP and MRAP standards process and a member of the HAS Foundation, as well as having a series of academic collaborations including sponsoring Ph.D. students at University of Glasgow and Imperial College London, and an EngD. student at University of Bath; we are also members of the LPGPU and PEPHER FP7 research consortia.



### Codeplay Software Ltd

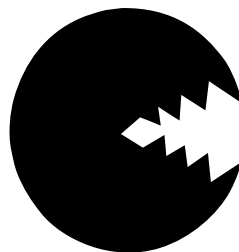
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## Criss Cross Games

Criss Cross Games is a games development start-up based in Dundee, founded by three graduates of the games development courses of the University of Abertay Dundee.

At present they are developing their flagship title, having been awarded a grant to do so through a European development fund but are also seeking work-for-hire contracts.

While Criss Cross was founded as a games development studio, the team is motivated and inspired by the potential of interactive entertainment as a whole and are eager to create rich and engaging experiences across the web, smartphones and tablets.

Though still young; the company has a cutting edge team with the knowledge, enthusiasm and skills to bring to market a variety of products and they are currently building a portfolio to demonstrate this.

Their first title, Cog-a-lot, is expected to be released on Facebook in Q2 2013.



**Criss Cross Games**

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## Dave Sapien Ltd

Dave Sapien Ltd is a games studio that makes painting apps and off the wall games. An experiment in cross creativity.

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## David McKeitch Sound Services

David McKeitch Sound Services is a flexible one man business with five years of experience in Sound Design in various fields, from feature films to radio dramas and interactive arts.

Its aim is to provide professional recording and stylised sound design and ambience to smaller independent studios and developers, at a reasonable price.

Based near Glasgow, perfect for Scottish developers to meet face to face, but for overseas clients remote work is equally possible. One previous client developing the title "Rubber Ninjas" was based in Italy for example.

We also offer voice recording, with a wide selection of local actors with various accents and styles of voice, to match your game.

Please visit the website for information, examples of previous work or to request a quote.



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## Denki Ltd

Denki is the creator of the award-winning game Quarrel and is one of the most prolific games developers in the world. They have delivered more than 150 games for some of the world's largest media companies – from Namco and Taito, through to DreamWorks and Universal Pictures – since opening their doors in March 2000.

In the process they have earned an unparalleled reputation for delivering high-quality innovative fun, on time and on budget. That's why more than 80 per cent of their business is repeat business.

They have worked on the widest possible range of devices too – from very early smart phones, through to the latest generation of video game consoles and most platforms in-between.

So whether you're building an existing, established brand or an entirely new concept, Denki's tried and tested development processes deliver certainty throughout the process by taking all the hassle out of interactive development for their partners.



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**DIGITAL  
DESIGN STUDIO**  
**THE GLASGOW  
SCHOOL OF ART**

## Digital Design Studio

The Digital Design Studio (DDS) is the largest postgraduate research centre of the Glasgow School of Art (GSA), with a complement of multidisciplinary masters students, PhDs and an international multidisciplinary research staff.

Since its inception in 1997 it has experienced substantial growth, and is now based in custom-built laboratories at Pacific Quay, Scotland's Digital Media Quarter, Glasgow. Within the facility, Lab 1 has one of the top six interactive 3D visualisation labs in the world.

The DDS specialises in advanced 3D visualisation and interaction technologies. These technologies consist of haptics, 3D sound, advanced interfaces, tracking devices, gesture-based interaction, 3D displays, machine vision and speech recognition. The primary focus of research and development is centred on user interaction with real-time digital data, involving multidisciplinary skill sets. The DDS has built an international reputation in 3D visualisation and interaction research supported by new tools, techniques and methodologies.

Its imaginative use of technology provides solutions to specific research questions and commercial challenges. DDS' research and commercial activities have established a valuable IP portfolio and provide licensing income and spin-out opportunities. The DDS has a large portfolio of projects with business and industry in Scotland, the UK and Europe, centred on expertise in real-time 3D visualisation, 3D sound, modelling and animation.

The Glasgow School of Art has one of the UK's largest research communities in the creative arts outside of London. At DDS this research is underpinned by three Masters programmes in Sound for the Moving Image and an MSc in Visualisation with pathways in Serious Games and International Heritage. Additionally DDS hosts an MSc programme in Medical Visualisation and Human Anatomy, which is hosted in conjunction with the University of Glasgow.



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## Dimensional Imaging Ltd

Dimensional Imaging supplies high definition 3D facial image capture and 4D facial performance capture systems, solutions and services.

Founded in 2003 and based in Glasgow, Scotland, Dimensional Imaging Ltd is a private company specialising in three dimensional surface image capture and analysis of the human face, head and body. The company supplies a range of systems and software that use its world leading DI3D™ passive stereo photogrammetry technology to instantly capture ultra-high resolution 3D surface images using standard digital stills cameras. Dimensional Imaging's DI3Dtransfer™ tools then provide a very efficient pipeline to apply a customer provided mesh topology and UV layout to the high-res 3D scan data, e.g. to create game ready assets.

Dimensional Imaging's DI4D™ 4D Facial Capture Systems are high-definition facial performance capture systems that requires no special markers, make-up or structured light. Dimensional Imaging also offers a full facial performance capture service on-location in Europe and North America using its DI4D™ system.

Dimensional Imaging supplied systems are in use world-wide for a range of advanced research applications including facial surgery, orthodontics, psychology and facial recognition, as well as with some of the world's leading entertainment companies, such as Electronic Arts, Sony and Valve Corporation.



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## Duncan of Jordanstone College of Art & Design

Duncan of Jordanstone College of Art and Design, at the University of Dundee, offers an eclectic, creative portfolio of postgraduate and undergraduate programmes including Electronic Imaging, Animation and Visualisation, Time-based Art & Digital Film and Illustration.

The college's philosophy of integrating art, design, communication and manipulation of images is unique in Britain. The college has a reputation for producing award-winning animation graduates and the range of courses of study include:

- BA (Hons) Animation
- BA (Hons) Time-Based Art & Digital Film
- BA (Hons) Illustration
- MSc Animation, MSc Media Arts & Communication as well as research degrees (MPhil and PhD).

The Animation programmes combine the classical camera-based techniques with modern high-tech computer imaging methods. The programmes are designed to allow students the opportunity to understand and exploit their individual abilities within the subject, creating a sound working methodology from which they can acquire relevant professional skills. The Masters Programme in Animation has been designed to accommodate both traditional and contemporary practices extending students' critical, creative and professional skills. While the most internationally defined understanding of the subject is one of storytelling, the development of 3D technologies allows a much broader interpretation. Students enter the programme from a variety of backgrounds, from undergraduate programmes in animation,

interior design, medical imaging, applied computing, product design, architecture and time-based media, as well as those returning from industry to focus on developing their personal practice.

Over three semesters a varied, yet complementary, series of modules cover areas of creative and professional practice, ranging from the application of contemporary technologies to production and post-production. The programme offers the opportunity for animators to develop an informed creative approach to applying their skills in 2D traditional and 3D computer animation through the execution of their own projects. The Masters programme in Animation will provide students with animation experience to prepare for careers in the Animation, Computing, Visual Effects, Interactive and Visualisation industries.

The MSc Media Arts & Communication covers a broad range of expressive opportunities such as performance, video arts, film, sonic art practice and communication design. The programme embraces the changing cultures and applications for media and communication, exploring its market and aesthetics through combined research and production.

The Centre for Digital Imaging is a fully integrated area of specialist expertise within the DJCAD. The Centre supports the development of 3D animation and visualisation across a growing range of courses across the College and the University of Dundee.



**Duncan of Jordanstone  
College of Art & Design**

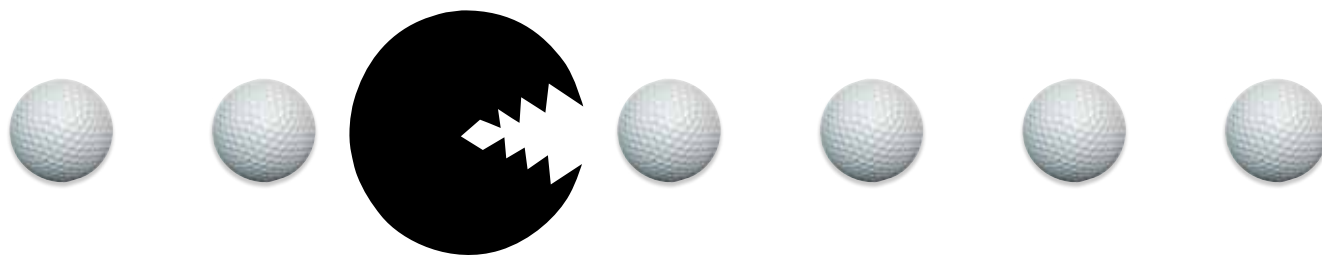
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## Dundee College

Dundee College provides many routes to success and employment in the creative and digital industries through study and training programmes leading to Scottish Qualifications Authority awards.

### COURSES IN Design and Computing & Creative Media

- NQ Computer Arts & Design
- NQ Photography
- NQ Managing Online Communities
- NQ Interactive Media Development
- NQ Computing & Interactive Technologies
- HNC Computer Games Development
- HNC Photography
- HND Computer Arts & Design
- HND Interactive Media
- HND Software Development
- HND Computer Networking and Internet Technology
- BA Design & Creativity

The courses are designed to give learners a foundation of skills on which they can develop further through work based learning or further study at a higher level.

The HNC & HND level courses are design to prepare individuals for employment through the development of specialist skills and critical thinking. All our HND courses have formal 2+2 articulation agreements with local universities for learners who want to continue with their studies to degree level.

The BA Design & Creativity is a completion award which is open to individuals who have successfully gained an HND in a creative discipline. This course focuses 50% of the time on the creative practice of the individual student, 25% on critical analysis and contextual practice and 25% on business acumen relating to working in the creative industries.



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**Contact:** Simon Hewitt, Curriculum Manager, Computing & Creative Media

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**www.dundeecollege.ac.uk**





## Dynamo Games Ltd

Established in 2004, Dynamo Games is a BAFTA award-winning game developer, working within the social gaming, smartphone and tablet sectors.

Dynamo is the creator of the BAFTA-winning Championship Manager series for mobile phone handsets and has also released many other titles across platforms such as Facebook, iPhone, iPad, PSP and Android. These titles include the critically acclaimed versions of the cult TV quiz shows Countdown™ and The Crystal Maze™ and in-house IP titles Dizzy Drops™ and Football Tycoon®.

Dynamo's first own-IP Online Social game Soccer Tycoon™ has now gone live on Facebook and can be found at [www.facebook.com/soccertycoon](http://www.facebook.com/soccertycoon). Beauty Town – a fashion-oriented game focusing on positive body image among females – was launched in Q2 2011. Dynamo worked with Channel 4 on this project.

The company itself has achieved many accolades throughout its existence and was chosen as one of O2's Top 50 mobile companies in the UK in 2007, one of only four games companies in the whole list. As a company they have a mix of highly talented individuals who encompass different experience levels in order to make them a dynamic company with solid experience behind them.

With the company HQ based in Dundee, Scotland, Dynamo offers creative and controlled games development. To contact them for any sales or business enquiries please visit the 'Contact' section of their website.

Dynamo Games will announce details of their US office in the coming months, so please check back to their website for more information on this topic.



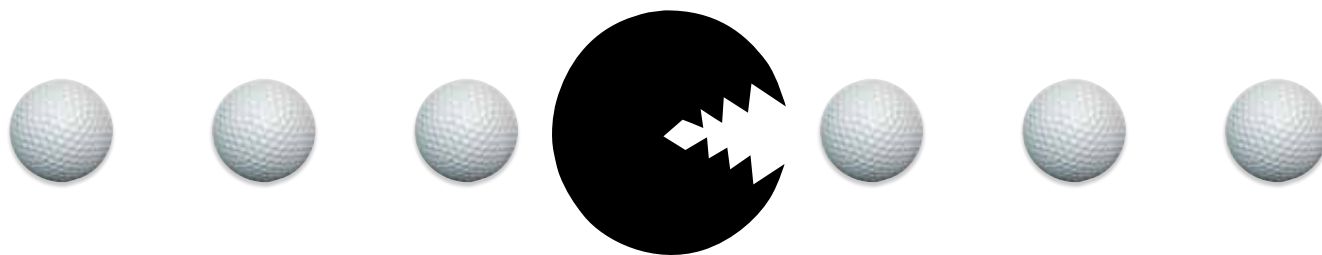
### Dynamo Games Ltd

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## e4e Interactive

**e4e Interactive is the premier service partner to the video games and interactive entertainment industry.**

They trace their roots to 1996 when five members of Microprose Software founded Absolute Quality Inc. to respond to the industry's need for a highly sophisticated outsourced option in multimedia software testing. Absolute Quality became part of e4e in 2004 and more recently e4e's operations in the gaming space have been brought together to form e4e Interactive.

e4e Interactive has a global presence with operations spanning Europe, North America and Asia and more than 500 employees providing support for their clients worldwide. They work with 18 of the top 20 publishers as well as a range of smaller publishers and developers including key clients in both casual and social gaming.

