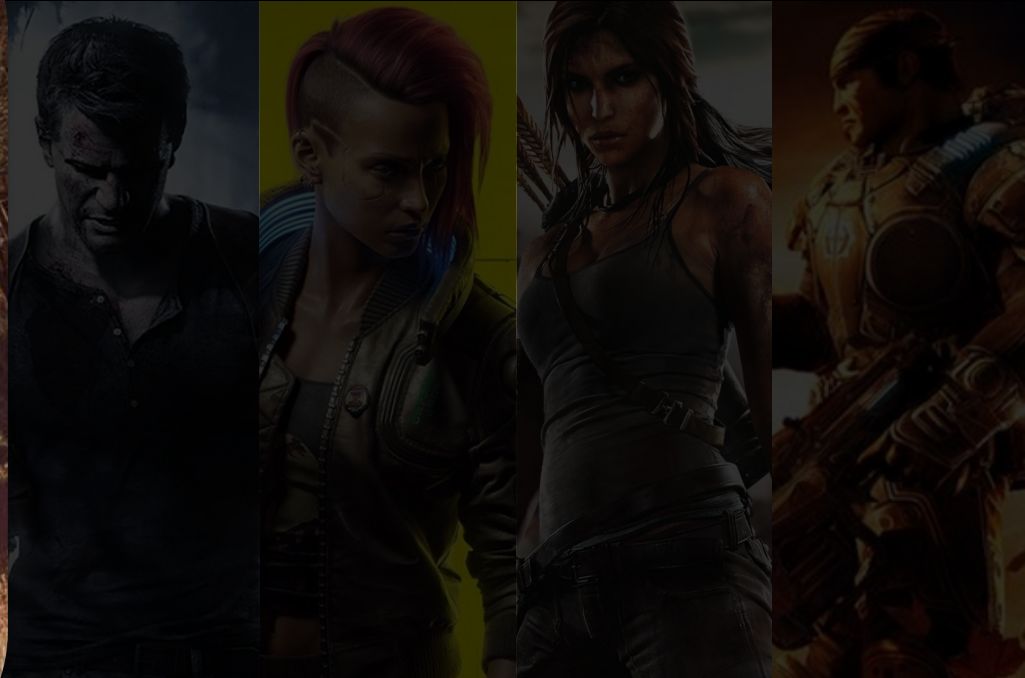
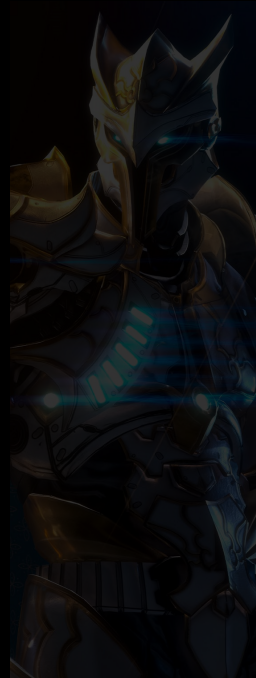






# GODFALL

The game is set in a high fantasy setting, split into the realms of Earth, Water, Air, where players take the role of one of the last exalted Knight's Order to prevent a major apocalyptic event.



# THE LAST OF US



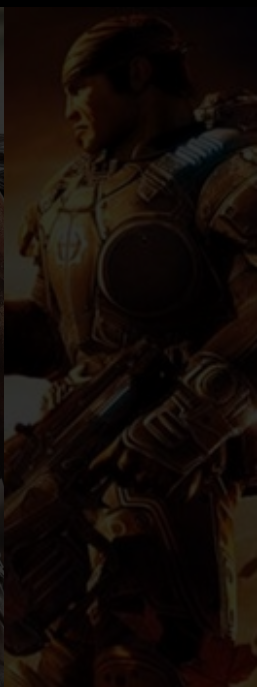
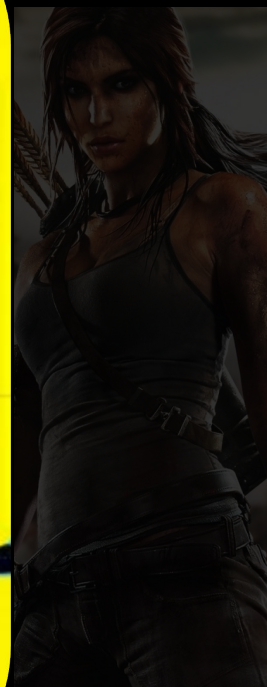
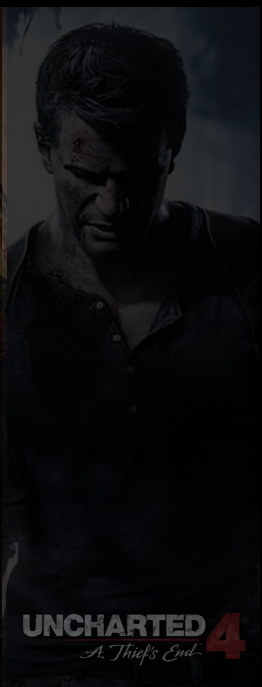
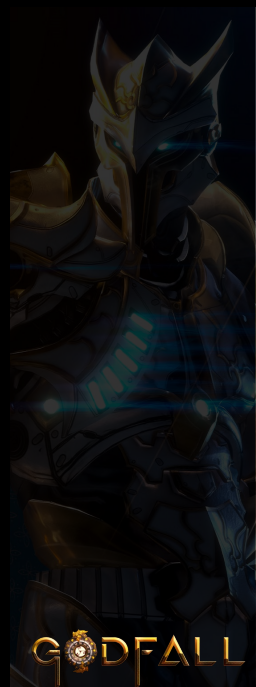
Winner of a combined 500+ Game of the Year awards, The Last of Us series is critically renowned for its emotional storytelling, unforgettable characters, and suspenseful action-adventure gameplay.



