



**Digital
Dragons**

ACCELERATOR



**KRAKOW
TECHNOLOGY
PARK**

Take your game to the next level!

Get on Digital Dragons
Accelerator path

www.digitaldragons.pl



Fundusze Europejskie
dla Nowoczesnej Gospodarki



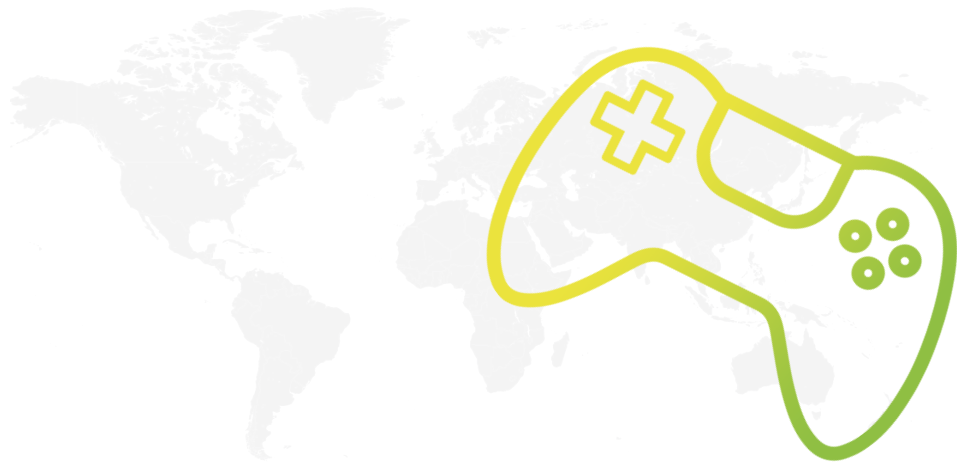
Rzeczpospolita
Polska

Dofinansowane przez
Unię Europejską



Contents

Digital Dragons Accelerator	3
Why is it worth becoming an Accelerator's dragon?	4
Individual acceleration programme	4
We are the most comprehensive game industry ecosystem in Poland and can also offer	6
Grant for international expansion	7
How does it work?	8
Recruitment	9
Formal requirements	10
Formal documents	11
Grants	12
About our graduates	13
Find out what graduates of previous editions have to say about us!	13
Next steps: what after the acceleration programme?	15
Who are we?	
The team behind Digital Dragons Accelerator	16
Digital Dragons Hub	18



Digital Dragons Accelerator

Digital Dragons Accelerator powered by the KPT SCALEUP BOOSTER is a **programme for young and promising development studios that want to develop their games and businesses**. The condition for participation is to have a prototype in production or a track record in earlier game development or publishing.

In addition to the usual accelerator services such as support in finding a publisher and attracting partners or mentors, **we also offer the prospect of funding your projects**.

When working with studios that have entered Digital Dragons Accelerator, **we use proven methods practiced during seven previous editions of the programme** organized by the Krakow Technology Park. We are also constantly looking for new forms to increase the effectiveness of our activities.



Why is it worth becoming an Accelerator's dragon?

Individual acceleration programme:

- a practical approach to the development of your project and/or business
 - access to unique know-how
 - global networking and the opportunity to establish contacts with developers from all over the world
 - participation in industry events with the goal to acquire business partners (B2B)
 - mentoring from industry experts who know the topic from the practical side
 - direct feedback
 - community learning and work based on individual case studies
 - increasing the number of international game users or building a community (B2C)
- 

We won't teach you how to "do" your game, but **we can help you to understand the industry and your players' needs.** We will also help you to spread your wings as an indie developer. The main focus areas of our practical workshops are:



PRODUCT
MANAGEMENT



MARKETING



COOPERATION
WITH BUSINESS
PARTNERS



GLOBAL
EXPANSION



COMMUNITY
BUILDING



BUSINESS
SCALING



PLANNING AND
MANAGING
PLAYTESTS



We are the most comprehensive game industry ecosystem in Poland and can also offer:

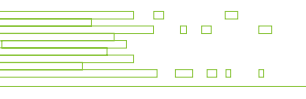
- options to exhibit and promote at the events organized by Krakow Technology Park for the games development sector, e.g.:

Digital Dragons Conference

Digital Dragons Academy

Digital Dragons Arena and Indie Showcase

- participation in international business events of the industry
- access to the tools for promoting the product on the Polish market
- access to experts, gamedev sector leaders
- access to highly educated and creative staff
- access to the gamedev community on our Discord focused on knowledge sharing, consultations, feedback, and networking in a safe space
- various support programmes and options to cooperate in Poland and Europe
- support in taking your first business steps on a new market



Grant for international expansion



We are focused on the **internationalization of the studio and product** e.g. by participating in industry events with the goal to acquire business partners, such as publishers or investors (B2B) **and increase the number of international game users or building a community** (B2C)

Apply if:

- you have a demo/vertical slice ready
- you want to present your game at international B2B and B2C events
- you want to acquire new business partners
- you want to polish your game to be better prepared for the release
- you need marketing support
- you need new players to hear about your game
- you need additional financing, e.g. for marketing

How does it work?