Their services span early development through to post launch and fit into a model they call Consult, Implement, Operate.

### **CONSULT:**

Gamer experience analysis, social media analysis, video games evaluation, beta test management, online beta testing, social media management, social games optimisation, focus group testing, user experience testing.

### **IMPLEMENT:**

Functionality QA, online and multiplayer testing, PC and Mac compatibility, games for Windows, compliance QA on all platforms, localisation QA, translation, multilingual audio, design and DTP services.

### **OPERATE:**

Customer and technical support, multi-channel support, community management, revenue generation services, remote infrastructure management, security penetration testing.



### **e4e Interactive**

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European Sales Director

**Email:** [saleseurope@e4e.com](mailto:saleseurope@e4e.com)

**<http://e4e.com/interactive-entertainment-services.php>**





## Edinburgh Napier University

Edinburgh Napier University is a dynamic, innovative and forward-looking institution dedicated to supplying educational services which are relevant to the needs of today's students and employers.

The School of Computing is located within the Faculty of Engineering, Computing and Creative Industry (FECCI).

The school teaches a wide range of established computing courses including a number of which are of specific relevance to the games industry:

- BSc (Hons) Interactive Entertainment & Games Development
- BSc (Hons) Interactive Media Design
- BEng(Hons) Digital Media

### **MSci INTERACTIVE MEDIA DESIGN:**

<http://i-media.soc.napier.ac.uk/>

- BEng (Hons) Computing
- BEng (Hons) Software Engineering
- BEng (Hons) Web Based Systems

### **MEng SOFTWARE ENGINEERING:**

- BEng (Hons) Mobile & Embedded Computing
- BEng (Hons) Computer Security & Forensics
- BSc (Hons) Network Computing
- BSc (Hons) Business Information Systems
- BSc (Hons) Information Technology

[www.napier.ac.uk/soc/courses/Pages/undergraduate.aspx](http://www.napier.ac.uk/soc/courses/Pages/undergraduate.aspx)

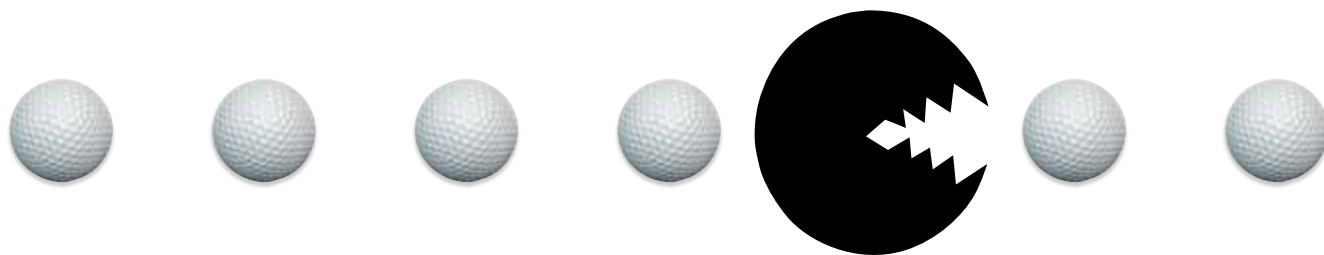
Edinburgh Napier has strong links with industry and commerce and is committed to delivering creatively designed courses, flexible study methods and accessible routes to higher education with a view to equipping its graduates for success in a competitive world.



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[www.napier.ac.uk/soc](http://www.napier.ac.uk/soc)



## eeGeo

eeGeo presents a unique Global 3D Mapping Platform to power a new generation of geo-social games.

An accurate and stylised 3D replica of the real world is delivered on-demand from the cloud, providing a flexible gaming environment for a wide variety of genres.

See [appsonmaps.com](http://appsonmaps.com) for details.



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## Electric TopHat Ltd

Electric TopHat is an independent developer based in Dundee, Scotland.

They are part of the double BAFTA award – winning team that created Crackdown – on Xbox 360, released in 2007.

Their specialities are making great fun games for everyone to play! They also make applications to help with everyday life. Their development team is very experienced and have combined sales of more than 10 million games on various platforms. Their team members have been involved with games such as Crackdown, Project: MyWorld, The Little Mermaid, Lord of the Rings, Gauntlet Dark Legacy, Crash Bandicoot, WarGames and Glover, just to name a few.

### iOS TITLES:

- Brett Nova IV [2009]
- Tocco Robo [2009]
- Modulo [2009]
- Payday [2010]

### XBOX 360:

- Tocco Robo Battle [2011]
- POLYGOne [2011]
- Modulo 360 [2011]

They launched their first Xbox 360 titles in 2010. Tocco Robo Battle was followed by a second Xbox 360 game, POLYGOne. Both titles are available to buy on Xbox Live Indie Games. They updated Modulo for the Xbox 360.



### Electric TopHat Ltd

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## EM (Extra Mile) Studios Ltd

Extra Mile Studios (EM), a Glasgow, UK-based developer of digital content, was formed in 2004 by a team of game development professionals with many years' experience in the children's and casual/family entertainment sectors.

For more than ten years EM and its staff have worked with some of the best-known brands in the world, including Bob the Builder, Wallace & Gromit, Teletubbies, Thunderbirds, Dodge, Lassie, Johnny Bravo, Smarties, and Noddy.

This breadth and depth of experience shows EM knows how to work with major brands and how to make successful games from traditional entertainment formats.

EM is strongly client-focused and is committed to forging long-term relationships. The company believes the best way to achieve this is to deliver service and products of a high standard so that clients will want to use them again.

The company has a rock solid, tried and tested, development system – built around industry standard tools – which allows them to efficiently and safely develop titles for PCs, consoles and mobile devices – EM is a licensed iOS, Android, PlayStation®2, Wii and DS developer.

### RECENTLY RELEASED EM-DEVELOPED TILES INCLUDE:

- iPhone/iPad (Isaac Newton's Gravity, Teletubbies: My First App, Tongue Tracer, Doodle Tales)
- Nintendo Wii (Professor Heinz Wolfe's Gravity, Chrysler Classic Racing, Dodge: Charger v Challenger)
- Nintendo DS (Professor Heinz Wolfe's Gravity, Chrysler Classic Racing, Dodge: Charger v Challenger, Johnny Bravo)



#### EM (Extra Mile) Studios Ltd

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**eMotionLab**

## eMotionLab

eMotionLab is primarily concerned with emotional engagement. How and why do people become emotionally engaged with systems, and how can they use that knowledge to increase engagement with new systems?

This is of vital importance today when companies spend hundreds of thousands of pounds to develop brilliant solutions, and yet too often they fail to gain traction in the market place.

eMotionLab understand how to motivate and increase adoption, and are very well placed to help companies to develop products that will capture the hearts and minds of their intended audience.

Their scientists and designers have worked with companies as wide ranging as the BBC and NHS on projects as varied as videogames, websites and rehabilitation exercises, to ensure audience engagement with the final product.

To support the development and evaluation of emotional products, the eMotionLab team are experts in qualitative and quantitative research methods and user-centred design. This allows them to provide the following services:

- emotional product design
- emotion capture and evaluation
- physiological measurements (GSR, EEG, HR)
- play testing.

**eMotionLab**

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**Twitter:** @emotionlab

**Facebook:** [www.facebook.com/groups/emotionlab](http://www.facebook.com/groups/emotionlab)

**www.emotionlab.co.uk**



## Euphonious Ltd

Euphonious is an audio production and software company specialising in providing solutions for the video game and digital media industries.

Founded in 2011 by multiple audio BAFTA winner Raymond Usher, Euphonious works with many of today's leading game developers, providing the audio for many titles ranging from mobile and Facebook games, right through to AAA titles such as the recently released Lego Lord of the Rings.

At the end of 2011 Euphonious launched AudioSkins.com – a website of “shrink

wrapped” music and sound effects packages for game developers, film makers, animators, etc. In 2012 “Sonic Logos” were launched on the AudioSkins store, allowing businesses, games, applications, websites and individuals to instantly acquire their own unique audio brand to complement their visual logo, which was subsequently covered by VentureBeat.

Euphonious also recently began development of the next generation of game audio middleware following an award from the Abertay Prototype Fund.



**Euphonious Ltd**

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**YouTube:** [www.youtube.com/EuphoniousLtd](http://www.youtube.com/EuphoniousLtd)

[www.euphonious.eu](http://www.euphonious.eu)





## Firebrand Games Ltd

The Firebrand Group consists of a mobile, social and Facebook publisher as well as development studios for all formats from iOS through to PS3.

Now in our 7th year, Firebrand is moving steadily into self-publishing in 2013 and has 5 mobile titles and a social cross-platform title being launched in the first half of 2013. Our titles are a mix of licensed and original IP. Firebrand was previously best known as an AAA racing developer responsible for titles such as Need for Speed, Cars2, Trackmania, Grid and others.

Firebrand is 100% privately held and debt free. Firebrand's publishing division is focused on high quality, well-balanced games with high replay values and the right monetization strategy for each title.

Firebrand's titles are all created using our proprietary multi platform technology Octane including our own server technology that allows fast, efficient use of bandwidth and server storage. Fully scalable, Octane forms the backbone we will build the future upon and also allows for the creation of very high quality titles effortlessly across any chosen platform and is constantly updated.

Firebrand has offices in Glasgow, UK, Merritt Island, Florida and Baton Rouge, Louisiana as well as an office close to Dublin, Ireland.



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**www.firebrandgames.com**



## Firefly Studios

Firefly Studios is an independent PC game developer responsible for the Stronghold series of real-time, castle building strategy games.

They are an independent PC game developer specialising in real-time strategy and free-to-play MMO titles. Firefly was formed in August 1999 by industry veterans Simon Bradbury and Eric Ouellette, who had previously worked together on the critically and commercially successful Caesar and Lords of the Realm series.

Their mission statement is as follows:  
"Firefly's goal is to create compelling new worlds full of personality and wit. Their expertise is in creating strategy-based sim games that push genre boundaries and explore new territory. When we do this well, players are able to see the world they have built come to life and take on a personality of its own."

The company is best known for its historic real-time strategy games, but it has also worked on titles such as Space Colony and CivCity: Rome. In the last 10 years it has brought to market nine high profile and commercially successful strategy games, with the Stronghold series experiencing lifetime sales of over five million. Firefly employs 26 part and full-time staff, all of who have a thing for medieval warfare!

Firefly Studios has offices in Aberdeen, London and Canton, Connecticut.



### Firefly Studios

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**YouTube:** [www.youtube.com/fireflyworlds](http://www.youtube.com/fireflyworlds)

**www.fireflyworlds.com**



A subsidiary of Kopin Corporation

## Forth Dimension Displays Ltd

Forth Dimension Displays (ForthDD) is the world's leading high-resolution near-to-eye (NTE) microdisplay supplier. ForthDD provide a wide range of microdisplay solutions optimised for the best performance in demanding NTE applications.

The team at ForthDD has recently introduced their concept Replicating Reality™ to the entertainment market. To demonstrate this, ForthDD have built a new, hyperrealistic, fully stereoscopic and immersive entertainment system based on a head tracked, wide field of view head-mounted display which features world leading ForthDD microdisplays.

This concept is showcasing around the world with a view to attracting and securing a suitable partner company to take it forward to product stage and has already been demonstrated at E3 Gaming Conference in Los Angeles, IVR in Tokyo, and to numerous well-known companies supplying the electronic games market.



### Forth Dimension Displays Ltd

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## French Duncan LLP

They offer a personal service with all the necessary expertise to advise a business as it grows.

Clients range from private clients, business start-ups, owners of managed businesses up to multinationals and are supported by 22 partners and a total of 160 staff across six offices.

The firm's Head of Media and Technology, Jeff Meek, has advised many games companies on their financial and business needs. His many client assignments include the development of business plans and financial models, as well as raising funding from banks, business angels and venture capital.

He is a well-known expert in the area of research and development tax credits and has a 100 per cent record of successful R & D tax credits claims, in many cases taking over a failed assignment from the existing advisers to deliver a successful outcome.

He was involved in the consultation process for the new UK Games Tax Credits and is well placed to advise companies on claiming the credits when the scheme comes into effect on 1st April 2013.

French Duncan has gained particular experience in a number of market sectors, such as creative industries, in particular the computer games industry.

Meek also lectures on fundraising, strategy, royalty auditing and tax planning as they affect the creative industries. He is treasurer to TIGA (The Independent Games Developers Association Limited) and a director of EIGF Ltd, the company behind Edinburgh Interactive Festival and director of Creative Edinburgh.

French Duncan has a large presence across the central belt of Scotland and is a Scottish member of Prime Global, a global accountancy network, which allows them to support their clients wherever they are around the world. The network of independent accounting and business advisory firms has 800 offices in over 90 countries throughout the world and combined annual revenue of more than \$400 million.

