

Iran has around 23 million gamers aged 3 to 40 years old based on a recent study the Iran Computer and Video Games Foundation carried out in 2016. This makes the Iranian market the number one market in the Middle East by an insane margin! More than one fourth of Iran's population plays video games. The cost of developing games in Iran is lower compared to other countries in the region and this makes it a good place for investment. Currently more than 140 game development companies are active in Iran focusing on developing mobile and PC games

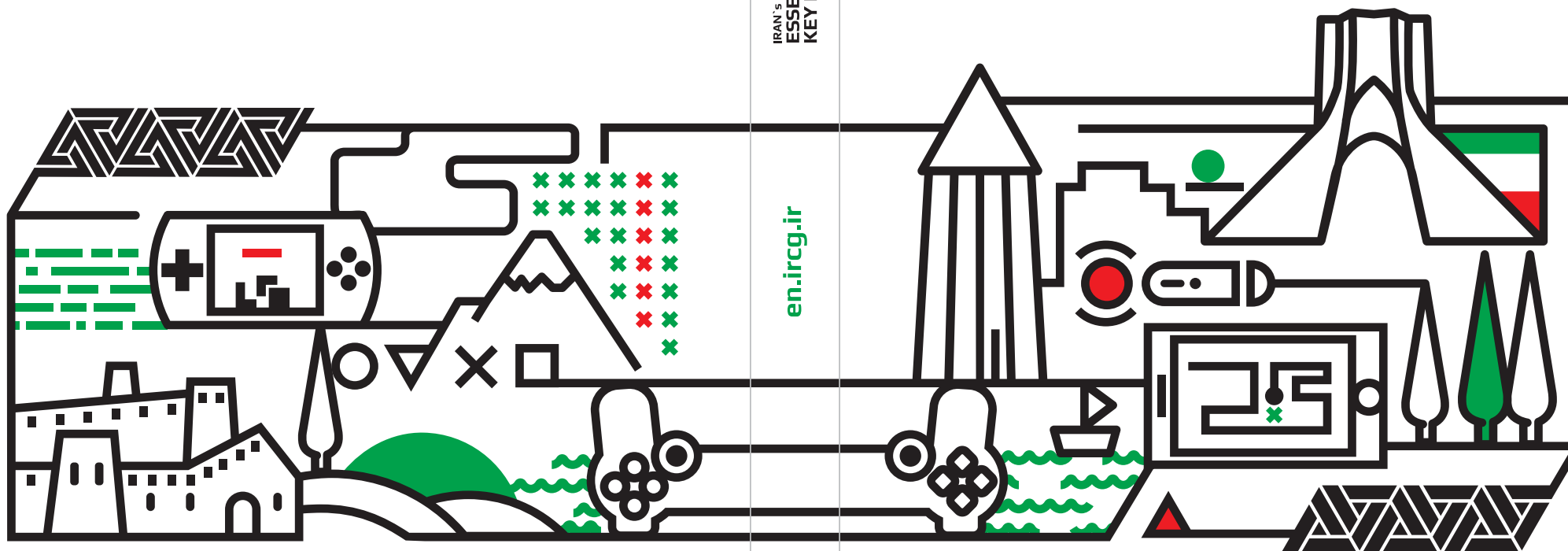


IRAN'S GAME INDUSTRY ESSENTIAL FACTS & KEY PLAYERS

2016-2017
en.ircg.ir

IRAN'S GAME INDUSTRY
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KEY PLAYERS 2016-2017

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IRAN
Computer &
Video Games
Foundation

INDEX

Iran	2
Iranian Game Market	6
Structure of Iranian Gaming Industry	10
Leading Organizations	12
Iran Computer & Video Games Foundation	13
Support Areas	14
ESRA	16
Iran Game Development Institute	24
DIREC	34
Iran Game Jobs	36
Game App Laboratory (GAPP Lab)	37
Vice Presidency for Science and Technology	40
Ministry of Communications & Information Technology	41
Key Players	42
Developers	44
Publishers	108
Stores	114
Service Providers	122
Organizations & Communities	136
Accelerators & Incubators	156
Education	168
Art & Animation	182
Invest in Iran	188
Road to TGC	196

IRAN

Geographical Location & Flag

Located in southwestern Asia, on the northern shore of the Persian Gulf with an area of 1,648,195 square kilometers. Iran lies at the eastern most edge of the geographic and cultural region known as the Middle East.