We are looking for game companies registered in Poland:



- ✓ with interesting video game at development stage
- ✓ ready to show us playable build, demo or vertical slice
- ✓ with a game planned for all platforms: PC, console, mobile, VR or web
- ✓ with strongly determined, experienced team
- ✓ with innovation-based approach to game development
- ✓ with high business potential
- ✓ led by founders ready for intensive cooperation

Recruitment

That will be a short procedure with a few formalities:

1

you fill an online online

2

our experts will evaluate your project and team description along with your self-diagnosed needs and motivations to join Digital Dragons Accelerator

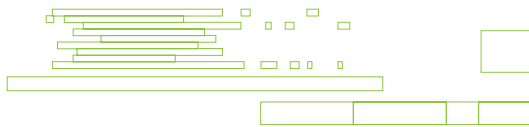
3

we will invite the most promising indie teams for remote Selection Day or individual interviews

4

you will pitch us your game and strategical plans

The seven most acceleration-oriented companies will be invited to our acceleration programme. The last part of recruitment and the first step into acceleration programme will be the signing of the Acceleration Agreement.



Formal requirements


Our grants come from public funds so we have some formal requirements.

We can support:

- companies registered in Poland
- no longer than 5 years on the market
- with capacity for *de minimis* public aid
- with all intellectual rights to the product
- with micro-entrepreneur or small entrepreneur status

We can't support:

- a company related by capital or person to Digital Dragons
- projects which received support based on funds obtained under 2.28 Startup Booster Poland activity of the European Funds for a Modern Economy programme
- a company that conducts activities excluded by the European Union under relevant regulations
- a company that conducts activities in:
 - manufacturing, processing or marketing of tobacco and tobacco products
 - production or marketing of alcoholic beverages
 - producing or marketing pornographic content
 - trading in explosives, weapons and ammunition

- 
- games of chance, mutual betting, slot machine games and low prize slot machine games
 - production or marketing of narcotic drugs, psychotropic substances or precursors
 - a company that is excluded from the possibility of receiving EU support, in accordance with the Implementation Act
 - an entrepreneur who is in a difficult situation within the meaning of EU regulations or is during restructuring proceedings
 - an entrepreneur who is obliged to return aid resulting from a decision of the European Commission declaring the aid unlawful
 - an entrepreneur as to whom there is justified doubt as to whether they have the rights to dispose of the notified product

Formal documents

After inviting your game studio to the acceleration program, we will ask you to sign a Grant Agreement with a few attachments, a bill of exchange as an agreement security, a de minimis aid form and excerpt from the National Court Register.

If you have any doubts, our team will be your guides along this path.

All of these formal papers are standard documents in Polish accelerators co-financed by the governmental Polish Agency for Enterprise Development. You can read the templates of these document in advance – just download them from <https://accelerator.digitaldragons.pl/>.

Grants

The most important values that you can find during acceleration programmes are **unique know-how from our mentors and ecosystem partners, networking opportunities, faster product development**. But we also have **grants for you**. These financial resources are financed by EU-financed Operational Program *European Funds for a Modern Economy*.

You can receive up to 80 000 PLN. You can spend them on foreign expansion costs: international B2B lub B2C events, study visits, business partners acquisition, localization, product development etc. The most important goal of this grant is to go global and expand abroad.

Our team will help you prepare all details in Schedule and Budget sheets, everything according to the rules of Polish Agency for Enterprise Development.




About our graduates

Many of our graduates (and we have over 60 of them) have achieved a lot, thanks to our support programmes for indie developers - Digital Dragons Incubator & Accelerator. We have supported studios creating games for both PCs/consoles and mobile devices and through our programmes helped them increase the competencies of the teams and the development of their games.

We are happy that the teams are successful and our contribution to their growth was considerable.

Find out what graduates of previous editions have to say about us!



Digital Dragons had contacted us with VC fund Satus Games that later on invested in our company, which, in turn, allowed us to continue the development of Heading Out. Our cooperation with Digital Dragons has continued. The knowledge we've acquired during the incubation programmes, especially in terms of budgeting, scheduling, the importance of cash flow and risk management allowed us to sign the next publishing deal and thrive as a studio.