They offer a very wide range of traditional accountancy services, giving an experienced and independent view to help their clients achieve their goals. In particular, they offer an extensive outsourced business processing service, which includes payroll bureau, bookkeeping, management accounts and reporting and preparation of VAT returns.



**French Duncan LLP**  
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[www.frenchduncan.co.uk](http://www.frenchduncan.co.uk)



## Game Ops

Game Ops services include outsourcing, in-sourcing, risk assessment and recruitment solutions.

A change in approach to development has seen a dramatic growth in outsourcing/in-sourcing and Game Ops has been at the forefront of this growth. Game Ops is the UK and Europe's leading provider of freelance resources for computer game development, boasting some of the best programmer, artist, designer, tester, audio, localisation and producer talent available in Europe.

All contractors are highly skilled and experienced in their individual fields and many have worked on recent AAA titles as well as legendary titles including; The Getaway, WRC, Colin McRae Rally, Grand Theft Auto, Black & White, Republic and Tomb Raider. With more than 800 contractors currently registered, Game Ops can offer a choice of skills and experience to suit any project.

They can also provide fixed price work for clearly defined projects. This guarantees a client's costs and prevents the project going over budget.

For permanent recruitment solutions, Game Ops is able to offer a reliable, confidential service at a very competitive 10 per cent flat fee across the board. They tailor the applicants to a studio's specific requirements and many clients who utilise their contractors, also rely on them to help source candidates for permanent roles within their studios.

Having a good relationship with Scotland's universities ensures that Game Ops can support graduates entering the games industry and provide employers with a steady flow of high-calibre graduates to inject enthusiasm and new ideas into development studios.

- Outsourcing
- In-sourcing
- Risk Assessment
- Project Management
- Recruitment.



### Game Ops

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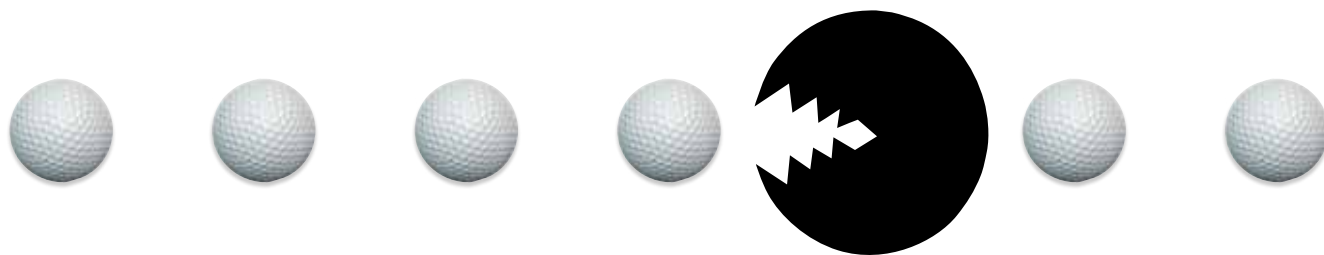
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## GamesAnalytics

GamesAnalytics is a specialist monetisation company founded by games experts.

They deliver cross-platform marketing and data mining technologies and solutions for the games industry. Their services help publishers and developers maximise a game's acquisition and retention strategies to drive significant revenue growth.

Game design needs to be more player-centric. There are many types of gamers both within and across different game genres and players engage more with games that recognise and react to individual playing styles.

GamesAnalytics' proprietary platform Predict enables game designers and marketers to segment, predict and change player behaviours. Their technology and end-to-end services offer:

- Real-time predictive analytics targeting segmented players behaviours
- In-game messaging delivering individual incentives, hints and tips and offers
- Recommendations for player-centric game design
- Improved player engagement.

Increased responsiveness to player insight data dramatically improves player engagement and satisfaction, therefore reducing defection, increasing virality and achieving uplift in the numbers of paying players and higher ARPU to deliver maintained revenue growth.

Their mission is to drive \$100,000,000 incremental revenue for their clients by 2015.

Change the game.



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**www.gamesanalytics.com**



## Guerilla Tea

Guerilla Tea is a well-known independent games developer based in the heart of Dundee, Scotland.

Utilising the highest level of development standards Guerilla Tea mixes creativity, innovation and passion and strives to offer risk-free development solutions across multiple platforms.

The Guerilla Tea studio is built around a core in-house team of highly skilled dynamic developers that draws upon the best local and foreign talent to bolster internal resources when necessary.

While continuing to develop and deliver high quality content for external partners Guerilla Tea has recently begun development on a number of new game prototypes, with full development scheduled to begin in 2013.

The mission at Guerilla Tea is to integrate areas of study and interest with innovative game design and development in order to create the most enjoyable games possible for our customers and partners.



### Guerilla Tea

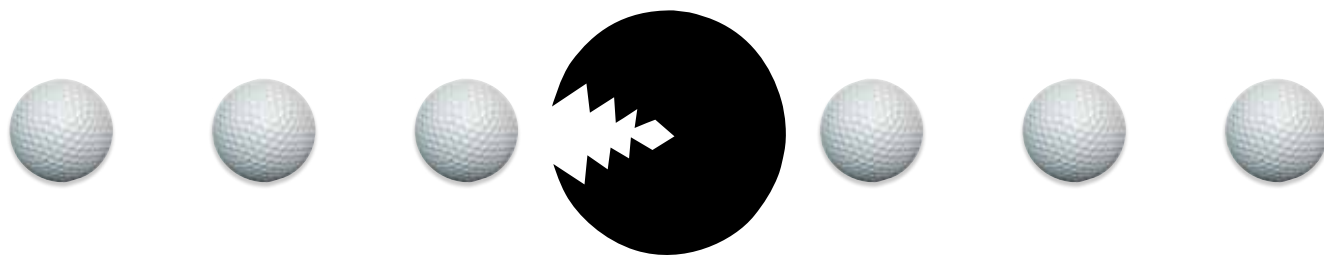
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## Heist Records

Heist Records is a Scottish music production and licensing company, which provides original music and artists for the interactive entertainment industry.

Formerly known as Jack's Hoose Music, and founded by Ged Grimes, an original member of Scottish pop band Danny Wilson ("Mary's Prayer"), the company has enjoyed global success producing music for top selling computer games including Enter The Matrix, Amplitude and American Idol.

Ged is also a member of the group Simple Minds, who have enjoyed phenomenal global success selling more than 40 million records throughout their 30-year career.

Heist is uniquely placed to initiate areas of creative collaboration between the games industry and the music industry's emerging talent.

Ged's work on music game titles such as Amplitude (Sony) and Rhythmic Star (Namco) brought music and gaming fans together, resulting in a truly immersive interactive experience for the game player.

Other notable projects have included licensing original music to Universal Pictures for The Bourne Supremacy movie trailer, theme music for Sky TV games Shrek 3, Ben 10, Tom and Jerry and the eclectic game soundtrack to comic super-hero Earthworm Jim 3D.

The BAFTA award-winning game title Quarrel, released in 2011, features a Latin music soundtrack written and produced by Ged and is an integral part of the gameplay experience.

Heist Records has also been growing its roster of new musical talent. The company currently represents a range of acts for licensing, including DJ artist Farfetched, singer/songwriter Alex Hynes and indie rock band Avast.



### Heist Records

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## Heriot-Watt University

### THE SCHOOL:

The School of Mathematical and Computer Sciences provides advanced learning in the core skills required for science, technology and commerce. Students can study courses containing specialist modules that will prepare them for vocations ranging from finance and the actuarial profession, to artificial intelligence and multimedia systems.

### COMPUTER SCIENCE:

- Computer Science programmes are accredited by the British Computer Society
- Research has been independently assessed at international or national excellence
- Students have won 'Young Scottish Software Engineer of the Year' awards a total of seven times in recent years
- Staff foster and maintain close contacts with major IT companies
- Courses combine theoretical foundations with a strong practical theme and allow specialism, with named degrees in areas such as artificial intelligence or software engineering.

### RESEARCH PROFILE:

Heriot-Watt University is committed to further growing and enhancing its position as a major force on the international stage in computational sciences.

### COMPUTER SCIENCE:

Biomedical informatics; databases; information and knowledge-based systems; dependable systems; intelligent systems; vision and graphical environments.

### CURRENT RESEARCH PROJECTS BEING EXPLORED BY THE SCHOOL ARE:

- The synchronisation of voices and faces in cartoon animations
- The role of emotion and affective behaviour in computer systems
- Fingerprint detection using photometric stereo computer techniques
- The design of robust programming languages with provably correct properties.



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## HexWar Ltd

Established in 2002, HexWar Ltd is a small, dynamic games design company set up by veteran gamer Keith Martin-Smith, based on the Black Isle in the Highlands of Scotland.

HexWar Ltd has a few different strings to its bow.

### WEB-BASED GAMING:

Through HexWar.com, members have unlimited access to more than 40 different turn-based war games. All the game designs are licensed from, and based on, successful board games.

### PC AND APPLE MAC:

Field of Glory – HexWar licensed the highly successful Field of Glory miniatures system to develop the award-winning Field of Glory Wargame for PC and Apple Mac. This, and seven add-on packs, are published by Slitherine Software/Matrix Games. Other computer games developed by HexWar are published by Decision Games in the USA.

### iPHONE & IPAD:

The company focus is now to develop games for mobile platforms, designing their own games but working with partner companies to develop the graphics, UI and sound. January 2012 saw the release of the first HexWar game for iPhone and iPad, Tank Battle 1944.



**HexWar Ltd**  
The Mended Drum  
Fiery Hillock  
Fortrose  
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## Hippotrix Ltd

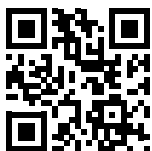
Hippotrix design engaging interactive products for a range of clients; as well as focussing on Hippotrix brand digital toys for kids.

The Hippotrix team have a broad experience in all types of media; at the core of what the company do, is to create compelling design, beautiful animation and delightful interactions.

First app from Hippotrix 'Hippo Seasons' brings a little of the natural world to life on the iPad. An experiential toy which enhances a child's learning about the cycle of the four seasons and stimulates learning and self-expression through exploratory play.

Press for Hippo Seasons:

- Lots of inventive touchscreen interaction... very impressed - Stuart Dredge
- Teaches children about the four seasons and keeps them entertained - Times Education (TES)
- Your eyes and ears are in for a treat in this app - iPadKids
- Rich, gorgeous graphics. Don't miss this little gem - CoolMomTech



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## HitHut Recordings

HitHut Recordings creates sound effects and composes original music for the interactive entertainment industry.

We offer sound design, audio engineering and mastering services for iOS, console, mobile and online platforms. We have produced game audio for Sega, Namco, SCEA, Warner Brothers, DC Comics, Marvel, Universal, Chillingo, BBC, Chunk Games, Oberon Media and Zappar.

We also service all VEEMEE LTD's audio requirements and have been creating and managing a huge amount of PS3 Home audio content for them since 2009.

Recent notable HitHut projects include:

- All music composition for "Bird Zapper" on iOS for Namco.
- Sound design for Superman on iOS.
- Sound design for Total Recall 2012 on PlayStation Home.
- Sound design for Renegade Ops Pre-boot on PlayStation Home.
- Sound design for the official Sony PS3 Home Square reboot & Indie Park space.
- Sound design for Hed Kandi in PlayStation Home.



HitHut Recordings

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## Hollow Earth Industries

Hollow Earth Industries is a digital media consultancy working with the interactive and creative industries.

The company offers a wide range of services, from strategy, game design and business development, through to communication, marketing, public relations, social media expertise and event planning.

Technology and digital media are fundamentally changing the way that media and creative content is created, distributed, monetised and consumed. Hollow Earth has been created to help companies across the creative industries understand and take advantage of the opportunities this is creating.

Founded by games industry legend Brian Baglow, Hollow Earth is the focal point

where film, television, music, literature and performing arts meets the rapidly evolving interactive world.

The company can help identify interactive opportunities, create introductions to the leading companies and independent developers, identify sources of funding, design new games or transmedia experiences and launch it on the world stage.

Hollow Earth is working with many of the leading film, television, cultural and media festivals to introduce interactive elements into their programmes and show the world what the interactive industry can do.

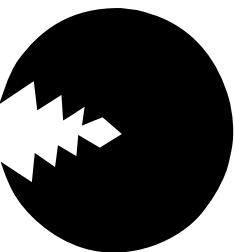


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## Hunted Cow Studios Ltd

Hunted Cow are a small but fast-growing Game Development studio in the north of Scotland.

Since 2004 they have been creating mainly 2D web-based games; however, more recently they have been expanding to new market sectors, these include both mobile and 3D games.

Currently they have Eldevin, a 3D MMO and three mobile games due for release in 2013. Hunted Cow is a common employer of graduates from many different universities and courses, primarily in the fields of programming and art. They work with other developers by publishing their games.