IRAN

Located in the Middle East

Population: 79,262,000

Area: 1,648,195 km²

Capital: Tehran

Official language: Persian

population under 35: 49 million

Demographics

Population: 79,262,000

64% of Iran's population are under 35




Capital City: Tehran

Language: Persian


Religion: Islam

Economy

In  2014, Iran's **GDP** was 404.1 billion 

18th largest  in the world in terms of **GDP**.

64% of Iran's **population** are under 35 

IRAN is ranked as an **upper-middle** income economy by the 

10th ranking in the **historic attractions** and **5**th in **ecotourism**. 

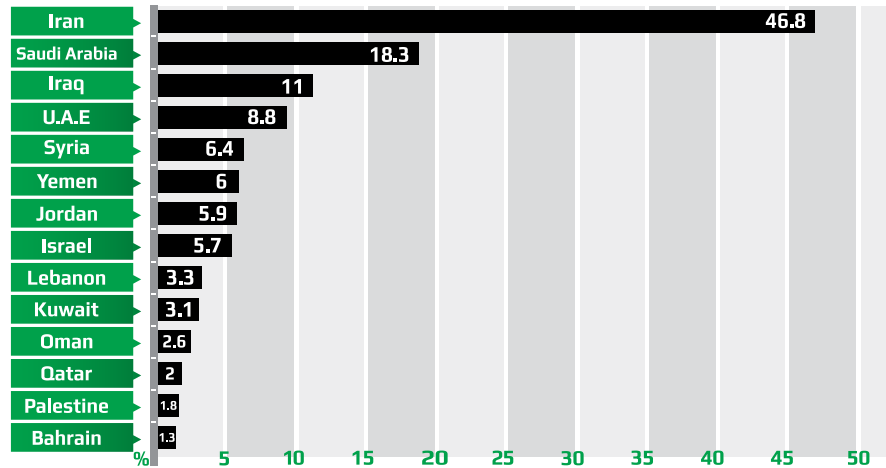
IRAN

Internet Penetration

Internet users: 61,709,929

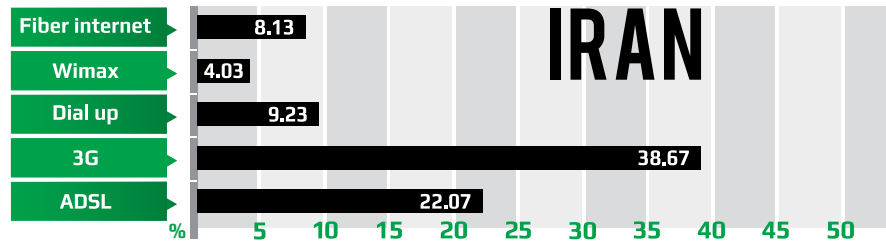
Internet Penetration Rate: 82%

Iran has the biggest internet user population in the Middle East



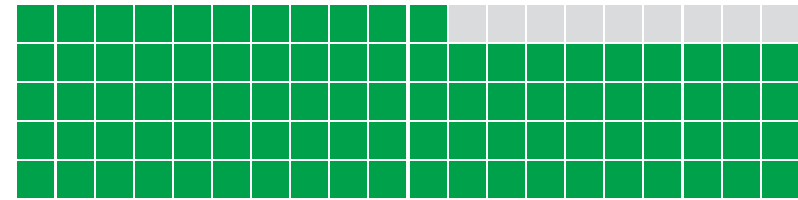
▲ Internet Users in the Middle East
November 30 , 2015

Penetration Rate of Each Internet Access Method



Mobile Phone Users

Number of mobile phone users



71000000 (91% of total population)

Number of smart phones



27500000 (38% of mobile phone users)