# UNCHARTED **4**

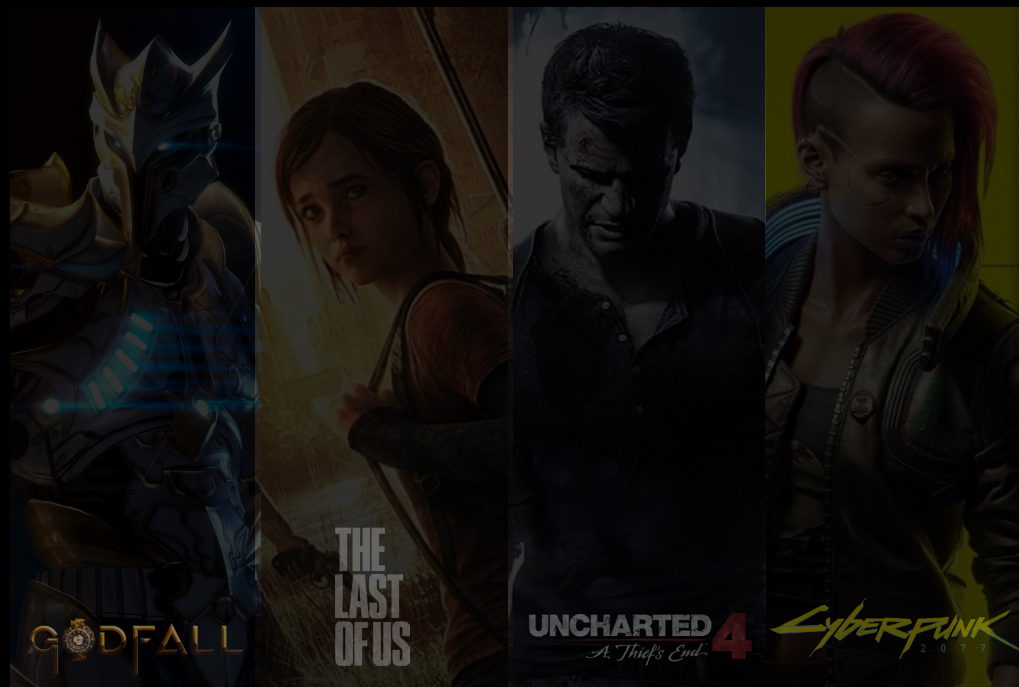
*A Thief's End™*

Thief's End is a masterful conclusion to the Nathan Drake saga. With stunning graphics, a captivating narrative and solid gameplay, the game takes players on an exciting journey full of action and adventure.



# CYBERPUNK 2077

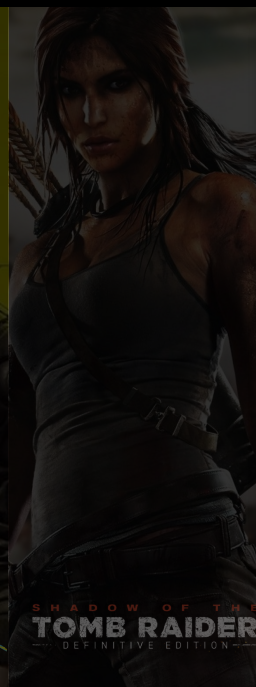
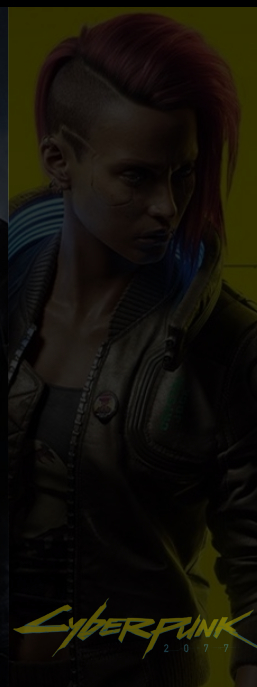
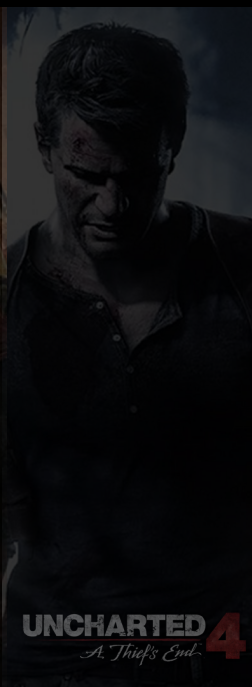
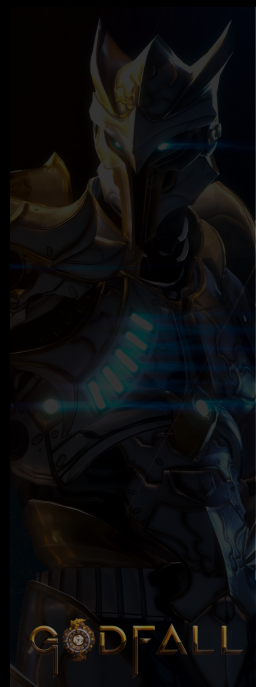
Cyberpunk 2077 is an open-world, action-adventure story set in Night City, a megalopolis obsessed with power, glamour and body modification. Assume the role of V, a mercenary outlaw going after a one-of-a-kind implant that is the key to immortality.



# SHADOW OF THE TOMB RAIDER

DEFINITIVE EDITION

Shadow of the Tomb Raider is a 2018 action-adventure game developed by Eidos-Montréal and published by Square Enix's European subsidiary. The game is the sequel to Rise of the Tomb Raider and is the twelfth mainline entry in the Tomb Raider series, as well as the third and final entry of the Survivor trilogy.



Gears of War is a 2006 third-person shooter video game developed by Epic Games and published by Microsoft Game Studios. It is the first installment of the Gears of War series, and was initially released as an exclusive title for the Xbox 360 in November 2006.

**GEARS  
OF WAR**  
ULTIMATE EDITION

GAMES DEVELOPED  
IN THE

# PHILIPPINES

GODFALL

UNCHARTED 4  
*A Thief's End*

CYBERPUNK  
2.0.7.7

SHADOW OF THE  
TOMB RAIDER  
DEFINITIVE EDITION

GEARS  
OF WAR  
ULTIMATE EDITION





# GDAP

GAME DEVELOPERS  
ASSOCIATION  
OF THE PHILIPPINES



## VISION

GDAP envisions a Philippine Game Development industry that is both prosperous and global class.



# ACADEMIC MEMBERS



# CORE AND AFFILIATE MEMBERS

Animation Vertigo ASIA | Neun Farben | DEFINITE STUDIOS | Keywords STUDIOS | ThinkBIT | ONEUNIVERSE | AMBER PHILIPPINES | gumi | EXODIA GAME DEVELOPMENT STUDIO  
 PurpleBug | HOLYSOFT 6100 | PHILIPPINES | GAME DESIGN | PIXEL MAFIA | TEAM GOOD KNIGHT | RAZER Gold | CMD STUDIOS | SYNERGY88 DIGITAL | TAKTYL STUDIOS | MAZUR STUDIOS | TOP PEG INSTITUTE OF ARCHITECTURE & DESIGN  
 CATALYST STUDIOS | Kooapps | GAME OPS | LAGUNA GAMES | EGO Extreme Great Technology | CHIKON | GCML Resources | MONSTRO NAUTS | RANIDA GAMES | wacom | LEVERET  
 D2C DIGITAL ART CHEFS | Seaversity | pci