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**huzutech**  
social gaming platform

## Huzutech Ltd

Huzutech is the creator of an advanced social gaming platform, which enables publishers, media owners and game developers to create immersive virtual worlds and social games quickly and cost effectively.

Huzutech's proven platform allows Flash (or HTML5) based virtual worlds to be created, for a fraction of the time and cost required to build from scratch. Each world can combine the best elements of community, social network, massively multiplayer online game and social gaming platform, in which players can compete, collaborate and play.

The platform has been created from the ground up, to take advantage of the latest cloud-based technology, ensuring maximum scalability and flexibility as social gaming and online communities continue to grow and evolve.

Huzutech's HuRU messaging service is integrated into the platform, enabling thousands of concurrent connections for any MMO-type game.

Huzutech's platform is already being used by major media companies and literary publishers to create new opportunities within the online, social games space.

Huzutech also provides social gaming studio services, defining game narrative, game design, development, and underlying business cases to support these new projects.



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**YouTube:** [www.youtube.com/watch?v=PlxWrKOn904](https://www.youtube.com/watch?v=PlxWrKOn904)

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## Imigea Ltd

They are currently developing exciting new games and products in the videogame and entertainment space, primarily for the PC and mobile platforms, and look forward to releasing these in the upcoming year.



### Imigea Ltd

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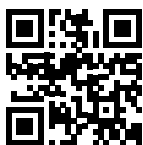
## iNCEPTIONAL

iNCEPTIONAL® is an independent studio creating fun innovative products and services for the console, PC, iOS and mobile platforms.

Their goal is to create games and experiences that you enjoy playing as much as they enjoy making them.

Current released titles include, iLectronz, Light Hero and Save Santi for PC and iOS. Their various mobile games have been downloaded over 450,000 times so far.

They are currently developing exciting new games and products in the videogame and entertainment space, primarily for the PC and mobile platforms, and look forward to releasing these in the upcoming year.



### iNCEPTIONAL

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**Intelligent Artefacts**

## Intelligent Artefacts

Intelligent Artefacts is building Kythera, a suite of artificial intelligence tools for use in games, visualisation and simulation, across a range of game engines.

Its latest product, Kythera Dynamic Navigation, is a system that allows AI agents to navigate in rapidly changing 3D environments without additional scripting. The system is currently integrated with the CryENGINE 3 Free SDK and can be integrated easily into other game engines.

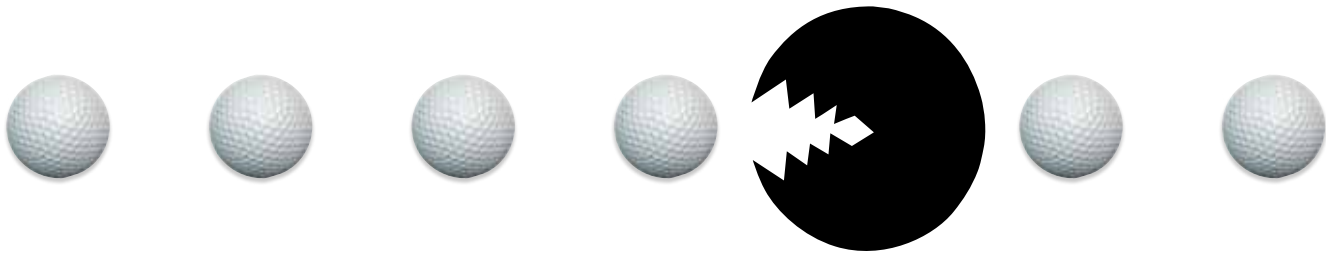
Intelligent Artefacts, under the name Moon Collider, also provides AI consultancy for companies working on AAA games and the serious games industry. Moon Collider specialises in CryENGINE AI and the Recast and Detour open source navigation solution.



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## Insurgent Studios Ltd

Insurgent Studios Limited provides the following services to the Game Development industry:

- Project reviews and due diligence reporting
- Project and software management consultancy
- Project development and delivery, working with internal development teams and outsource partners
- Design/creative reviews and intellectual property development.

Insurgent Studios Limited was established in 2005. Based in central Edinburgh, the company has extensive experience of cross-platform game development with a strong background in project management and software development.



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iSPY

## iSPY

iSPY is an iOS and Android app developer with a background in web and server technologies – a winning combination for creating powerful mobile applications.

As well as making apps for clients, it also publishes its own titles, including the Holiday Search Engine iPhone app, one of the most widely downloaded holiday travel apps on the UK App Store in 2011.

It is also keen to develop relationships with other games and technology companies.

iSPY has been based in Glasgow since 2000.

**iSPY**

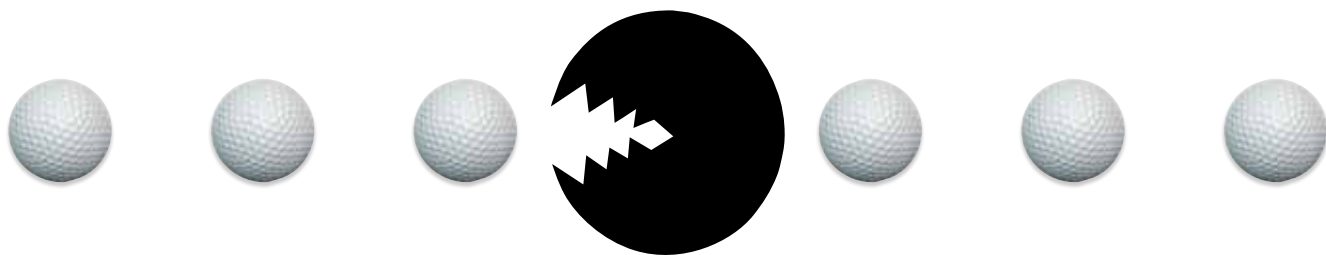
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## Linx Online Ltd

Linx Online Ltd is a software development company founded in 2011.

It provides software for the assistive technology and games market.

The company is working on a cross-platform game engine, which currently supports: Windows, Linux, Mac, Android, and iOS, to provide a user-friendly environment to build games upon.

Their first game, Dot Game, is currently available on Android devices. With further games currently in development which will be released later in the year.



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## Lucky Frame

Lucky Frame is a creative studio founded in 2008 by Yann Seznec, focusing on creative music and sound.

It is a dynamic studio based in Edinburgh, known for a quirky, creative, and musical approach to design and development.

It has received critical acclaim for its mobile releases, including Pugs Luv Beats, Bad Hotel, and most recently Wave Trip.

Pugs Luv Beats was called "the strangest game on iOS", and was selected as a finalist in the prestigious Independent Game Festival awards for "Excellence in Audio". Their follow up Bad Hotel was also nominated for an IGF Award, and was awarded Best Game at the Scottish BAFTAs.

In addition to creating games, Lucky Frame also develops performance systems – in 2011 it designed and built the Sty Harp, a musical pigsty for Matthew Herbert's One Pig Live tour.

It prides itself on its uncompromising originality and commitment to bringing complex musical systems to a wider market through the medium of games and physical interfaces.



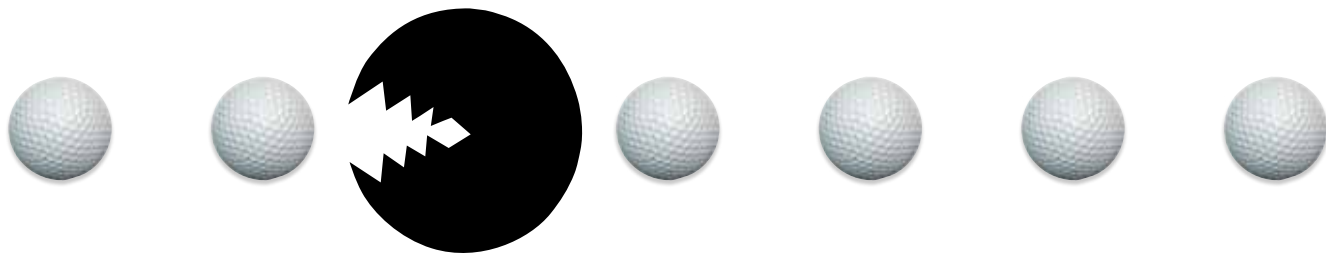
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## Ludometrics Ltd

Ludometrics makes games, toys and playthings you might like. Its latest game, Bips!, is a collaboration with Denki to bring classic arcade style gameplay to Facebook.

Ludometrics is also working on PC game Pet Store Panic for launch via Big Fish in Q1 2013, and created the iPhone games Matching Set and Quizball. The company is also a licensed developer for Nintendo 3DS.

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## Me and the Giants

Me and the Giants is a mobile and iOS games developer, specialising in fun and educational games for young children.

Me and the Giants has a passion for gadgets and education by stealth. Me and the Giants apps are fun first and foremost with a finely considered educational element.

Me and the Giants was formed from the combined experience of Golden Joystick nominee Dave Sapien and Once Were Farmers animation studio. The company was developed with NESTA's prestigious Starter for Six program.

The BabyLook! Series of iOS apps were designed in collaboration with psychologists at the University of Glasgow to target the needs and abilities of 0-18 month old infants.

The toys are specially designed to suit early infant development. The high contrast monochrome patterns are chosen to be easily seen by still-developing infant eyes.

Each game has been created with carer and infant interaction in mind. Show your baby how the toys work and encourage them to control the games themselves. Five-finger multi-touch technology enables easy sharing.

Me and the Giants is currently developing its second range of apps with the University of Glasgow's Education Department, aimed at three to six year olds.



### Me and the Giants

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## Metaforic

Metaforic is a leading provider of security software for protection against attack, specializing in providing high performance solutions for embedded, server and mobile security.

The core offering is a real time anti-tamper and integrity checking, self-defending solution for firmware, OS and applications that protects against subversion, theft, malware, tampering or other corruption. Our technology is proven in millions of deployed instances, from consumer deployments to business devices.

Metaforic solutions directly prevent any change to code or data by automatically adding real-time security to code that is to be protected. This defeats custom malware and malicious hacking, attacks on rules, configuration and heuristics, firmware modification and application layer hacks.

Metaforic offers solutions to industries ranging from financial services to software publishers, games companies to device manufacturers.

Offices in Glasgow, UK and San Jose, CA.

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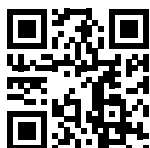
## Nevistech Ltd

Their first title *Go Yeti!* was launched in September 2012 and is available from the iPhone App Store.

It has been produced in collaboration with Wet Yeti, a graphics and illustration studio designing cool character-based cards and prints, which have built up a dedicated following in the UK. *Go Yeti!* has bags of personality and a quirky style that is apparent from the moment you launch the game.

The team have been able to blend in a mix of cultural influences focussed on Scottish themes, but with a zany twist.

Nevistech are now working on their second title, developing the character themes in *Go Yeti!* and introducing even more quirkiness and fun.

**Nevistech Ltd**

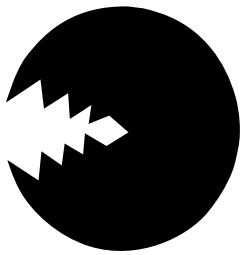
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## Ninja Kiwi Europe

Ninja Kiwi is a leading developer and publisher of games for web, Facebook, and smart devices – games such as Bloons, Bloons TD 5, and SAS: Zombie Assault 3.

Ninja Kiwi has headquarters and game development in Auckland, New Zealand and a mobile games studio in Dundee, Scotland.



### Ninja Kiwi Europe

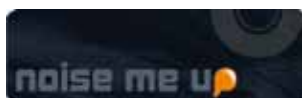
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## Noise Me Up Ltd

Noise Me Up is an independent audio developer based in Edinburgh, Scotland. Audio Design, Audio Programming, Voice Overs and Music Composition are their areas of expertise.

Creating outstanding audio experiences and achieving critical acclaim for their audio work, Noise Me Up is an award winning audio developer with over 16 years of experience in the video games industry.

The team have created over 16 AAA titles across 22 languages, including the Wipeout and Formula 1 franchises. With both Creative Audio Design and Audio Software Engineering expertise they are able to push the boundaries across all genres and platforms, creating emotionally engaging, unique and fun audio experiences for their clients.

- 2012 – Kotaku “Racing Game of the Year”, Wipeout 2048 for Playstation Vita.
- 2009 – Academy of Interactive Arts and Sciences “Outstanding Achievement in Sound Design”, Wipeout HD for Playstation 3.
- 2008 – Game Audio Networks Guild “Best Handheld Audio”, Wipeout Pulse for Playstation Portable.



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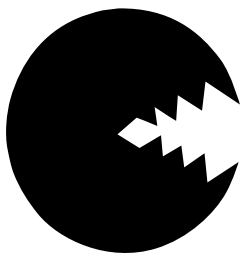
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## Oberon Media

Oberon Media is one of the world's leading multi-platform casual games companies. Through its long-standing expertise in the industry, Oberon Media currently delivers over 20 million unique visitors each month and will continue to be a leading content, curation, and connectivity provider in the ever-changing games space. Oberon Media will get the right games in front of the right audience at the right time.

