

100% 

LET'S **PLAY.**

TOGETHER



NEXT →

COME PLAY WITH US!

SEP. 23, 24, 25

FRI

SAT

SUN

MERIDIAN EXHIBITION CENTRE
YEREVAN, ARMENIA

WHO? WHY? WHAT?

We organize **Game Conference Armenia 2022** for our local and international colleagues from all continents to meet in one place, where can new games and companies be born, and found many masters of their profession for efficient collaborations.

What makes Armenia a perfect country to host the GCA? It is an IT oasis with surprisingly innovative minds. **Microsoft, Cisco, Adobe, VMware, Teamviewer**, and other IT giants caught the opportunity a while ago. Moreover, **Nvidia** is on the right path since they're also heading to Armenia.

We are young gaming enthusiasts who got lucky in their major professions (from managers to game developers) and got to the point where we'd like to make our investment in Game Development.

LVL 01.

SHARE YOUR UNIQUE EXPERIENCE
WITH 300+ INDUSTRY PROFESSIONALS
1000+ AUDIENCE IN CIS

LVL 02.

CONNECT WITH GAME INDUSTRY
COMMUNITY, PARTICIPATE IN
NETWORKING

LVL 03.

ALIGN GLOBAL GAME INDUSTRY
PARTICIPANTS ON POTENTIAL
AND BUSINESS OPPORTUNITIES

LVL 04.

SHOW ARMENIA AS THE TOP
CHOICE IN THE REGION FOR IT /
GAME INDUSTRY RELOCATION

→ GAME DESIGN

→ LEVEL DESIGN

→ CONCEPT ART

→ 3D MODELING

→ SCULPTING

→ VFX / CGI TECHNOLOGIES

→ GAME ENGINE DEVELOPMENT

→ MOBILE GAMING

→ METAVERSE / GAMEFI / P2E

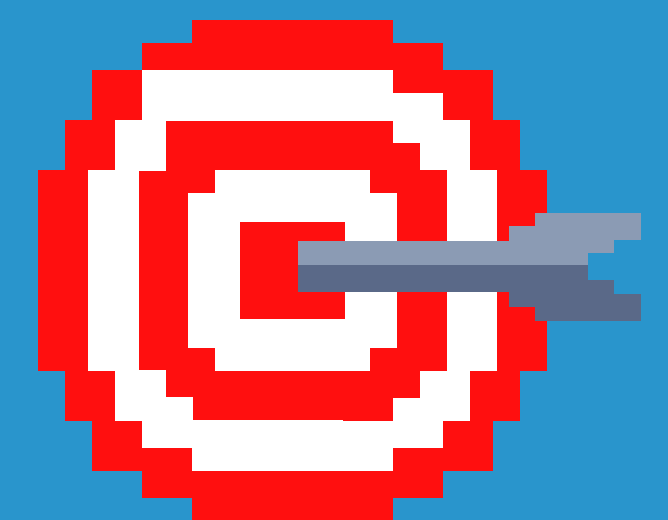
→ SOUND DESIGN

→ VIDEO GAME MARKETING

→ UX / PSYCHOLOGY

OUR TARGET.

- ♥ GAME DEVELOPERS
- ♥ ENGINE DEVELOPERS
- ♥ LEVEL DESIGNERS
- ♥ GAME DESIGNERS
- ♥ CONCEPT ARTISTS
- ♥ AI / PHYSICS PROGRAMMERS
- ♥ 2D / 3D ARTISTS
- ♥ VFX SPECIALISTS
- ♥ METaverse CREATORS
- ♥ SOUND DESIGNERS
- ♥ UX RESEARCHERS AND PSYCHOLOGISTS
- ♥ INVESTORS
- ♥ MARKETING SPECIALISTS
- ♥ PRODUCT OWNERS
- ♥ GAMERS
- ♥ STUDENTS FROM RELATED FIELDS
- ♥ ANYBODY FROM IT INDUSTRY
- ♥ MILLENNIALS VS GENERATION Z



- ♥ **VENUE CAPACITY – 3000 ATTENDEES**
- ♥ **ALL DAY 3 PARALLEL STREAMS, PANEL DISCUSSIONS, MASTERCLASSES.**
- ♥ **MAIN STAGE – 1000 SEATS**
- ♥ **SECONDARY STAGES – 300 ~ 400 SEATS**

PROJECT TIMING.