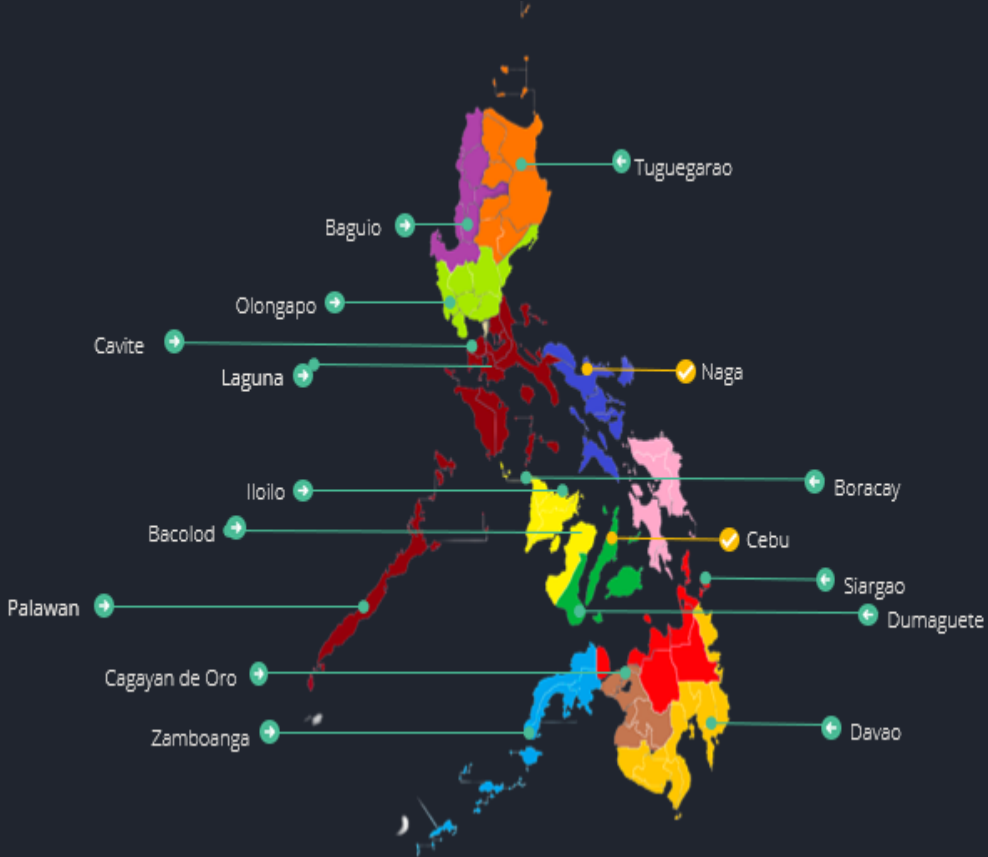


GAME DEVELOPERS ASSOCIATION OF THE PHILIPPINES

24 Academic Members

54 Core and Affiliate Members

# GROWING THE INDUSTRY ACROSS ALL REGIONS



**LEGEND:**

- Local Branch WIP
- Local Branch Est

# EVENTS AND ACTIVITIES



CG ARTS Certification Programs



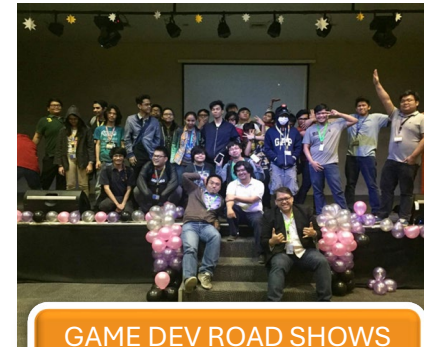
GAME DEV Refresher Courses



KAPIHAN SESSIONS Membership Meetings



INTERNATIONAL & LOCAL Trade Missions



GAME DEV ROAD SHOWS and Information Drive



EXPOS & GAME AWARDS And more



Department of Trade and Industry

Through the DTI's Malikhaing Pinoy program, we seek to establish mechanisms to support world-class Filipino talents by providing a holistic set of programs that encompasses institutional strengthening and creative market acceleration. From a Creative Learning Academy, to a Creative Venture Fund, and Creative Innovation Centers.

-Sec. Alfredo Pascual



Department of Science and Technology

We want DOST as one team. I believe that if you have the passion for service and for making sure that our people are served better by STI [science technology and innovation], we will have an additional tagline besides SFTP. It is 'One DOST for you.' We should talk to the people, especially at the regional and provincial levels, bringing the whole DOST."

-Sec. Renato Solidum Jr



National Economic and Development Authority

"We will remove the barriers to innovation by putting the necessary enablers in our ecosystem. These enablers include the right policies, innovation-friendly regulations, good governance, accessible financing, state-of-the-art infrastructure, and a supportive culture."

-Sec. Arsenio Ballisacan



Intellectual Property Office of the Philippines

With the theme "Creating a Silver BRIGHT Year" to sustain Philippine recovery, DG Barba hopes to create more impact in 2022 and sustain the country's recovery from the pandemic's economic shocks. The agency's greater efforts to serve the MSMEs, the independent inventors and creators.

-Sec. Arsenio Ballisacan



Department of Tourism

"The recently enacted Republic Act 11904, known as the Philippine Creative Industries Act of 2022 (PCIDA), stands as a beacon for fostering the creative industries. Mandating the safeguards and fortifying the rights and capacities of creative firms, creators, and stakeholders in the country, the law also advocates establishing the Philippine Creative Industries Development Council (PCIDC)."

- Sec. Cristina Garcia Frasco



Department of Information and Communication Technology

In a message sent to the Game Developers Association of the Philippines and CBZN Perspective, Duterte said the PGDX is an "excellent opportunity to exhibit the expertise and originality of local creators" as the Philippine game industry is quickly expanding. She noted that the video game market is expected to exceed \$1 billion in 2022 and will also expand in the next 10 years

- VP Sarah Duterte



Commission on Higher Education

This voice resonates collaboration, solidarity, and collective ambition, which is essential in addressing the ever-evolving challenges in higher education," he said in a speech during the event.

He added that it will open opportunities for all public higher education institutions (HEIs) to "share expertise, experiences, and best practices," which will generally benefit the sector.

- Sec. Popoy De Vera



Commission on Higher Education

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- Vice President Sarah Duterte



Department of Education

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- Vice President Sarah Duterte



# Pillars of the CREATIVE INDUSTRIES

Development Act



“

“We excel in arts and culture, new media, live events – avenues which generate primary and downstream jobs for our creative and talented countrymen,”

- President Ferdinand Marcos Jr.

”



**3.1** Billion Gamers By the Year 2024

In the aggressive scenario, the Philippine game development services industry has the potential to add

**6,200** New Jobs

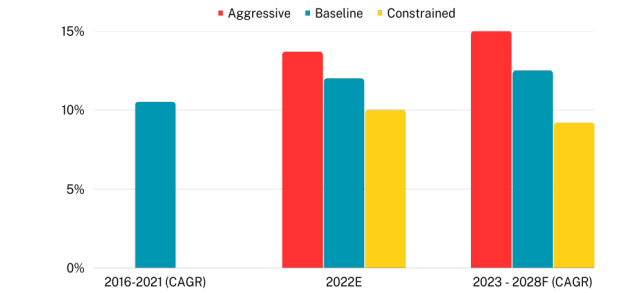
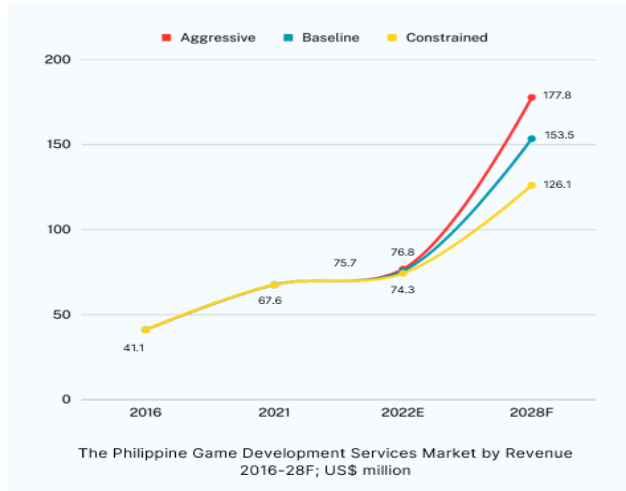
And achieve an annual revenue