Oberon Media works with prominent game developers to deliver the ideal gaming experience for some of the world's largest brands and their consumers on 200+ globally recognized partner sites. So whether you're creating your first game or an established developer looking for stronger distribution channels and increased revenues, Oberon Media is committed to helping you maximize the value of your game every step of the way. Delivering unsurpassed industry expertise, marketing vision, and merchandising power, Oberon Media offers you the best chance to succeed in the highly competitive gaming marketplace.

Oberon Media works with some of the globe's biggest brands – including Microsoft, Yahoo, and AT&T – to deliver customised casual game sites that align with their strategic goals, match their corporate branding and provide long-term customer engagement.

With their strategic investments in business intelligence, Oberon Media provides unmatched data services in understanding the online preferences and habits of their partners' customers. As a result, Oberon Media delivers a white label platform – Blaze by Oberon Media – that offers a fun gaming experience for users while maximizing revenue generation and customer engagement for their partners.

Backed by Goldman Sachs, Infinity Equity and Morgan Stanley, Oberon Media is headquartered in New York City with key global offices, including in Dunfermline,

**Oberon Media**

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## Obskewer Games Ltd

Obskewer Games is a small company about to release its début titles in the first half of this year.

Currently developing its own IP in the form of a Windows and Xbox 360 downloadable strategy game, a casual game for mobile platforms, and an educational app about health issues. Obskewer covers a range of platforms and technologies despite being a start-up stage micro-studio consisting of recent university game degree graduates with a background in professional QA for several other Scottish companies.

Creating its own IP, developing plans for expansion, and moving into virtual-reality-enhanced games in the second half of 2013, this is the year the company puts itself on the map. Follow their progress or contact them at [www.obskewer.co.uk](http://www.obskewer.co.uk)

Platforms currently developing for:

- Windows native executable and Windows 8/ Surface apps
- Mac
- Mobiles: iOS/Android/Windows Phone 7/ Windows Phone 8
- Xbox 360 download via XBLIG
- HTML5



**Obskewer Games Ltd**

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## One Thumb Mobile

One Thumb Mobile is a videogame development studio based in Glasgow that specialises in the development of full 3D Massively Multiplayer Online Games for mobile and tablet devices.

Their current flagship title is the 3D MMORPG Celtic Heroes.

Released for iOS devices in June 2011, Celtic Heroes is set in a mythical Celtic world and

challenges thousands of online players to work together in order to defeat fearsome enemies and experience the magic and excitement of Celtic lore and legend.

In the past One Thumb Mobile has created large-scale massively multiplayer games, casino products, and promotional apps for global brands such as Visa, Honda, Nissan, Liverpool FC, Star Trek and Telefonica.



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## Outplay Entertainment

Founded in 2011, Outplay Entertainment is a venture-backed games company, delivering innovative and entertaining social and casual games for the world's favourite digital destinations, including Facebook, iOS and Android.

Outplay focuses on delivering engaging experiences that are 'social by design, playable anywhere and based on skill and ability'. At the core of the company's objectives is the desire to create fun, free and accessible titles which enable everyone to collaborate, compete and truly relish their gaming experience.

Since its establishment, Outplay has grown to a talented team of over 40 and is always happy to hear from motivated, passionate and talented folk who want to make something fun. They're currently searching for people

who play well with others and want to contribute to a positive and creative team culture.

Outplay has already released four titles across Facebook and mobile platforms: WORD TRICK, a classic word game with a tricky twist and BOOTY QUEST, a high-speed pirate-themed puzzle game are both available on Facebook and mobile devices as well as MONSTAR TRUCK, an exhilarating Augmented Reality racer, and BUBBLE BLAZE, a vibrant bubble popping adventure game which are both available on iOS. The company will release another title in the first quarter of 2013, and have a further two unannounced titles in development.



### Outplay Entertainment

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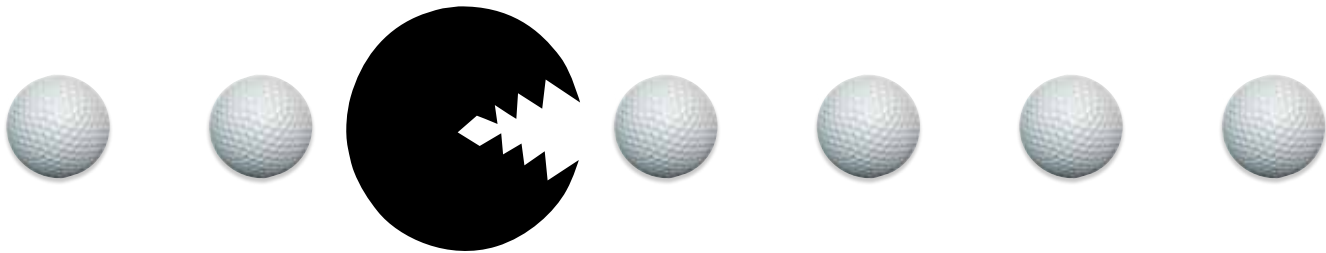
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**www.outplayentertainment.com**



## Pixels on Toast

Pixels on Toast is an independent video game company created by former Rockstar Games and Electronic Arts veteran, Kevin Ng.

Formed in Edinburgh in 2010, the company's mission is to bring triple A big console experience into mobile, creating innovative

and polished games. As well as internally produced projects, the company also offers development and consultancy services for both mobile and more traditional games platforms. Previous titles include WordCrasher, WordCrasher Blitz, Kick Flick Soccer HD, and Food Run.

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## Polybius Games Ltd

Polybius Games is a dynamic Scottish computer games developer specialising in new ways to entertain and educate children through online interactive gaming focusing on the world of espionage.

The company's core strength is providing a new entertainment concept that is able to inspire the imagination of children. The ease of access to the World Wide Web has enabled Polybius to create a platform where it can specialise in creating bespoke games for any venue, anywhere in the world, and in multiple languages.

Director David Goutcher, a former detective in the Scottish Drug Enforcement Agency, said: "The real world of espionage and surveillance is exciting – and very dangerous. Recreating that experience to train law enforcement officers inspired me to develop games for children.

"A year ago we launched Super Spy Camp, which provides entertainment for children on holiday worldwide at hotels, cruise ships and holiday parks.

"Clients already include some of the world's leading international hoteliers including Gleneagles, Center Parcs, Four Seasons Hotels and Resorts (USA) and Jumeirah Hotels in the Middle East."

Players are given a code name and password and when they log on to [www.superspycamp.com](http://www.superspycamp.com) they are told: "Should you choose to accept these missions you will be entering the secret world of international espionage. You will be competing against and training along with fellow recruits testing your special agent skills, breaking secret codes and much more.

"Beware... the threats from double agents and enemy spies are real and they are actively seeking the same information as you. Remember, you should trust no one with the information you learn. Don't forget this is a secret mission and you are training to be a Super Spy."

David added: "An exciting development for us is the agreement we've just reached with a leading literacy, TV and film agency for a series of children's novels based on the story lines within the games. These novels will be written by a renowned children's author and Hollywood screenwriter."



### Polybius Games Ltd

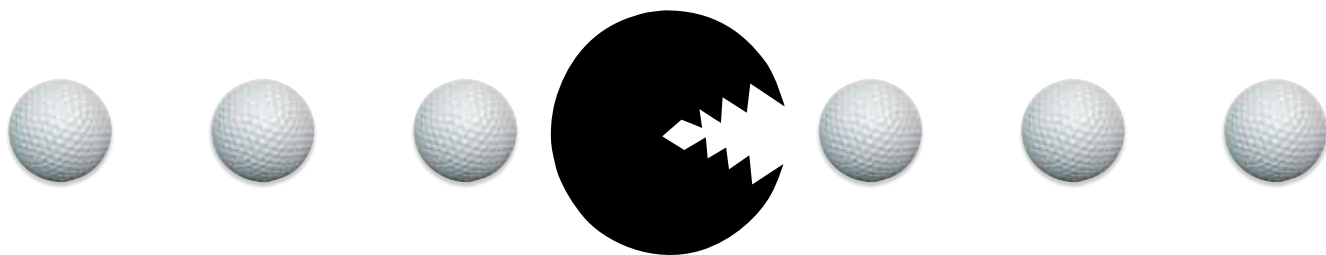
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**www.superspycamp.com**



## Proper Games

Proper Games Ltd was founded in 2006 and is now in its sixth year of business. As one of the leading independent game development studios in the UK, Proper Games is registered as an official developer across all major home console and mobile formats.

Formed around a core team of 17 talented developers, and based in the vibrant digital Scottish city of Dundee, Proper Games is wholly owned by its dedicated board of Directors. Together the team have over 70+ years of valuable industry experience that enables them to thrive on projects of any size and on any platform. Their business has two main elements – not only do they have a solid record of providing high quality trusted content for external partners; they have recently successfully entered the realms of self-publishing.

Proper Games is proud to be responsible for developing the BAFTA-winning Flock!, the critically acclaimed Final Fight: Double Impact! and the multi award winning Yo Deshi!

The mission at Proper Games is to develop fun and highly playable games that deliver on creativity, originality and quality.

### PLATFORMS:

- XBLA, PSN, PC, iOS, WP7, Android, Facebook, Smart TV.

### SERVICES:

- Bespoke app development on mobile platforms
- Cross platform game development for the downloadable space (mobile, Facebook, console and PC)
- Additional DLC development for retail console titles.

### PORTFOLIO:

- Flock! (PSN/XBLA/PC) 2009. Publisher: Capcom
- Final Fight: Double Impact! (PSN/XBLA) 2010. Publisher: Capcom
- Crackdown 2 DLC (Xbox 360) 2010. Publisher: Microsoft
- Freedom City Runners (PC) 2011. Publisher: Channel 4
- Moving Day (iPhone/iPad/iPod Touch) 2011. Publisher: Proper Games
- Stupid Cupid (iPhone/iPad/iPod Touch) 2011. Publisher: Proper Games
- Yo Deshi (iPhone/iPad/iPod Touch/Smart TV) 2011. Publisher: Proper Games

### ACTIVE PROJECTS:

- Yo Deshi Quest – Facebook (own IP)
- Missile Control – iOS (own IP)
- TBA – Facebook (working with an established publishing partner)
- Various AppyNation projects (partnering member).



### Proper Games

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## Proper QA Ltd

Founded by industry veteran Nick Barrett, Proper QA is a quality assurance service provider for the videogames and App industry specialising in quality assurance testing and the creation of innovative test management solutions.

With over a decade of expertise in QA testing, QA tools and outsource management, Proper QA can help you save significantly on your QA costs and get your products to the market on time.

Proper QA offers bespoke tailored QA solutions for your business. Their online tools are built specifically for the games industry and have been designed to be adaptable to their clients existing processes and protocols.

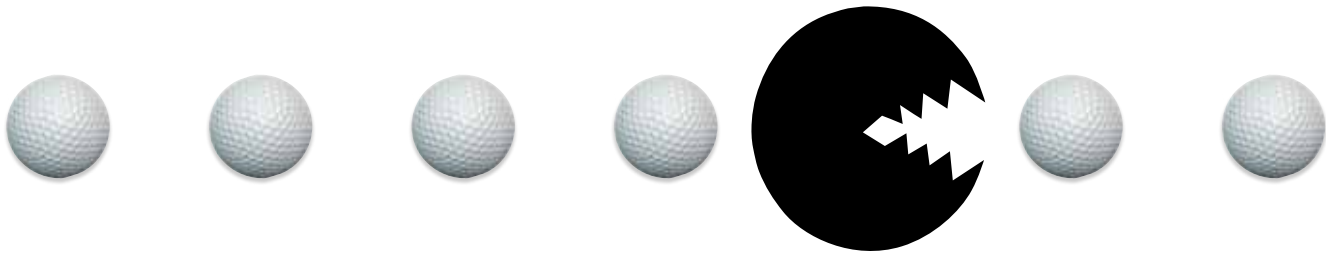
Proper QA maintain a dedicated team of professional QA testers with years of cumulative experience testing games.



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## Quartic Llama

Quartic Llama is an independent games development studio based in Dundee, Scotland.

Formed in 2012, Quartic Llama is a talented team with a strong background in student game development, having won multiple awards including a BAFTA nomination and the Audience Choice award at Dare to be Digital 2011 and the first prize at the Samsung Developer Challenge 2011/12.

Utilising experience across platforms and a skillset that covers design, art, code, audio and marketing allows the company to deliver exciting and innovative games projects from initial concept all the way to market. Quartic Llama develops fun and innovative original IP games which feature engaging gameplay, rich narrative and beautiful visuals, to a global audience.