JUNE

JUNE 25 SPEAKER /
TOPIC CONFIRMATION
SPEAKER LIST RELEASE

MARKETING
LAUNCH

JULY

JULY 15 SPEAKER CONFIRMATION
SPEAKER TOPICS RELEASE

EARLY
BOOTH REGISTRATION

AUGUST


AUGUST 15
AGENDA RELEASE

LATE
BOOTH REGISTRATION

SEPTEMBER 24

MAIN EVENT

PEOPLE RESPONSIBLE FOR

30% 

ARMAN MAMYAN



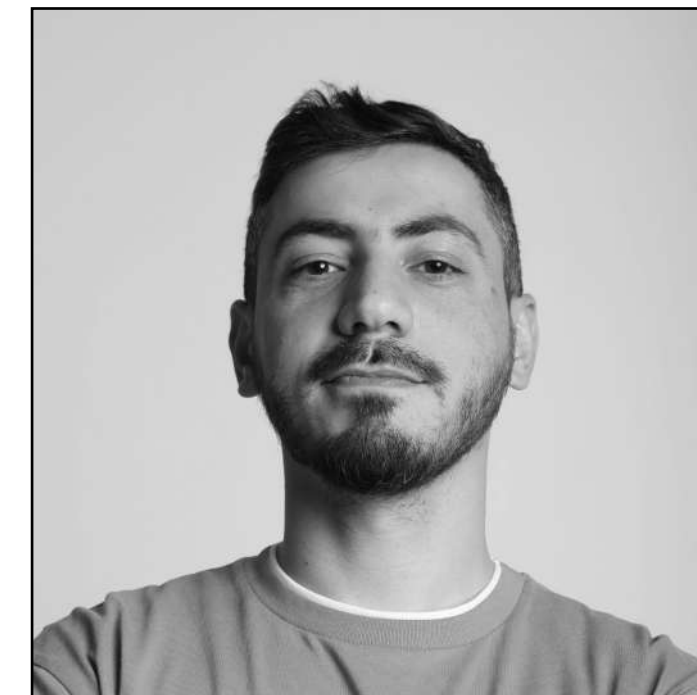
CHIEF ORGANIZER

TIGRAN BADALYAN



EXECUTIVE DIRECTOR