**177.8** Million USD

by the Year

**2028** Supported by favorable global domestic factors. In the coming six (6) years (2022 – 20228)

**86** Billion Global Mobile Gaming Value (2020) with Growth Rate of 12%



**DISTRIBUTION OF THE PHILIPPINE GAME DEVELOPMENT SERVICES MARKET BY KEY BUYER GEOGRAPHIES**

Geography	Fitment with PH capabilities and value proposition	Offshoring annual growth forecast
North America	Moderate to High	Moderate to High
UK and Europe	Low to Moderate	Moderate
Rest of APAC	Moderate	Moderate to High



**EXTENT OF ADOPTION IN THE PHILIPPINES**



**DEVELOPMENT** [Low Battery]

- Idea Generation
- Concept Creation

**PRE PRODUCTION** [Low Battery]

- Storyboard Creation
- Script Preparation
- Game Design
- Layout Development

**PRODUCTION** [High Battery]

- Game Programming
- Game Art Asset Development
- Motion Capture Clean up
- Animation

**TESTING** [Medium Battery]

- Quality Assurance
- Debugging
- Testing

**LAUNCH** [Low Battery]

- Promotion and distribution
- Video Release

INDICATORS:

HIGH: [Full Battery] LOW: [Empty Battery]

GDAP envisions a Philippine Game Development industry that is both prosperous and global class.

## - Vision

GDAP is committed to elevating and advocating the game development industry in the country via education and collaboration.

## - Mission

### 10 POINT AGENDA

Aligned to the RA 11904 "Creative Industries Act"

1

#### Collaboration and Networking

Foster a collaborative environment among game developers in the Philippines to encourage the sharing of ideas, resources, and expertise..

2

#### Skill Development Program

Establish training programs, workshops, and seminars to enhance and assess the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends

3

#### Industry Advocacy Initiatives

Advocate for the interests of game developers in the Philippines, working closely with regulatory bodies and policymakers to create a supportive environment for the growth of the gaming industry..

4

#### Diversity and Inclusion Initiatives

Implement initiatives to promote diversity and inclusion within the gaming community, aiming for a more representative and inclusive industry.

5

#### Digitalize Knowledge Sharing

Create online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the association.

6

#### Incubation And Funding Support

Collaborate with government agencies, investors, and other stakeholders to establish incubation programs and facilitate funding opportunities for aspiring game developers.

7

#### Quality Assurance Standards

Develop and promote industry-wide quality assurance standards to ensure the production of high-quality games that meet international benchmarks.

8

#### Public Outreach and Education

Engage in public outreach programs to educate the general public about the gaming industry, its economic impact, and the creative aspects of game development..

9

#### Intellectual Property Initiatives

Collaborate and align to the guidelines and ethical standards to safeguard the intellectual property of the Philippine Game Developers

10

#### Research And Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

1

# Collaboration and Networking

Foster a collaborative environment among game developers in the Philippines to encourage the sharing of ideas, resources, and expertise..

2

Skill  
Development  
Program

Establish training programs, workshops, and seminars to enhance and assess the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends.

3

Industry  
Advocacy  
Initiatives

Create initiatives to advocate for the interests of developers in the industry, working with regulatory and policymakers to create a supportive environment for the growth of the gaming industry.

4

Diversity and  
Inclusion  
Initiatives

Create initiatives to promote diversity and inclusion within the gaming industry, aiming for a representative and inclusive industry.

5

Digitalize  
Knowledge Sharing

Develop online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the industry.

6

Incubation  
And  
Funding Support

Collaborate with government agencies, private companies, and other stakeholders to establish incubation programs and provide funding opportunities for aspiring developers.

7

Quality  
Assurance  
Standards

Develop and promote industry standards to ensure the quality and integrity of game production, including international benchmarks.

8

Public  
Outreach and  
Education

Conduct public outreach and education programs to educate the public about the gaming industry, its economic impact, and the various aspects of game development.

9

Intellectual  
Property  
Initiatives

Create and align to the industry and ethical standards to safeguard the intellectual property of the gaming industry.

10

Research  
And  
Development

Encourage a dynamic and innovative research and development environment, promoting knowledge exchange and the credibility of the industry's contributions to the gaming industry.

RA 11904 IRR – Sec. 3. Declaration of Policy

“The State to promote and support the development of **Philippine creative industries by protecting and strengthening the rights and capacities of creative firms, artists, artisans, creators**, workers, indigenous cultural communities, content providers, and stakeholders in the creative industries as defined in the PCIDA and PCIDA IRR.”



1

# Collaboration and Networking

Foster a collaborative environment among game developers in the Philippines to encourage the sharing of ideas, resources, and expertise..

2

Skill Development Program

Establish training programs, workshops, and seminars to enhance and assess the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends.

3

Industry Advocacy Initiatives

Create for the interests of developers in the industry, working with regulatory and policymakers to create a supportive environment for the growth of the gaming industry.

4

Diversity and Inclusion Initiatives

Create initiatives to promote diversity and inclusion within the gaming industry, aiming for a representative and inclusive industry.

5

Digitalize Knowledge Sharing

Create online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the industry.

6

Subvention And Funding Support

Collaborate with government agencies, private companies, and other stakeholders to establish programs and funding opportunities for aspiring developers.

7

Quality Assurance Standards

Develop and promote quality assurance standards to ensure the production of high-quality games that meet international standards.

8

Public Outreach and Education

Conduct public outreach and education programs to educate the public about the gaming industry, its impact, and the various aspects of game development.

9

Intellectual Property Initiatives

Create and align to the industry and ethical standards to safeguard the intellectual property of the gaming industry.

10

Research And Development

Encourage a dynamic and innovative research and development environment, promoting knowledge exchange and the contributions of the gaming industry.

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### Collaborative Network

Foster a collaborative network among game developers in the Philippines to encourage sharing of ideas, expertise, and resources.

# Skill Development Program

Establish training programs, workshops, and seminars to enhance and assess the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends

### Industry Advocacy Initiatives

Advocate for the interests of game developers in the Philippines, working closely with regulatory bodies and policymakers to create a supportive environment for the growth of the gaming industry.

### Diversity and Inclusion Initiatives

Implement initiatives to promote diversity and inclusion within the gaming community, aiming for a more representative and vibrant industry.

### Digitalize Knowledge Sharing

Create online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the industry.

### Incubation And Funding Support

Collaborate with government agencies, investors, and other stakeholders to establish incubation programs and provide funding opportunities for aspiring game developers.