### Quartic Llama

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**Twitter:** @QuarticLlama

[www.quarticllama.com](http://www.quarticllama.com)



## Rage Music Ltd

BAFTA award-winning team, Rage Music produce music for films, TV, advertisements, radio, videogames and artists.

Their award winning team of composers/ producers/ musicians have worked with bands including Snow Patrol, No Doubt, Mogwai and Emeli Sande. As a team they have provided music for brands including RBS, Sourz, Stella Artois, The Sunday Times, Chevron, Herbal Essences, NBC and Disney.

They have composed numerous soundtracks including Spooks (MI5 in US), A History of Scotland, A Year In The Life of JK Rowling and Silent Witness. TV themes include Blockbusters, Relocation Relocation and

Jimmy Carr. Their music is also placed in various well-known programs including; Ramsey's Kitchen Nightmares, Top Gear, Pretty Little Liars, America's Next Top Model, E True Hollywood Story and Biggest Loser.

Founded by BAFTA award-winning and Ivor Novello-nominated composer Paul Leonard-Morgan, The company have studios in Glasgow, London and Los Angeles. Paul has become increasingly sought after as a film composer. His recent credits include US and UK box office No 1 Limitless (starring Bradley Cooper and Robert De Niro), DREDD (starring Karl Urban) and upcoming release, The Numbers Station (starring John Cusack).



### Rage Music Ltd

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[www.ragemusic.com](http://www.ragemusic.com)

**RAILSIMULATOR.COM**

## Railsimulator.com Ltd

Railsimulator.com Ltd makes and markets Train Simulator 2013, the leading train and rail simulator.

Developed for the PC, Train Simulator 2013 is available both as a boxed product from videogame retailers and as a download. We also maintain a rapidly expanding catalogue of downloadable add-on content to enhance the

game, taking full advantage of the increasing availability and flexibility of the online retail model. Our team has decades of experience of developing and marketing videogames across all formats, enabling us to deliver high-quality, market-leading products at competitive prices.



Railsimulator.com Ltd

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[www.railsimulator.com](http://www.railsimulator.com)



## Reloaded Productions Ltd

Reloaded Productions is an experienced and expert games developer based in central Scotland.

Reloaded is recognised globally as a pioneer in the development, publishing and support of sophisticated massively-multiplayer online free-to-play titles.

The company is responsible for the successful introduction of APB: Reloaded, which attracted 3,000,000 players in its first month – and which started generating revenue only weeks after the game was released.

APB: Reloaded has been published in multiple territories worldwide, through multiple retail

channels and digital distribution partners. The game continues to attract new players on a monthly basis and increase the sale of virtual goods on an ongoing basis.

Reloaded Productions is continuing to support APB: Reloaded and is looking for new distribution and retail partners worldwide.

The company is now exploring opportunities to create new titles, or bring existing MMO games into the rapidly expanding global free-to-play market.



### Reloaded Productions Ltd

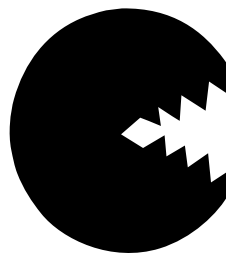
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**Contact:** Melissa Knox

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**www.reloadedinco.com**



## Rockstar North Ltd

Part of the Rockstar Games family since 1999, Rockstar North is home to the ground-breaking Grand Theft Auto Series.

Ambition and hard work have made Rockstar North a preeminent games developer worldwide, and at the heart of it all is a team of motivated individuals who strive to produce amazing, industry-leading games.

Based in Edinburgh, Scotland, the studio provides a creative environment in which

talent and innovation can thrive. Bringing a Rockstar title to fruition demands commitment and dedication, but also presents an exciting opportunity for highly skilled game developers from a variety of backgrounds to collaborate on some of the most successful and critically-acclaimed video games in the world.

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## Savalas

Savalas are a world-class sound company based in Glasgow, Scotland. They have one of the UK's few Dolby Premier mixing theatres as well as Foley, ADR, recording, editing and mixing suites in their full-featured studios.

They have worked on many leading game trailers and cut scenes including the seminal Dead Island Trailer, Spiderman, Crysis 2, Rogue Warrior, Resident Evil, Darksiders 2, Halo4 Infinity and many more.

Using their decades of experience creating feature film and TV soundtracks, they are passionate about sound and its potential to transform visuals. They are proven at weaving a story, creating scale and cinematic impact in their soundtracks using the creative potential of sound and music with exemplary production standards and workflow management.

They are experienced in working remotely with productions teams often spread over multiple time zones.



### Savalas

Film City Glasgow  
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## Scottishgames.net

The Scottish Games Network is an over-arching organisation which brings together everything relevant to the interactive entertainment sector in Scotland.

Covering academia, business, culture and consumer issues, the Scottish Games Network is a focal point and community for the rapidly evolving industry.

The Scottish Games Network encompasses and supports all of the cultural, creative, academic, governmental and other organisations, which support, promote and are involved in the country's video games sector.

The network provides the only open and publicly accessible range of channels dedicated to the issues affecting the games industry as it exists in Scotland. Scottish Games is proudly independent and strives to be the authoritative source for all news and information related to the games sector as well as giving every participant a platform to ask questions, network and find out more about video games and interactive entertainment in Scotland.

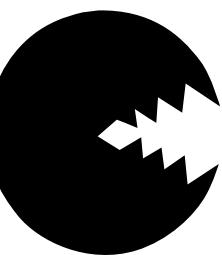


**Scottishgames.net**

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**[www.scottishgames.net](http://www.scottishgames.net)**



## Secret Lunch

Secret Lunch is a digital entertainment company dedicated to the interactive future of culture.

They develop their own original IP as well as providing client work. Founded in 2012 by a team of bright young artists, designers and developers they have previously created prototypes and commercial titles for a number of platforms such as Playstation Vita, XBLIG & 'Vikings!' for Windows 8. They are driven by a desire to explore the expressive power of the medium.

Their first major title is 'Shu'. Pursued by a monstrous storm, players abandon homes and ascend a primeval mountain. On the journey to the peak players encounter a unique cast of villagers who, in their flight from the storm, have become stuck, trapped or separated from one another. Will you leave them to their fate? Or will you stop to save them, making the journey more challenging, and giving the ever moving maelstrom a chance to close the gap?



### Secret Lunch

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## Serious Parody Ltd

Serious Parody is a development company building titles for console, mobile and social platforms.

They have a broader portfolio than most. In the last year alone they've developed products and prototypes for a variety of commercial partners including:

- A high quality "gamified" stock market app
- Branding for a fashion company (logo, cards, websites, tags, apps, etc)
- An "After Care" prototype for one of the largest print company's in the world
- A bingo themed Amusement Arcade attraction
- An augmented reality app that would help tourists and locals find brands and events

In that time, Serious Parody has also supported their passion project Wrestling Manager. It's still the only wrestling strategy game on mobile devices and it was the first ever iOS game with mod support.

They're always on the look out for commercial/development partners to work with, so get in touch.



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## Specialmove Recruitment

Based in Glasgow and established in 2005, Specialmove Recruitment Ltd is Scotland's leading recruitment agency for the global interactive video games industry.

Specialmove specialise in the recruitment and placement of staff for game developers, publishers, distributors and retailers. Their approach is tailored, driven by quality rather than volume. Specialmove offers a highly focused and selective recruitment service for full time, permanent positions. Their key strengths are their unmatched knowledge of development, publishing and retail and their selectiveness and focus on delivering the highest possible levels of service.

Uniquely, the team at Specialmove has more than 20 years' experience of actually working for game development studios, publishers and retailers. They know games development. They've been on the other side of the fence. They know the challenges of having the right people in the right role. They know the key to successful game development lies with the selection, assembly and management of the project team. They know art, programming, audio, management and quality assurance. They know the long-term business needs of a development studio.



### Specialmove Recruitment

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**Skype:** Specialmove

**Contact:** Andy Campbell

**Email:** andy@specialmove.com

**www.specialmove.com**

Their primary markets are games developers, publishers, distributors and retailers. Specialmove has already established a world-class client list and has secured recruitment supply contracts with more than 50 clients including the following companies: Rockstar, Sega, Eidos, Activision, Electronic Arts, Vivendi Games, Codemasters and many others.

Specialmove has more than 500 live, open positions on its website and access to more than 10,000 candidates globally. From its base in Scotland it deals with these international companies and place staff in the USA, UK, Europe and Asia.

The ultimate long-term vision for Specialmove is to become the global name and brand for recruitment within the games industry. In order to do this, the company will remain true to its core values, demonstrating great levels of industry knowledge, efficient placement and great service. Specialmove has already established its global HQ in Scotland covering UK, Europe, North America and Australasian markets.

From a standing start, Specialmove has built a focused operation in the provision of recruitment services for the video games market. The company shows huge potential for growth and has the ability to become the leading name for global interactive video game recruitment.

It's your move. Make the right one™



## Speech Graphics

Speech Graphics introduces a true high-quality multilingual speech-driven facial animation solution.

Their technology is completely automatic, which makes it highly scalable and the optimal solution for today's dialogue-rich games. Speech Graphics empowers artists.

Based on a unique combination of cutting-edge speech technology and innovative graphics, they offer a completely automatic lip-sync solution that produces unprecedented quality at a price point that is scalable to today's cinematic, dialogue-rich games.

Instead of tying up artists' time with hundreds of hours of lip sync, doing motion capture clean-up or key framing, they can spend time on art and polish.

Furthermore, their technology opens up the possibility to simultaneously animate dialogue in any language with no additional overhead.



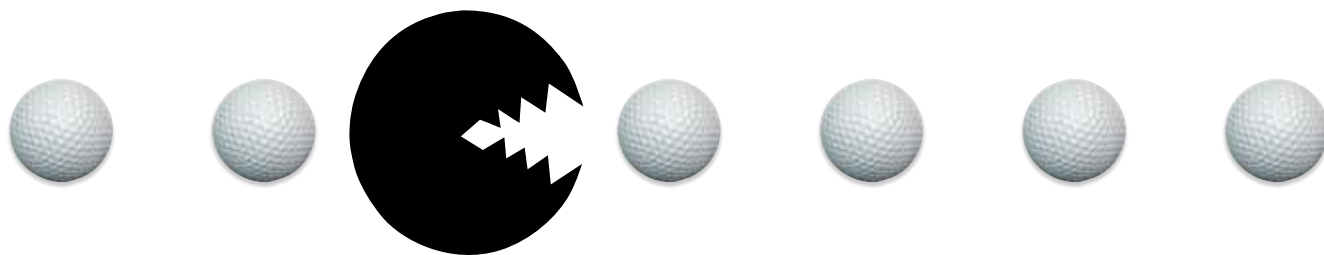
### Speech Graphics

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11 Crichton Street  
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Twitter: #speechgraphics

[www.speech-graphics.com](http://www.speech-graphics.com)





## Spotflick

Spotflick Ltd is an iPhone Development company based in Edinburgh established in 2010 by Tim Bryans

With a background in animation production, and having worked on a number of high-profile apps, such as the Hector: Badge of Carnage series of games, the Spotflick team can offer the full range of production services for the creation of compelling iPhone apps.

They combine a very strong creative design team, 2D animation skills and competent programming with an innovative marketing approach that will set their products apart from their competitors. And sharing the same building as a guest house, they also offer their clients and staff a good night's sleep and hearty breakfast!

Spotflick – the flick-to-kick penalty shoot out game for the iPhone, iPod Touch and iPad – is their lead title, and has enjoyed considerable success since its launch during the 2010 World Cup in South Africa. The game was voted as one of the Top 5 apps of 2010 by the *News of the World*.

They are planning to launch an update to Spotflick later this year that will give users the opportunity to win prizes based on their penalty flicking prowess, and they are also looking into adding another mode of play where you can play as the goalkeeper. There are also a number of other apps that they are in the early stages of development and would hope to be able to take to market over the course of the next year. Not all of them are sport-related!

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## Strathclyde Artificial Intelligence & Games Research Group (SAIG)

The Strathclyde Artificial Intelligence and Games group within the University of Strathclyde is Scotland's leading research team for AI in the context of games.

Our group works to produce innovation in the way that AI can be used to create engaging and immersive game experiences, as well as using the unique challenges that games present to advance the scientific state of the art of AI.

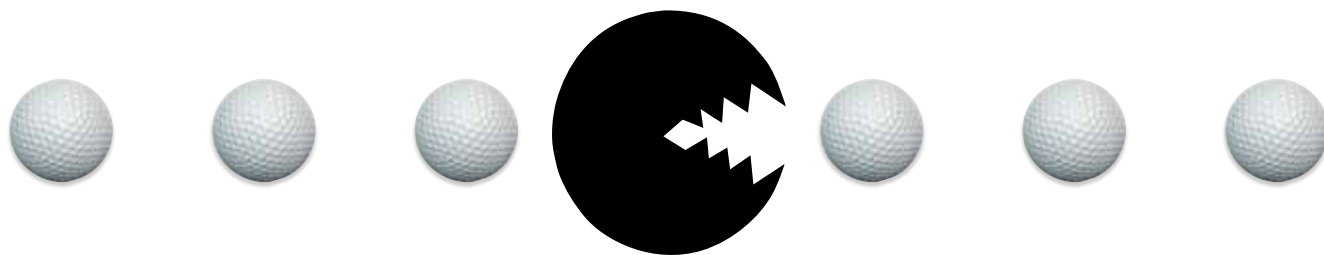
SAIG is led by Dr John Levine, an AI expert with an established track record of research excellence, and our members have a vast understanding of both Artificial Intelligence as well as game development.