ARMAN VARDANYAN



MARKETING

ELEN MKHITARYAN



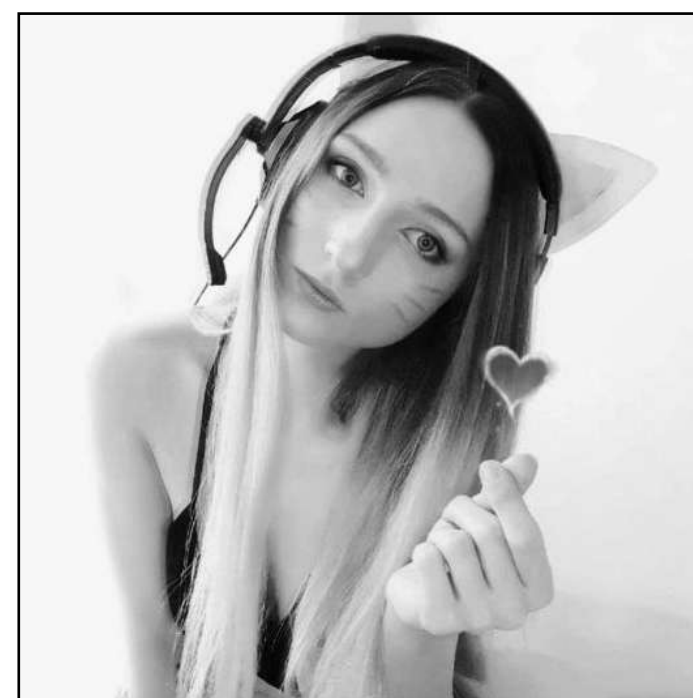
VISUALS

HAYK HAKOBYAN



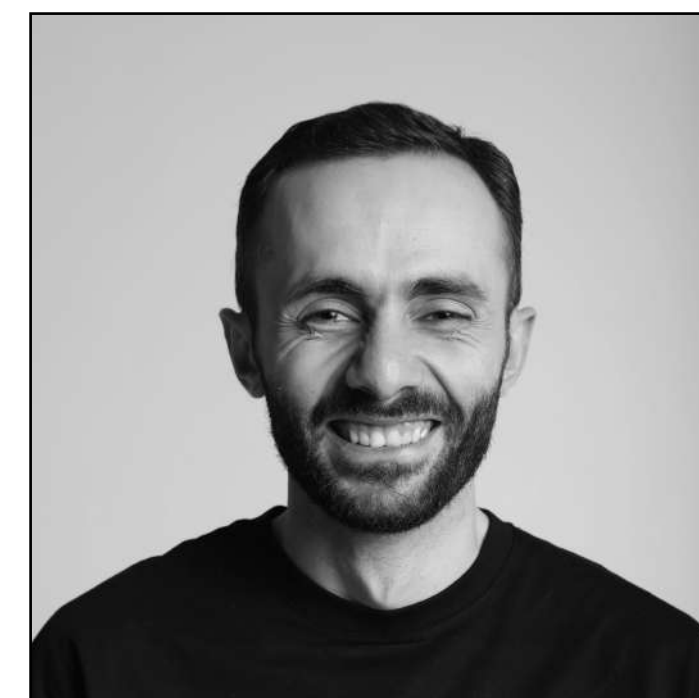
COMMUNICATION

MARIAM SARGSYAN



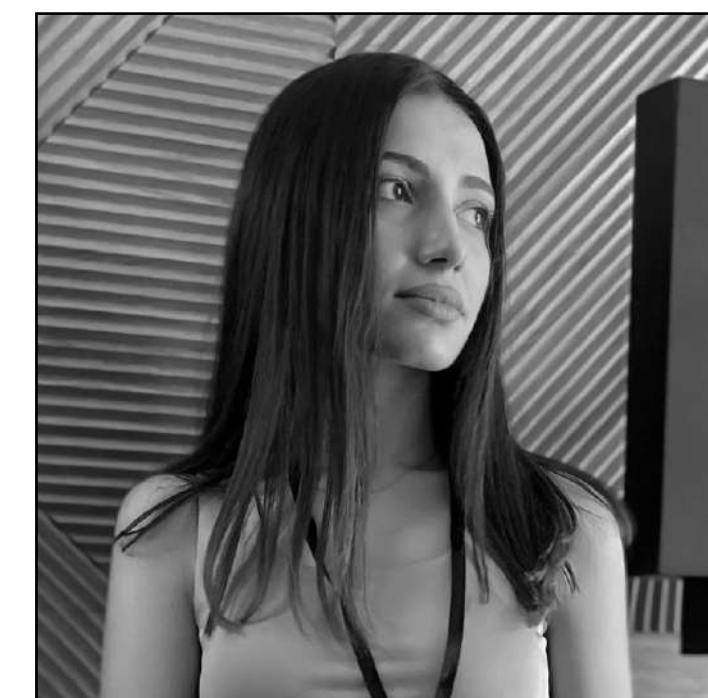
INFLUENCERS

DAVID MOVSISYAN



FINANCES

ANAHIT BASHRATYAN



VIP RELATIONS

FOR SPEAKERS

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THANK U!

WWW.GAMECONF.AM