### Quality Assurance Standards

Develop and promote industry-wide quality assurance standards to ensure the production of high-quality games that meet international benchmarks.

### Public Outreach and Education

Engage in public outreach programs to educate the general public about the gaming industry, its economic impact, and the creative aspects of game development.

### Intellectual Property Initiatives

Collaborate and align to the guidelines and ethical standards to safeguard the intellectual property of the Philippine Game Developers.

### Research And Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

RA 11904 IRR – Rule 22 Creative Instruction and Education

The Council shall establish a Creative Educational Plan and other **policies, programs, and strategies geared towards human resource development, audience capacity, and consumer empowerment** in the country's creative industries, in partnership with the private sector and academe



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## Collaborative Network

Foster a collaborative network among game developers in the Philippines to encourage the sharing of ideas, expertise, and resources.

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### GDAP Shall:

- Establish Memorandum of Understandings
- Assist on Development of Curriculums through Funding Grants
- Develop training materials based on Industry Standards on the integration of game development-related subjects
- Recognized Body for Assessment for Industry Readiness
- Gap Analysis of Current Trends and Innovations in the Game Industry
- Assist Educational and Training Sectors on the selection of Centers of Excellence
- Establish mechanisms to monitor the effectiveness of the implemented programs and strategies



1

### Collaborative Network

Foster a collaborative environment among game developers in the Philippines to encourage sharing of ideas, resources, and expertise.

2

### Skill Development Programs

Establish training programs, workshops, and seminars to enhance and assess technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends.

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### Research and Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

RA 11904 IRR – Rule 9 Sec. 1 ( C ) Marketing and Promotions

“(1) Develop and sustain cooperative exchanges, partnerships, and collaborations with and among **government agencies, creative entities, organizations, and associations, locally and overseas, whether from the public or private sector**, and coordinate with the Department of Foreign Affairs (DFA), its embassies, and its Philippine foreign service posts, and other pertinent government agencies for overseas cooperative exchanges, partnerships, and collaborations.”

1

### Collaborative Networks

Foster a collaborative network among game developers in the Philippines to encourage sharing of ideas, resources, and expertise.

2

### Skill Development Programs

Establish training programs, workshops, and seminars to enhance and assess technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends.

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# Industry Advocacy Initiatives

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### GDAP Shall:

- Establish collaborative networks and foster local and international associations
- Represent the Philippine game development industry in international forums, conferences, and trade events.
- Endorse potential multi- and bilateral international trade agreements
- Identify and endorse international trade agreements that will positively impact the Philippine game development sector.
- Establish mechanisms to monitor the impact of international collaborations and agreements



1

### Collaborative Networking

Foster a collaborative environment among game developers in the Philippines to encourage the sharing of ideas, resources, and expertise.

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### Skill Development

Establish training workshops and seminars to enhance the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends.

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Implement initiatives to promote diversity and inclusion within the gaming community, aiming for a more representative and inclusive industry.

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### Research And Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

RA 11904 IRR – Rule 9 Sec. 1 ( E ) Other Functions

(1) Generate and mobilize resources from domestic and foreign sources, **receive and accept donations and other conveyances by gratuitous title, including funds, materials and services, and rationalize the use and the equitable distribution** of such resources to the various creative industries through mechanisms including competitive grants

1

### Collaborative Networki

Foster a collaborative among game developers in the Philippines to encourage sharing of ideas, resources, and expertise.

2

### Skill Development

Establish training workshops, and enhance the technical and creative skills of game developers to ensure they stay up-to-date with the latest industry trends.

3

### Industry Advocacy Initiative

Advocate for the interests of game developers in the Philippines, work with regulatory bodies and policymakers to create a supportive environment for the growth of the industry.

4

### Diversity and Inclusion Initia

Implement initiatives to promote diversity and inclusion within the gaming community, attract more representative and talented talent to the industry.

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### Research And Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

RA 11904 IRR – Rule 18 Digitalization of the Creative Industries

(1) Entities from the creative industries shall be granted access to **digital services and digital training platforms**. **Technical and financial assistance programs shall also be provided to Filipino entities that endeavor to create digital content distribution platforms** and other digital innovations benefitting the creative industries.



# 5

## Digitalize Knowledge Sharing

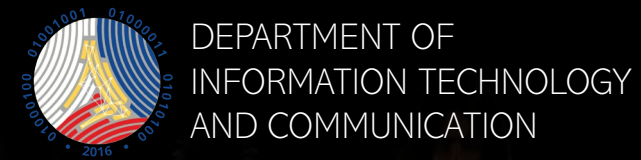
Create online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the association.

- 1 Collaborative Network
- 2 Skill Development
- 3 Industry Advocacy Initiative
- 4 Diversity and Inclusion Initiative

- 6 Incubation And Funding Support
- 7 Quality Assurance Standards
- 8 Public Outreach and Education
- 9 Intellectual Property Initiatives
- 10 Research And Development

RA 11904 IRR – Rule 18 Digitalization of the Creative Industries

(1) Entities from the creative industries shall be granted access to digital services and digital training platforms. Technical and financial assistance programs shall also be provided to Filipino entities that endeavor to create digital content distribution platforms and other digital innovations benefitting the creative industries.



- GDAP Shall:**
- Assist DICT in the pooling of content and learning material relevant to the 2<sup>nd</sup> Agenda Skills Development
  - Assist DICT on the services, platforms, and programs to be delivered to efficiently create industry enterprises.
  - Comply with the guidelines or incorporate the provisions of the PCIDA and the PCIDA Rules to existing digitalization strategies



6

# Incubation And Funding Support

Collaborate with government agencies, investors, and other stakeholders to establish incubation programs and facilitate funding opportunities for aspiring game developers,

1

## Collaborative Network

Foster a collaborative network among game developers in the Philippines to encourage sharing of ideas, resources, and expertise.

2

## Skill Development

Establish training workshops, and enhance technical and creative skills of game developers to stay up-to-date with the latest industry trends.

3

## Industry Advocacy Initiative

Advocate for the interests of game developers in the Philippines, working with regulatory bodies and policymakers to create a supportive environment for the growth of the industry.

4

## Diversity and Inclusion Initiative

Implement initiatives to promote diversity and inclusion within the gaming community, ensuring a more representative industry.

5

## Digitalize Knowledge Sharing

Create online platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the association.

7

## Quality Assurance Standards

Develop and promote industry-wide quality assurance standards to ensure the production of high-quality games that meet international benchmarks.

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## Public Outreach and Education

Engage in public outreach programs to educate the general public about the gaming industry, its economic impact, and the creative aspects of game development.

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## Intellectual Property Initiatives

Collaborate and align with the guidelines and ethical standards to safeguard the intellectual property of the Philippine Game Developers.