Our researchers are available to undertake consulting on in-progress projects, as well as longer-term development collaborations exploring cutting edge solutions to problems facing game developers



Strathclyde Artificial Intelligence  
& Games Research Group (SAIG)

<http://saig.cis.strath.ac.uk/>



## Tag Games

Tag Games is a well-established independent game development studio with a strong focus on mobile and handheld gaming. They are trusted by clients that include Square Enix, BBC, Endemol, Namco Bandai, I-play, Channel 4 TV, Zed Worldwide, Connect2Media, Big Fish Games, Electronic Arts, Ubisoft and GREE to bring their established and original properties to mobile and handheld platforms.

The Tag management team has a wide range of hit credits on console that include the Grand Theft Auto series, State of Emergency, Crackdown, Space Station Silicon Valley and Micro Machines. It is in the field of mobile and handheld gaming that they are most skilled, with experience including work on mobile versions of huge global properties such as FIFA, Doctor Who, Tiger Woods, The Fast and the Furious, Metal Slug and many more, earning both critical acclaim and commercial success.

The studio is built around an in-house team of highly skilled developers blending both experience and youthful vitality across the core disciplines of software engineering, art, design and production. In addition, they draw upon the best local and international talent in supplementing internal resources as required.

Through partnerships with world-class localisation, quality assurance and porting

companies, they offer a risk-free development solution that encompasses delivery across multiple platforms, potentially thousands of handsets and multiple languages.

Their proprietary smartphone game engine moFlow supports simultaneous development on iOS and Android and will be extended to support Windows Phone 7 and other popular operating systems during 2013. moConnect, their backend server solution for connected, social games, allows them to deliver complex social mobile content with full social network integration, account management and support for various monetisation options. Their ever-growing platform support includes iPhone, iPad, Android, Windows Phone 7, Nintendo DS/DSi, Sony PSP, J2ME, BREW, Symbian and BlackBerry platforms.

They mix creativity, innovation and game-play quality with 'best practise' development know how. They utilise the highest level of development standards, can provide both in-house and Unity engine options and their intimate knowledge and experience of game creation for the mobile medium ensures your project is safe in their hands.

Tag Games – making games mobile!

### SERVICES:

- Games and electronic entertainment developer
- Mobile platform development.



### Tag Games

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## TalentScotland

Find a great job in Scotland's games industry with TalentScotland.

We advertise vacancies in all disciplines including:

- Design
- Animation
- Programming
- Data modelling
- Community management

Visit our website to apply for jobs online, find out more about the great Scottish lifestyle and get practical advice on visas, immigration and relocating.

Visit [www.talentscotland.com/games](http://www.talentscotland.com/games)

TalentScotland is a talent attraction project designed to showcase Scotland as an attractive destination for individuals to live, work and study. Our services include job and graduate placement advertising, employer and industry information as well as visa, immigration and relocation advice.



**TalentScotland**

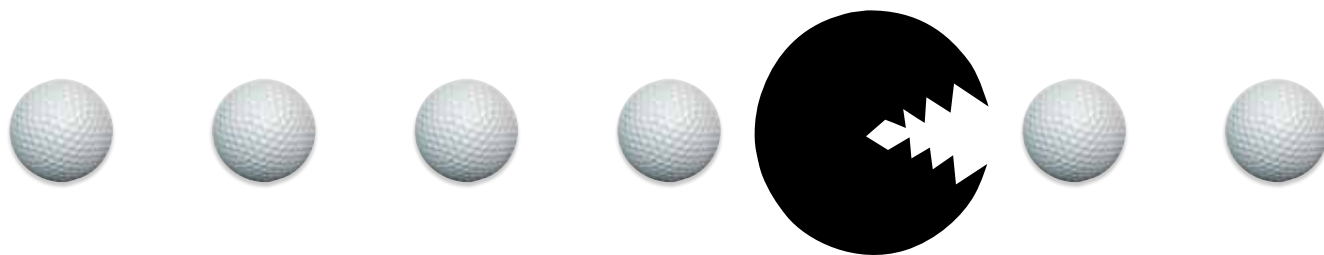
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## The Masques Agency

Edinburgh based agency providing professional actors and performing artists for theatre, film, television, commercial, corporate, audio and digital media.

Services to games sector are voice and motion capture character-based talent, and remit-based non-fictional audio and visual delivery.

In addition, for live events such as pitches, stalls, or presentations requiring energetic and engaging delivery - we have game-loving actors who can show off games/projects by improvisation, or from a brief or script.



**The Masques Agency**

Online only

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**Twitter:** @masquesagent

**YouTube:** [www.youtube.com/user/TheMasquesAgency](http://www.youtube.com/user/TheMasquesAgency)

**www.themasques.com**



## Tigerface Games

Tigerface Games is a leading producer of collaborative learning games on mobile platforms.

Their unique strength is in building games that friends and families can play together, in the same room around the same device. Combining an understanding of pedagogy, entertainment and stunning visual graphics

design, they have the right skills for any children's related content. Their client list includes SMART Technologies, PBS KIDS and Pearson Education.

Tigerface Games offer a complete range of service: from concept to full game development.



**Tigerface Games**  
Tech cube  
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## Tiger Games Ltd

Tiger Games is an independent mobile development studio set up by industry veterans. The main goal of the company is to craft engaging and entertaining games for its audience.

Its first independently produced title, Superman for iOS published by Chillingo, was released in 2011.

People with iPhones, iPod touches and/or iPads are able to access the game through the App Store. Players will get the opportunity to use several of Superman's classic powers, including Super-Strength, Heat Vision, and of course, Flight.

Like most modern iOS titles, players will be able to earn bronze, silver, or gold medals in each of the game's levels, according to how efficiently they cleared the stage.

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## TPLD

TPLD is one of the global leaders in secure, dedicated cloud-based Virtual Worlds and the emerging Serious Games market.

For the past eight years TPLD has been at the forefront of designing and developing off the shelf and custom Serious Games and Virtual World cloud-based solutions for corporate and public sector organisations. Its software products and industry solutions help customers and partners create an effective, experiential and high-impact approach to operational collaboration and personal development – without the need to ever meet physically.

TPLD launched the latest Host a Virtual Event platform in November 2010.



### TPLD

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[www.hostavirtualevent.com](http://www.hostavirtualevent.com)



## Triple B Games

Founded in Dundee in 2007 by industry veteran Jonathan "Fritz" Ackerley, Triple B Games has had notable success on the Xbox 360 Indie Games channel.

Triple B has developed 3 Lacrosse titles – College Lacrosse 2010 & 2011 and the winner of the Kotaku 2010 Indie Sports Game of the Year award, NLL Lacrosse 2010.

Also in the sports genre Triple B's first released title was Fitba, a distinctly Scottish soccer game. Other original titles include Zombiez 8 My Cookiez, a cartoonified twin

stick shooter & Flowrider a futuristic top down racer. 2012 saw the release of Wushi a one button platformer that was originally developed at Proper Games' inaugural gamejam.

Triple B is currently working with YoYo Games on the development of GameMaker: Studio. This has included development on iOS, Android, Facebook, Mac, HTML5 & other platforms



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## Tsumanga Studios Ltd

Tsumanga Studios is a mobile games studio based in Glasgow, Scotland.

The company is working with Rainbow to design and co-produce a 'virtual world' based upon Winx Club. The game will be released for the current generation of mobile phones, tablets and web browsers, ensuring it is accessible to the widest possible audience.

It will be an interactive online world, allowing girls aged 7-10 worldwide, to play, collaborate, learn and discover. The game will be made available in English, Italian, Russian and French languages initially.

Tsumanga and Rainbow promise that the Winx Club virtual world will be innovative, safe to play, fun and offer educational, offline, craft and ecological elements which can be enjoyed outside the game.

The Winx Club virtual world will be entirely free to play, and offer subscriptions for premium content and extended game play.



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**www.tsumanga.com**



## Twiddly

Twiddly is an Edinburgh based independent game development studio founded in 2011 by programmer, Andrew Noble and Illustrator Andy Nicholls.

A multi-talented team that have tasked themselves with producing quality games, currently for iOS platforms, to enrich, entertain and inform - redefining the phrase "to twiddle your thumbs".

In 2011 they released the well received and highly rated puzzle game, Tilt & Sprout, which continues to find an ever growing audience. They will continue to build the Twiddly brand with 4 additional high quality working titles to be released by 2015.

Twiddly are a customer focused studio who produce entertaining, wholesome, fun products that appeal to all ages and positively bring people together. Their strength lies in their willingness to explore opportunities to create unique interactive experiences with new technology, pushing new digital frontiers, all the while creating products that are easily relatable, representative and most importantly fun.



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## University of Abertay

The Institute of Arts, Media and Computer Games at the University of Abertay Dundee (UAD) was established in 2009 as a result of Scottish Government investment in the UK's first Centre for Excellence in Computer Games Education.

UAD offered the world's first MSc in Computer Games Technology in 1997 and Europe's first full undergraduate degree in Computer Games Technology, and is currently ranked by Skillset (the UK government/industry sector skills council for creative media industries) as offering the best degree programmes in the UK in Computer Games and Computer Arts. The Institute of Arts, Media and Computer Games brings together world-class expertise in teaching, research and knowledge exchange and an international reputation for innovation and collaboration within the computer games technology and computer arts sectors.

Games-related education at UAD developed alongside the industry sector in Dundee and has worked closely for over a decade to create a thriving sector in the region. Industry legend Dave Jones, who studied at UAD in the late 1980s, went on to create the Lemmings and Grand Theft Auto franchises. The studios that spun out of this early success have established Dundee as one of the most creative games development hubs in the world.

In 2006, UAD became the only UK university to offer accredited courses in both computer games technology and computer arts, and in 2008 the Institute was awarded Media Academy status by Skillset, joining the top 20 institutions in the UK recognised by the media industry as delivering high-quality education in the creative media sector.

Students at the Institute enjoy the support of some of the world's leading development studios, publishers and technology companies. Regular master-classes and technology investments mean that students apply current development practices with the latest generation of technologies.

In 2007, the UK games industry recognised these achievements by awarding UAD a unique New Talent award for its contribution to the development of the industry.

UAD is home to Dare to be Digital, a unique industry-backed video games development competition for students at universities and art colleges. The competition invites teams of art, design and technology students to develop their games ideas to prototype stages with full support. Dare to be Digital provides a prime opportunity for new-start businesses in the creative industries, and the Dare winners have also been the recipients of the "new talent" BAFTA award.



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# UWS University of the West of Scotland

The University of the West of Scotland offers an expanding range of games-related degrees on the university's campuses.

The BSc (Hons) Computer Games Technology course was designed in collaboration with several of the UK's top computer games companies. This course is currently one of only three undergraduate games programming degrees in the UK to receive full Skillset accreditation.

The programme produces graduates in high demand by leading games companies, who can program AAA games for console and PC platforms. In year one, students learn the basics of the games industry, programming and games development, creating a complete multi-level game. In year two these skills are extended with C++ programming, games design, and an understanding of aesthetic games components. Year three sees advanced graphics programming, artificial intelligence and group work, creating a multi-level 3D game in C++ from a commercial engine for public exhibition. Year four centres around a personal games programming research project and cutting-edge games development issues. Hardware and software for teaching and learning is regularly updated with the aim of creating the widest opportunities for target platform development learning. 2012 entrant students will have access to PC, Sony PS2 (PSP) and PS3, ARM, Ogre, Torque, Unreal, CryEngine 3 and Unity.

The BSc (Hons) Computer Games Development course is aimed at those who want to create the entire games experience and work in the games development marketplace. It was designed by the developer of two of the UK's four Skillset-accredited degrees, with the assistance of games creators.

This degree is a mix of programming, games design and animation skills designed to allow the student to create a strong portfolio of games and development skills during their studies. In year one students follow a similar route to the Complete Games Technology students. In year two, the degrees diverge and Complete Games Development students study Flash and Java programming, animation, game design and games marketplace. In year three the students spend one third of the year designing, creating and rolling out a complete game for public use, supported by further studies in animation and audio technologies. In year four, students follow a personal games-related research project, supported by studies in advanced games and enterprise.