Jakub Bukala
CEO of Serious Sim



”

The expertise and insights of experienced mentors our studio has met during the workshops turned out to be crucial in building a business strategy, improving the quality of products, and streamlining our studio's operational processes. The importance of networking and collaboration opportunities provided by the Accelerator cannot be overstated. During the programme our team managed to establish numerous industry contacts, thanks to which we could not only exchange experiences with other programme participants but also expand our professional network.

Playdew

a Pakistani studio developing the game *Lost Twins II*

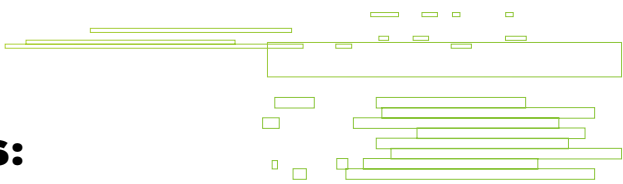
”

The incubator is amazing. Your work is invaluable. Without your help, I can't imagine what it would look like. **I thought I was ready, but your classes gave me a lot of knowledge and new awareness.** Incubator, of course, for 6!

Maciej Karbownik

team *Dark Lord*





Next steps: what after the acceleration programme?

In our Digital Dragons Hub, we have many programmes for gaming studios. Digital Dragons Incubator & Accelerator graduates often use the solutions we propose:

attend the **Digital Dragons Conference** (May each year in Krakow) and show your game to a wider audience - we offer discounts on tickets and free stands for graduates!

studios participating in our programmes have access to our **Discord community**, where you are the first ones to learn about our upcoming projects and events

we often offer our graduates **discounts on organized trips abroad** as part of ongoing programmes (e.g. Creative Małopolska which covers travel costs to attend conferences for game studios from Małopolska region)

And most importantly - **every team in our ecosystem can count on our support**. We always promote their game releases on social media, inform about their participation in conferences, and provide advisory support.

**Let's build a
community together!**

FEEL FREE TO JOIN US



Who are we?

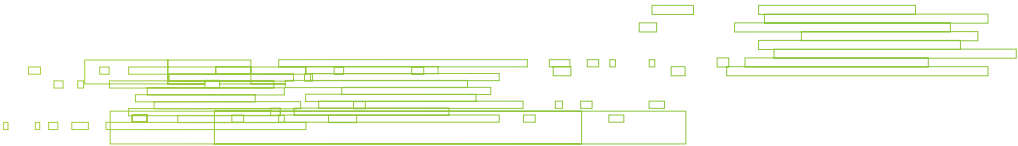
The team behind Digital Dragons Accelerator

You know how to develop games. We know how to help companies grow faster. Together we can spread your wings and sharpen your claws.

We are Digital Dragons Accelerator - **the one and only accelerator in Poland and one of the few in Europe focused on supporting game projects**. We analyze 100-200 pitchdecks from the whole world every year and support several dozen indie game developers during our acceleration and incubation programmes, events, networking spaces and competitions.

Over the past few years we've helped over 500 indie game studios, startups, tech companies and non-formal project teams.

We are also supported by a group of more than 100 mentors and experts, of whom more than 1/3 are C-level managers and 2/3 are specialists with at least senior experience - [learn more about our partnerships](#)





Łukasz Leszczyński

Head of Game Incubation and Acceleration, experienced project manager, business consultant, trainer, expert of innovations, fundraising, gamification and creative solutions.

Favorite game: *Star Wars. X-wing*

in

Klaudia Stawska-Magdziak

Expert in Game Incubation and Acceleration. Experienced business consultant, event manager and trainer. Supports indie game studios and developers through mentoring, workshops, milestone evaluation, product development. Associated with the game industry media for a decade.

Favorite game: *Dungeons & Dragons*

in



Paulina Pyziot

Expert in Game Incubation and Acceleration. Experienced business consultant, event manager and networker. Supports indie game studios and developers through mentoring, workshops and business matchmaking.

Favorite game: *World of Warcraft*

in



Małgorzata Marzęcka

Expert in Game Incubation and Acceleration. Experienced business consultant, project manager and researcher. Supports indie game studios by evidence-based knowledge, organizing processes and fundraising.

Favorite game: *Ori and the Blind Forest*

[in](#)

Agata Pietras

Expert in Game Incubation and Acceleration. Experienced business consultant and event manager. Supports indie game studios and developers through mentoring, milestone evaluation and scouting of business development opportunities.

Favorite game: *Dead by Daylight*.

[in](#)



Digital Dragons Hub

Digital Dragons is a comprehensive ecosystem for the games industry run by Krakow Technology Park on a local, national and international level. Digital Dragons is a community where everyone can expect support, regardless of the stage of their journey in the world of gamedev.



Digital Dragons

ACCELERATOR