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## Research and Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

RA 11904 IRR – Rule 20 Creative Industries Investment Priority Plan

The Council shall create a **Creative Industries Investment Priority Plan (CIIPP)** that contains a list of specific activities in the creative industries that may qualify for fiscal and non-fiscal incentives. T

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RA 11904 IRR – Rule 1 Sec. 3 General Provisions

The State shall establish a creative industries development council mandated to **implement a long-term plan for the development and promotion of the Philippine creative industries**, with programs aimed at creating opportunities and employment, nurturing human resources, ensuring financial-enabling mechanisms, and providing incentives to encourage and **sustain Filipino excellence** in the creative industries.

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### Enhanced Credibility and Reputation

Establishing QA standards ensures that games developed in the Philippines adhere to high-quality benchmarks. This enhances the credibility and reputation of the Philippine game development industry on the global stage.

### Consumer Trust and Satisfaction

QA standards contribute to the creation of games that meet or exceed international quality expectations. This, in turn, builds trust among consumers, both locally and internationally, leading to higher levels of satisfaction.

### Competitive Market Advantage

Adherence to industry-wide QA standards provides a competitive advantage. Games that meet or surpass these standards are more likely to succeed in the global marketplace, attracting a wider audience and potential business partners.

### Consistency in Development Practices

QA standards provide a set of guidelines and best practices that ensure consistency in the development process. This consistency is crucial for collaborative projects, allowing different teams or studios to work together seamlessly.

### Alignment with Global Trends

QA standards keep the local game development industry aligned with global trends and technological advancements. Staying up-to-date ensures that games produced in the Philippines remain competitive and relevant in the ever-evolving global gaming landscape.



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RA 11904 IRR – Rule 9 Marketing and Promotions

Support local and international creative festivals, exhibitions, trade shows, and other similar activities for the purpose of promoting the **broadest dissemination and consumption of Filipino creativity** as a tool for socio-cultural and economic development

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- Funding and Grants**  
Provide financial support to GDAP through grants or subsidies specifically designated for public outreach initiatives. This funding can be used to organize educational campaigns, workshops, seminars, and awareness programs to reach a broader audience.
- Collaborative Campaigns**  
Foster collaboration between GDAP and relevant government agencies, to integrate game development awareness into educational curricula. This can involve creating modules or hosting events in schools to educate students about the industry.
- Media Partnerships**  
Support GDAP in forming partnerships with media outlets, both traditional and digital. This could include sponsoring TV and radio programs, creating informative content, and leveraging social media platforms to disseminate information about the game development industry and its impact on the economy.
- Public Events and Expos**  
Allocate resources to support the organization of public events, expos, and festivals dedicated to showcasing the achievements of the local game development industry. These events can serve as platforms for GDAP to engage directly with the public, demonstrate games, and provide insights into the creative process.
- Government Campaigns**  
Integrate messages about the game development industry into broader government campaigns promoting technology, innovation, and creative industries. This could involve featuring success stories of local game developers in government publications, websites, and public service announcements to raise awareness among the general population.

# 8 Public Outreach and Education

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INTELLECTUAL PROPERTY OFFICE OF THE PHILIPPINES

10

### Research and Development

Cultivate a dynamic and collaborative research environment, promoting knowledge exchange and elevating the credibility of members' contributions to the gaming industry.

### Joint Awareness Campaigns

Launch joint awareness campaigns with IPOPHIL to inform the game development community and the public about the importance of intellectual property protection. Utilize social media, industry events, and other platforms to disseminate information on IP rights, discourage piracy, and promote respect for intellectual property.

### Guidance on IP Registration

Facilitate sessions where GDAP members can receive guidance on the process of registering their intellectual property with IPOPHIL. Provide assistance in preparing the necessary documentation and help navigate the registration requirements for copyright protection of game content, trademarks for game titles, and other relevant IP assets.

### Monitoring and Reporting

Establish mechanisms for GDAP members to report potential intellectual property infringement cases to IPOPHIL. Collaborate with IPOPHIL to develop a system for monitoring and addressing intellectual property violations within the game development community.

### Networking and Consultation

Facilitate regular consultations and meetings between GDAP representatives and IPOPHIL officials to discuss emerging issues, policy updates, and areas where collaboration can be strengthened. Foster an ongoing dialogue to address the evolving challenges faced by the game development industry in the realm of intellectual property.

### Access to IP Resources

Work with IPOPHIL to provide GDAP members with access to relevant intellectual property resources, guidelines, and databases. Ensure that game developers have the necessary information to conduct searches and due diligence before creating and releasing their games to avoid potential IP conflicts.

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RA 11904 IRR – Rule 17 Research and Development and Innovative Support

The DOST, in coordination with the Council, shall identify priority areas and evaluate projects for funding in alignment with the **DOST Harmonized National Research and Development Agenda and/or Philippine Creative Industries Plan**.

Eligibility for R&D support, including the size of funding, shall be determined by the DOST depending on its funding availability. All approved projects shall abide with the provisions of **the DOST Administrative Order No. 11 Series of 2020 or the Revised Guidelines for the Grants-in-Aid Program** of the DOST and its Agencies, including its amendments.

# 10

## Research And Development

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DEPARTMENT OF SCIENCE AND TECHNOLOGY



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Foster a collaborative environment among game developers in the Philippines to encourage the sharing of ideas, resources, and expertise..

2

## Skill Development Program

Establish training programs, workshops, and seminars to enhance and assess the technical and creative skills of game developers, ensuring they stay up-to-date with the latest industry trends

3

## Industry Advocacy Initiatives

Advocate for the interests of game developers in the Philippines, working closely with regulatory bodies and policymakers to create a supportive environment for the growth of the gaming industry..

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## Diversity and Inclusion Initiatives

Implement initiatives to promote diversity and inclusion within the gaming community, aiming for a more representative and inclusive industry.

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## Digitalize Knowledge Sharing

Create online and offline platforms for members to share knowledge, experiences, and best practices, fostering a culture of continuous learning within the association.

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Collaborate with government agencies, investors, and other stakeholders to establish incubation programs and facilitate funding opportunities for aspiring game developers.

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# SUPPORT

THE FUTURE OF GAME DEVELOPEMENT



# 2024 AND BEYOND

## Implementation and Collaboration through the "Creative Act"

Recognizing the transformative impact of the creative industry, GDAP actively collaborates with stakeholders to advocate for policies that support and nurture the growth of the local game development sector. By aligning its initiatives with the objectives of the Creative Act, GDAP aims to foster an environment conducive to innovation, intellectual property protection, and sustainable economic development within the gaming industry.

# SUPPORT



## Summits, Expos and Events

Exposure for game developers through a series of events including Game Summits, Expos, and Road Shows. Feature keynote speakers, panel discussions, and workshops in the summits, host large-scale Game Expos with demo areas, and organize Road Shows in different cities. Incorporate virtual components for global participation and include indie developer competitions with attractive prizes. Facilitate networking opportunities, virtual or in-person, and offer educational initiatives.

