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BRAZIL GAMES TO TAKE CENTER STAGE WITH NEARLY 50 STUDIOS AT GDC 2024

LARGEST DELEGATION TO DATE WILL SPOTLIGHT
LATIN AMERICAN CREATIVITY THROUGH DEMOS
AND OFFICIAL DEDICATED GDC SESSION

São Paulo, Brazil, March 07, 2024 - The Brazil Games delegation will return to the Game Developers Conference (GDC) in San Francisco, California, from March 18-22 to once again highlight the Brazilian game industry's growth and innovation on the international stage. The delegation, organized by the Brazil Games Project, a partnership between Brazilian Game Association (Abragames) and ApexBrasil (Brazilian Trade and Investment Promotion Agency), will spotlight Brazilian games and technology at stand P1681 in the San Francisco Moscone Center's North Hall.

The Brazil Games delegation will feature nearly 50 companies. Pepita Digital ([Master Lemon and the Tree of languages](#)), Hermit Crab Game Studio ([FC Barcelona Freestyle](#) and [Benfica Football Merge](#)), Audaces ([Audaces Fashion Studio](#)), ExtraordinaryGames.fun ([Midnight Dreams](#)), The Glitch Factory ([To Kill A God](#)), Mad Mimic ([Mark of the deep](#)) and Rockhead Studios ([Starlit Adventures 2](#)) will be showcasing their titles at Brazil Games' mini-booths from Wednesday, March 20 to Friday, March 22 at stand P1681 in North Hall.

Check the delegation agenda [here](#).

This year's Brazil Games delegation also includes ARVORE Immersive Experiences ([Pixel Ripped 1978](#)), BitCake Studio ([Atomic Picnic](#)), Double Dash Studios ([Shadows of Chroma Tower](#)), Gazeus Games ([Dominoes Battle](#)), Lightfarm Studios ([Zero Liliu Bloom](#)), Mad Mimic ([Mark of the Deep](#)), PEPITA DIGITAL ([Master Lemon - The Tree of Languages](#)), Seize Studios ([WHAT THE DUCK](#)), The Glitch Factory ([No Place for Bravery](#)), White Wolfy ([A SUNDAY AFTERNOON](#)), and many others.

A complete list of all the Brazilian studios attending GDC this year can be found [here](#).

Additionally, Brazil Games will host its own official GDC 2024 session, "Next-Gen Brazil: Where Your Next Game Business Will Thrive," on Thursday, March 21, from 3:00 PM to 3:30 PM at Room 3022, West Hall. Rodrigo Terra, President of Abragames (Brazilian Game Companies Association), and Gustavo Steinberg, CEO of Gamescom Latam and BIG Festival, will host the session discussing the Brazilian gaming development industry's sustained growth and the country's eagerness for new gaming content and products.

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Furthermore, the Brazilian delegation will participate to the Independent Games Summit for a panel entitled “A decade unveiled : The Brazilian Indie Games Scene’s Transformative Journey” hosted by Arthur Protosia (Fableware), Bruno Campagnolo de Paula (PUC-PR), Ana Ribeiro (Arvore Immersive Experiences), Thais Weiller (JoyMasher), Sandro Manfredini (Epic Games)

“The Brazil Games delegation is proud to return to GDC this year,” said Eliana Russi, Director of Operation of Abragames. “The recognized quality of development by Brazilian companies, rapid rise of support studios, proliferation of external development services, presence of world-renown companies such as Garena, Tencent, and Ubisoft, and other factors have earned the Brazilian games industry its rightful place on the international stage. We invite all GDC attendees to visit our booth and realize the full potential of Brazil first-hand.”

Brazil Games is also inviting all GDC participants to attend the Brazilian Breakfast and **SP DAY Networking** events taking place at the Brazil Games stand (P1681) on Thursday, March 21 at 10:00 AM and 4:00 PM, respectively. Attendees can contact Damien Sarrazin (damien@homerunpr.com) if interested.

Lastly, Brazil Games will participate in the - invite-only - Global Play Showcase competition at BuzzWorks (365 11th St, San Francisco, CA 94103) on Tuesday, March 19, from 6:00 PM to 9:00 PM. Mad Mimic’s [Mark of the Deep](#) pirate themed adventure will represent Brazil with the tastiest snack Latin America has to offer.

MEDIA CONTACT

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About Brazil Games

The Brazil Games Export Sector Project is a non-profit program created by Abragames (Brazilian Game Developers Association) in partnership with ApexBrasil (Brazilian Agency for the Promotion of Exports and Investments). Its aim is to strengthen the Brazilian digital gaming industry by providing training and creating new business opportunities for Brazilian companies in the international market. Here’s how to participate in the Brazil Games Project: See [here!](#)

About Abragames (Brazilian Game Companies Association)

Founded in 2004 by a group of game development companies, Abragames, the Brazilian Association of Game Developers, emerged as a non-profit organization with

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the goal of strengthening the national game development industry. Abragames' mission is to coordinate, strengthen, and promote the Brazilian digital game industry through representation and dialogue within both the national and international ecosystems, fostering an understanding of all elements within our value chain. Additionally, Abragames promotes events and partnerships aimed at advancing the state of the art in game development in Brazil.

About ApexBrasil

The [Brazilian Trade and Investment Promotion Agency \(ApexBrasil\)](#) works to promote Brazilian products and services abroad and attract foreign investments to strategic sectors of the Brazilian economy. In order to achieve its goals, ApexBrasil carries out several trade promotion initiatives aimed at promoting Brazilian products and services abroad, such as prospective and trade missions, business rounds, support to the participation of Brazilian companies in major international fairs, visits of foreign buyers and opinion makers to learn about the Brazilian productive structure, among other business platforms that also aim at strengthening the Brazil brand. The Agency also acts in a coordinated way with public and private players to attract foreign direct investment (FDI) to Brazil with a focus on strategic sectors for the development of the competitiveness of Brazilian companies and the country.