Teaching is supported by games labs and state-of-the-art digital classrooms at the two campuses with video conferencing, digital whiteboards and tablet PCs. Invited speakers come regularly from a wide range of companies. Students, staff and others interact virtually via the WoSGamers.ning.com (West of Scotland Gamers) social networking website of which is often the first point of contact for potential new students wishing to join the UWS games community. More information on their work is being developed onto the new WoSGamers.com website. The courses have a strong emphasis upon personal portfolio creation of games and games-related work.

Other related courses available include BSc Computer Animation, BA Computer Animation and Digital Art, BSc Computer Animation and Multimedia, BSc Networking and BSc Music Technology. The BSc (Hons) Computer Games Technology and Games Development programmes are also recognised by the British Computer Society.



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## VEEMEE LLP

VEEMEE is a games developer and publisher specialising in branded content for PlayStation 3 and PlayStation Home.

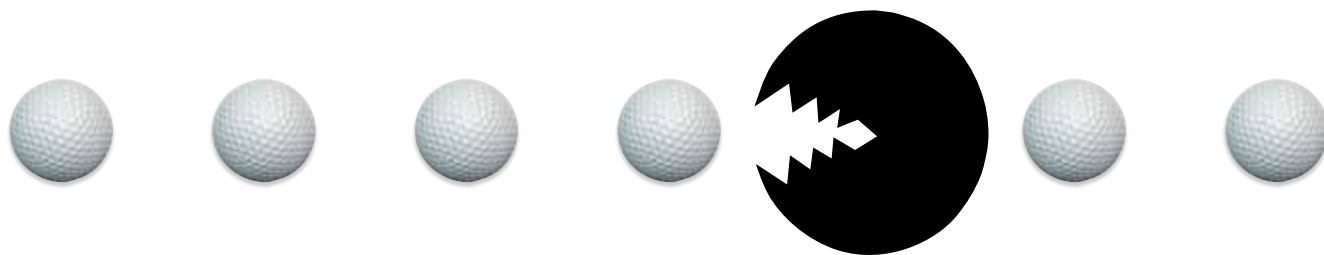
VEEMEE brings together years of experience in marketing and games development under one roof creating content and IP that is self-liquidating, brand enhancing and revenue driving.



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## Waracle

Waracle develop high performance apps for iPhone, Android, iPad, Facebook, Web and Smart TV.

As one of the fastest growing app development agencies the the UK, Waracle has worked with prestigious clients such as Virgin Atlantic, Sony Music and NHS. Waracle take pride in producing apps that create international recognition, brand engagement and new revenue streams. The company has had numerous app store #1's and continues to deliver phenomenal results for clients from the UK and beyond.

Waracle are now launching an exciting new cloud product into the US market. 'Kumulos' is a backend as a service (BaaS) platform that enables app and game makers to rapidly create and manage highly secure and scalable cloud based apps. Currently serving over 1 billion API requests every month, Kumulos is an app development platform built, launched and tested by real app developers. The platform supports over 2000 development studios globally in a BaaS market estimated to be worth \$7.7 billion by 2013.

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## WeeWorld

WeeWorld makes games that inspire social creativity.

With a focus on iconic design and playful self-expression, our games have entertained more than 55 million mobile and web players. With a long-standing record of hits and backing from Accel Partners and Benchmark Capital, WeeWorld continues to expand its global presence and U.S. stronghold.

Our five-star rated mobile titles rank in Apple's top charts. WeeMee Avatar Creator is

a top 10 grossing app in Educational Games and has been named an Apple staff favorite. Pocket Pup has risen to become a favorite app for kids.

WeeWorld.com is a top 10 US social game for youth and teens with mainstream appeal. Providing a fun, visual environment, the site encourages self-expression and creativity for millions.

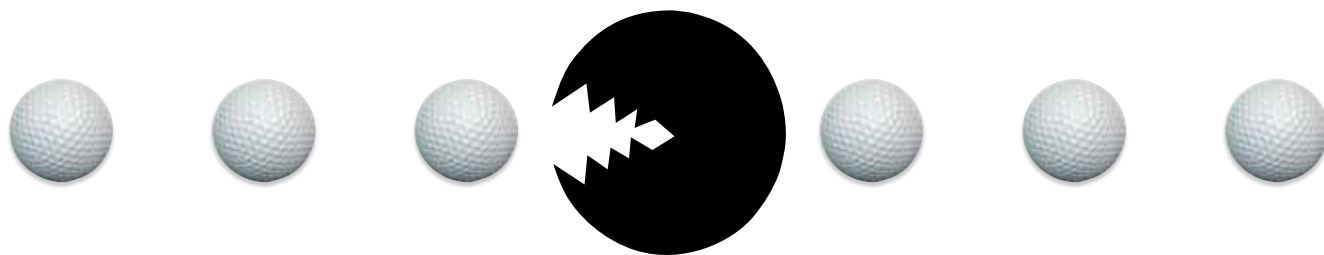


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## Whisky Biscuit

Whisky Biscuit is a small independent games company based in the Highlands of Scotland that was set up in late 2010. It has one game, WarPath, which is now available for iPad.

Whisky Biscuit is a small company of only two people collaborating remotely. Stuart, the programmer and self-proclaimed main man, is based in the Highlands, and Paul, who does most of the creative work, is based in Surrey.

Previously they both worked together at a gaming middleware company. Their first few titles are going to be iOS, but they will see what takes their fancy when opportunities arise.

They plan on making simple and fun games based on new gameplay concepts or what they think might be interesting. They also hope to give something back to the gaming community by sharing their experiences on their blog to teach others what they have learned.

They have released one game, WarPath, a simultaneous-turn based strategy game for the iPad. It aims to be simple to learn and hard to master. In the game, four teams of four tanks all fight against each other to the death. Each player plans their moves, then, when all the planning is complete, the action plays out all at the same time. This allows for fun tactical play without the need for lightning-fast reactions.

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[www.whiskybiscuit.co.uk](http://www.whiskybiscuit.co.uk)



## Yomego

Yomego is a social media agency that regularly designs and builds games to integrate into Facebook or other platforms.

Their sister company, Huzutech Ltd, has developed the world's first platform that combines virtual world technology seamlessly with social networking tools.

This makes it simple and affordable for clients to create immersive environments, with many built-in functions, such as chat, games, avatar builders, virtual currencies and buddies. Ad content can also be integrated simply, as well as payment gateways.

Yomego has customised the design and content for the platform's first commercial success, a virtual world for the Horrible Histories brands ([www.horriblehistoriesworld.co.uk](http://www.horriblehistoriesworld.co.uk)). They also recently devised, designed and launched Tesco's first Facebook game, called Delivery Dash ([www.facebook.com/tesco](http://www.facebook.com/tesco)).



### Yomego

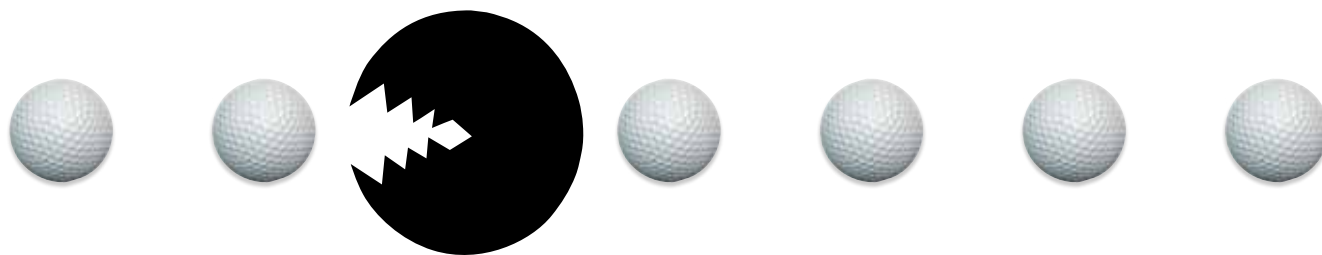
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## YoYo Games Ltd

YoYo Games is a top publisher of mobile, social and web-based games and the creator of GameMaker: Studio, the world's fastest and easiest to use cross-platform games development technology.

YoYo Games publishes titles created with GameMaker: Studio including hits "They Need to be Fed," "Simply Solitaire HD" and Pocket Gamer's 2012 Android Game of the Year "Karoshi."

Privately-held YoYo Games was founded in 2007 by games industry visionaries to incubate and showcase the next generation of games development talent and devices. GameMaker

has been downloaded over 10 million times, hosts a community of a half a million registered users and is deployed in more than 5,000 schools and universities worldwide.

YoYo Games has a GameMaker: Studio division focused on the technology and a publishing division.

Core-tech works solely on GameMaker, creating new features, improvements and fixing any issues that arise. Publishing creates games with GameMaker: Studio, releases them on multiple platforms and supports the technology team by integrating the latest features into the latest games that it releases.



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## Zappar Ltd

Zappar is a global leader in the creation of Augmented Reality ("AR") enabled products and entertainment experiences on handheld devices.

Zappar have pioneered ground breaking new product lines in partnership with some of the world's biggest license properties in apparel,

accessories, stationery, publishing and many more sectors around the world. Zappar also work with blue chip entertainment brands to enhance their marketing initiatives working in over 17 countries worldwide and counting.

Download the Zappar app for free on iOS and Android devices and try it for yourself.

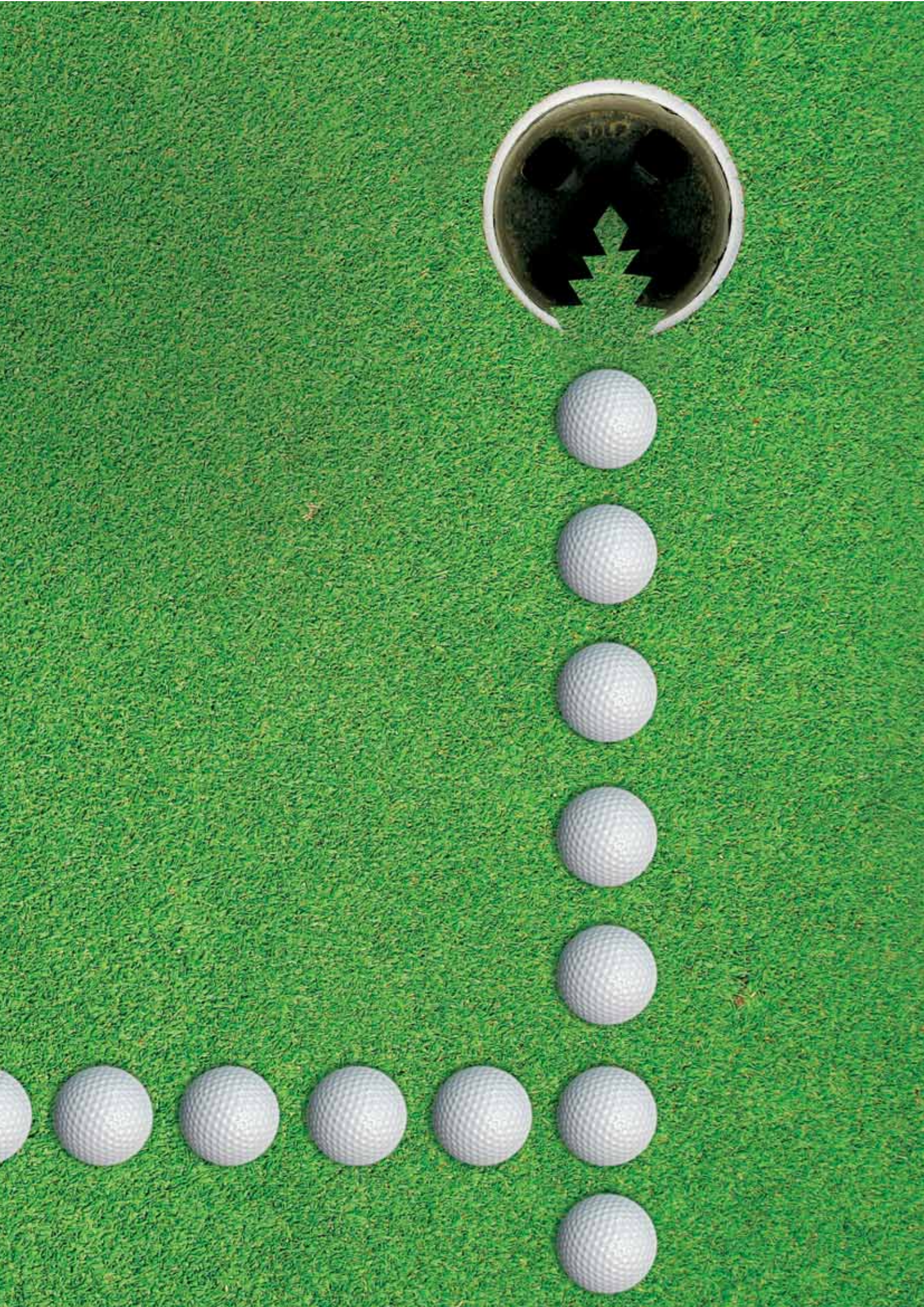


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# The next level



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Contact SDI for more information

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