## International Exposure

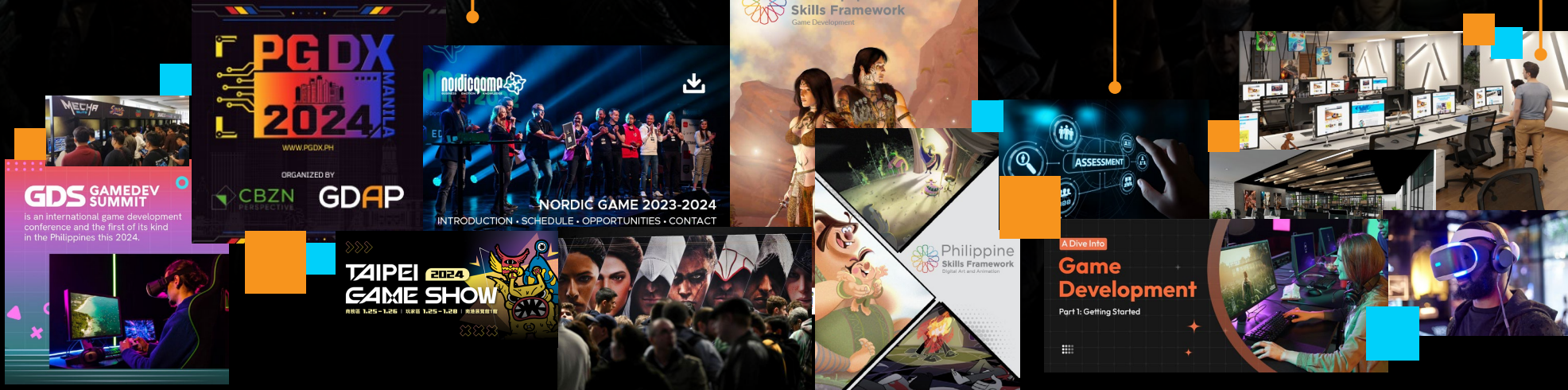
International exposure for Philippine game development is crucial to showcase the nation's burgeoning talent and innovation on a global stage. By participating in international events, such as game summits, expos, and road shows, Philippine game developers can establish connections with key players in the global gaming industry, attract potential investors and publishers, and foster collaborations with international counterparts. This exposure not only promotes the diversity and unique perspectives inherent in Philippine game development but also opens doors for business opportunities, skill exchange, and knowledge sharing.

## Skill Framework Training and Assessments

The Game Developers Association of the Philippines (GDAP) strategically implements the Skill Framework for Game Development to address the dynamic and evolving needs of the industry. By establishing a standardized framework, GDAP aims to create a cohesive and adaptable structure that aligns with international standards, ensuring that Filipino game developers possess the relevant skills and competencies demanded by the global market. This framework not only facilitates the consistent growth and advancement of individual developers but also enhances the overall competitiveness of the Philippine game development sector.

## Build and Foster GameDev Habitat

Whether you are an established studio looking for your new home, an indie developer looking for a place to hang or someone who's just curious about the craft of making games, DevHub is the place for you! Here, you can do what you love together with people who love what you do, learn new things and make new friends from the awesome game development community in the Philippines.

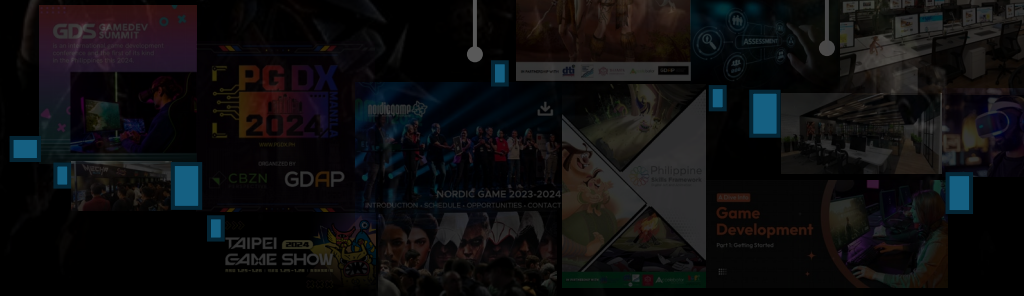
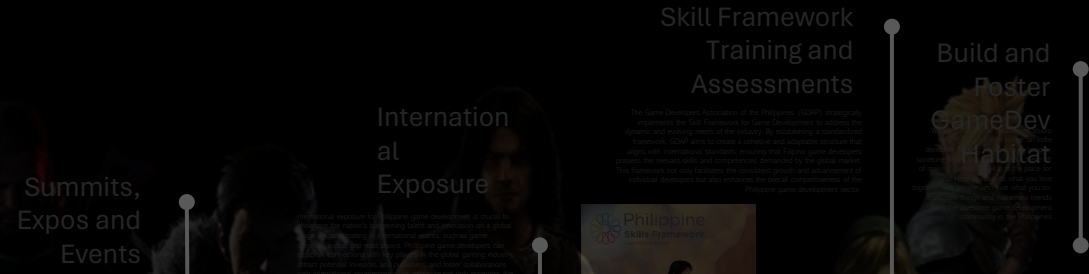


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### International Exposure

International exposure for game developers is crucial to the industry's growth and innovation. GDAP actively promotes the Philippine game development scene through various international events and initiatives. This includes participating in global game expos, hosting international speakers, and facilitating networking opportunities with global industry professionals. GDAP also organizes road shows in different cities to showcase local talent and attract international investment.

### Skill Framework Training and Assessments

The Game Developers Association of the Philippines (GDAP) actively implements the Skill Framework for Game Development to address the industry's current and future needs. By establishing a standardized framework, GDAP aims to create a relevant and adaptable skill set that aligns with industry demands, ensuring that Filipino game developers are equipped with the necessary skills and knowledge to thrive in the global market. The framework also fosters the creative growth and advancement of individual developers by providing them with a clear understanding of the required game development skills.

### Build and Foster GameDev Habitat

GDAP aims to create a vibrant and supportive ecosystem for game developers in the Philippines. This involves providing resources, mentorship, and networking opportunities to help developers grow their businesses and create successful games. GDAP also organizes events and initiatives that foster a sense of community and collaboration among developers, encouraging them to share their experiences and learn from each other.



## SUPPORT



**GDS GAMEDEV SUMMIT**

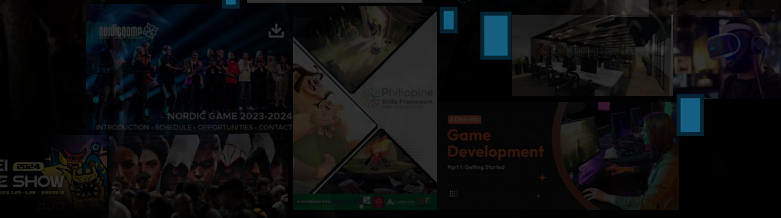
is an international game development conference and the first of its kind in the Philippines this 2024.

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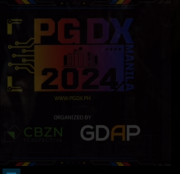
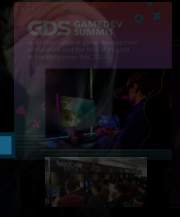
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## Summits, Expos and Events

GDAP supports game developers through a variety of events including Summits, Expos, and Road Shows. These initiatives provide valuable networking opportunities, industry insights, and platforms for showcasing local talent. GDAP's strategic approach to event participation aims to foster connections, share knowledge, and promote the growth of the Philippine game development ecosystem.



