Game Development in the Czech Republic
Case Studies

"Keen Software House is creating games that are based on real science, real facts, real physics and real emotions. We believe that one of the strongest forces in the universe is the “need to create”. Every time you build something out of nothing, every time you give shape and organization to something that has no structure–you are creating a miracle. Having these principles in mind, we want to promote science and encourage creativity within our players’ community.”

Marek Rosa, Founder & CEO

Top games:
Space Engineers
Medieval Engineers

"Amanita Design’s long-term vision is to tell stories through imaginative games with a hand-crafted feeling that bring something refreshing to the video games industry. To achieve that, we always put great emphasis on building a unique world with strong art direction and complementary sound design. Yet the biggest challenge is to strike perfect harmony between the distinctive art style, story and gameplay. That’s also the only way you can create a truly solid and fun experience worth remembering.”

Jakub Dvorsky, CEO

Top games:
Samorost
Machinarium, Botanicula

"Warhorse Studios is a developer of quality videogames for high-performance platforms, i.e. PC and consoles (Xbox One and PS4). The company was created in 2011 by Dan Vavra and Martin Klima and as of 2017 the whole team has more than 100 people. In 2014 we ran a successful Kickstarter campaign for our RPG project Kingdom Come: Deliverance, a game focused on unsparing realism, reimagined melee combat and cinematic storytelling. The game will be released in 2018."

Martin Klima, Executive Producer

Top game:
Kingdom Come: Deliverance
Game Development in the Czech Republic

Selected Milestones

1980s
- First tries
- 8-Bit games

1999
- Hidden & Dangerous released by Illusion Softworks (2K Czech)

2002
- Mafia: The City of Lost Heaven released by Illusion Softworks (2K Czech)

2007
- ARMA: Armed Assault released by Bohemia Interactive
- Take-Two Interactive acquires Illusion Softworks

2013
- Warhorse Studios raises £1.2 million on Kickstarter for Kingdom Come: Deliverance

2014
- DayZ & ARMA 3 released by Bohemia Interactive

2017
- Samorost 3 by Amanita Design wins Czech Game of the Year Award
1980s

First tries

8-Bit games

Released by Illusion Softworks (2K Czech)

Mafia: The City of Lost Heaven

Released by Illusion Softworks (2K Czech)

2002

Samorost 3 by Amanita Design wins Czech Game of the Year Award

2007

First tries

Euro Truck Simulator released by SCS Software

2008

DayZ & ARMA 3 released by Bohemia Interactive

2013

Warhorse Studios raises £1.2 million on Kickstarter for Kingdom Come: Deliverance

2014

Take-Two Interactive acquires Illusion Softworks

2017

DayZ & ARMA 3 released by Bohemia Interactive

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Institutional Background

"Czech Technical University in Prague has more than 25 years of tradition in computer graphics education and research. Our researchers regularly publish in the top journals and conferences in the field, and our graduates work in major computer graphics oriented companies and research institutes all over the world. Education in computer games development, which we started about ten years ago, has been a natural extension of our activities in computer graphics. The Computer Graphics and Games study track recently became one of the most popular informatics-oriented study tracks at our university."

Jiri Bittner
Associate Professor / Deputy Head for CG Research
Department of Computer Graphics and Interaction

"Charles University has a long computer science tradition. We have outstanding researchers publishing in top tier journals. We are strong in computer graphics (Jaroslav Krivanek's group worked with PIXAR and Weta Digital), computer games (Jan Ilavsky and Vladimir Hrincar founded Hyperbolic Magnetism) as well as AI (Martin Schmid helped solving Texas Hold’Em No Limit Poker). We run the Computer Graphics and Games masters study program where we collaborate with the industry very closely; our students are supervised by professional game developers (Warhorse Studios, Bohemia Interactive Simulations and others)."

Jaroslav Krivanek
Associate professor, CG and Games Study Program Guarantor
Department of Software and Computer Science Education

"Czech Games is a non-profit organization that aims to create a healthier and stronger gaming sector in the Czech Republic and increase its visibility by connecting, educating and motivating game developers. The association was founded in 2008 and since then we have organized many events and created various opportunities for students, as well as professional game developers. We organize annual Czech Game of the Year Awards for best local games, and one of the biggest and oldest Central European conferences Game Developers Session, with around 1,000 attendees."

Pavel Barak
Chairman (Czech Games) / Executive Director (Game Developers Session)
Selected Czech Game Development Studios
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