## International Exposure

International exposure for Philippine game development is crucial to showcase the nation's burgeoning talent and innovation on a global stage. By participating in international events, such as game summits, expos, and road shows, Philippine game developers can establish connections with key players in the global gaming industry, attract potential investors and publishers, and foster collaborations with international counterparts. This exposure not only promotes the diversity and unique perspectives inherent in Philippine game development but also opens doors for business opportunities, skill exchange, and knowledge sharing.



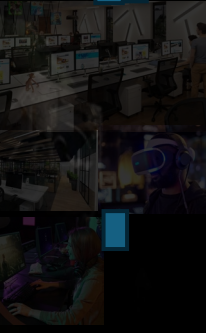
## Skill Framework Training and Assessments

The Game Developer Association of the Philippines (GDAP) actively supports the Skills Framework for Game Development to address the changing and evolving needs of the industry. By implementing a structured framework, GDAP aims to create a relevant and standard industry skill set that meets market demands, ensuring that Filipino game developers are equipped with the necessary competencies for global competitiveness. This framework not only facilitates the continuous growth and advancement of individual developers but also enhances the overall professionalism of the Philippine game development sector.



## Build and Foster GameDev Habitat

GDAP is committed to building a vibrant and supportive ecosystem for game developers in the Philippines. Through various initiatives, including mentorship programs, networking events, and advocacy efforts, GDAP aims to create a conducive environment where game developers can thrive, collaborate, and innovate. By fostering a strong GameDev Habitat, GDAP seeks to attract investment, talent, and resources, ultimately driving the growth and success of the Philippine gaming industry.



# SUPPORT



## TAIPEI 2024 GAME SHOW

商務區 1.25 - 1.26 | 玩家區 1.25 - 1.28 | 南港展覽館1館



NORDIC GAME 2023-2024  
SCHEDULE • OPPORTUNITIES • CONTACT



# 2024 AND BEYOND >>

## Skill Framework

## Training and Assessments

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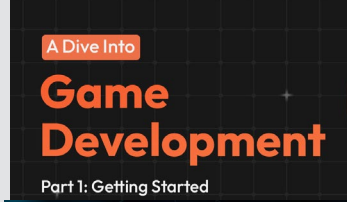
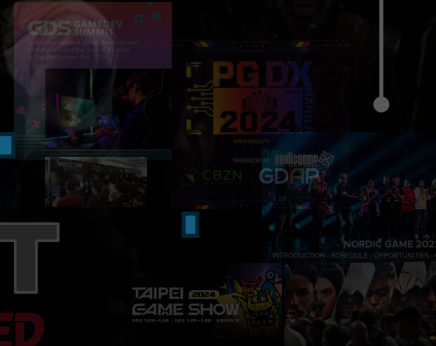
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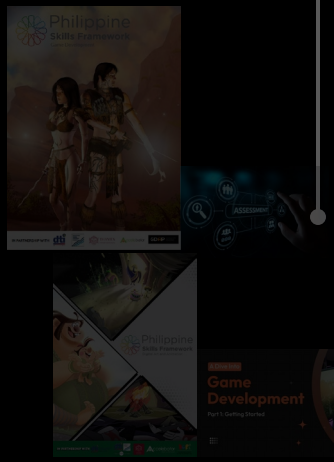
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# SUPPORT



# 2024 AND BEYOND

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Exposure for game developers through a series of events including Game Summits, Expos, and Road Shows. Feature keynote speakers, panel discussions, and workshops in the summits, host large-scale Game Expos with demo areas, and organize Road Shows in different cities. Incorporate virtual components for global participation and include indie developer competitions with attractive prizes. Facilitate networking opportunities, virtual or in-person, and offer educational initiatives.

## International Exposure

International exposure for Philippine game development is crucial to showcase the nation's burgeoning talent and innovation on a global stage. By participating in international events, such as game summits, expos, and road shows, Philippine game developers can establish connections with key players in the global gaming industry, attract potential investors and publishers, and foster collaborations with international counterparts. This exposure not only promotes the diversity and unique perspectives inherent in Philippine game development but also opens doors for business opportunities, skill exchange, and knowledge sharing.

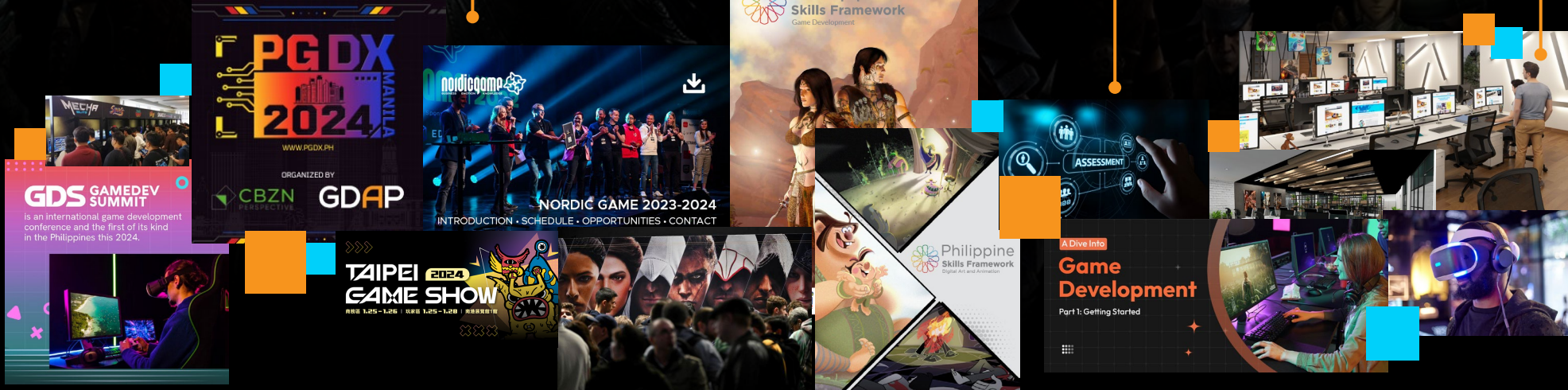
## Skill Framework Training and Assessments

The Game Developers Association of the Philippines (GDAP) strategically implements the Skill Framework for Game Development to address the dynamic and evolving needs of the industry. By establishing a standardized framework, GDAP aims to create a cohesive and adaptable structure that aligns with international standards, ensuring that Filipino game developers possess the relevant skills and competencies demanded by the global market. This framework not only facilitates the consistent growth and advancement of individual developers but also enhances the overall competitiveness of the Philippine game development sector.

## Build and Foster GameDev Habitat

Whether you are an established studio looking for your new home, an indie developer looking for a place to hang or someone who's just curious about the craft of making games, DevHub is the place for you! Here, you can do what you love together with people who love what you do, learn new things and make new friends from the awesome game development community in the Philippines.

# SUPPORT





# THANK YOU

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