IRANIAN GAME MARKET

23 MILLION PLAYERS



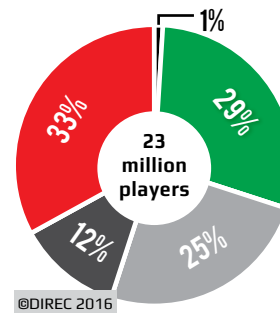
Iranian Game Market

23 Million Players

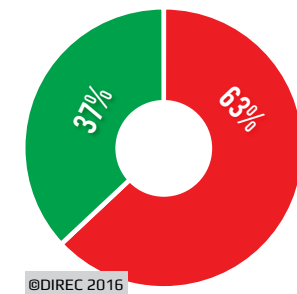
Play At Least  One Hour Per Week









Average Age of Players Is: **21** Years' Old

– Age group of players



– Gender of players



-  Total number
-  Middle-aged
-  Female
-  Elderly
-  Young
-  Male
-  Child
-  Teen

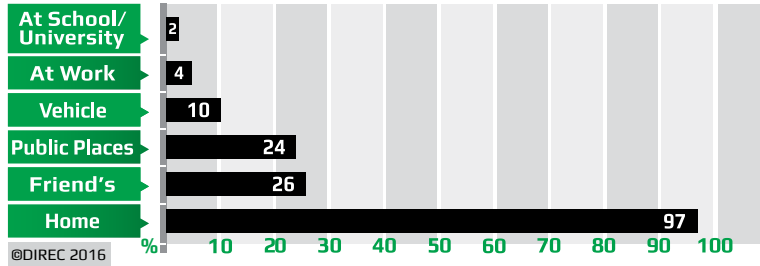
Average Age of Payers Is : **25** Years' Old

Internet Access Among The Players Is: **%69**

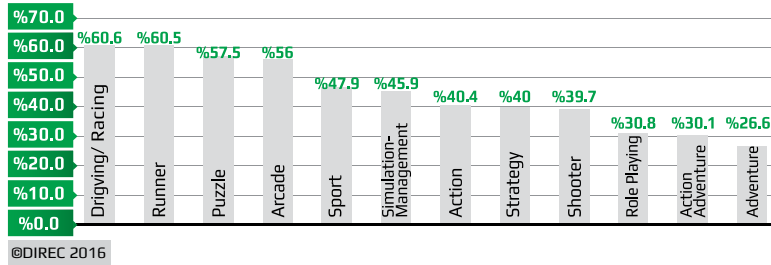


Iranian Game Market

– Top 6 Favorite Places for Playing



– Top 12 Genres Are



– The Most Used Devices:

77% of players use smartphones for gaming

– Daily Average Time of Playing Is:

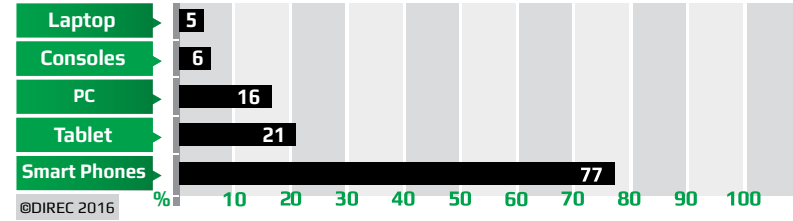
79 minutes

– Daily Average Time of Playing Based on Age Groups Are:

(minutes per day)



– Top Favorite Devices Among Iranian Gamers

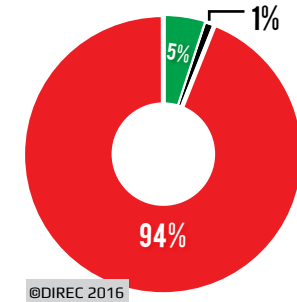
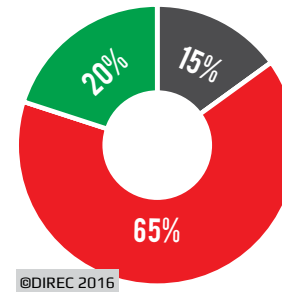


Game's Revenue Is: **153,000,000 \$**

Games Revenue Based on Platform

– Iranian games market share is: 5%

– Mobile games usage based on OS



– Console Games

– PC Games

– Mobile Games

– Window Phone

– iOS

– Android

– Top 3 Favorite Brands of Mobile Gaming

1- **SAMSUNG** 2- **HUAWEI** 3- **SONY**

STRUCTURE OF IRANIAN GAMING INDUSTRY

NATIONAL PLAN OF VIDEO
GAMES INDUSTRY



Structure of Supporting The Iranian Game Industry

The significance of computer games in terms of entertainment, education and economy has led to a more serious focus on the industry by most countries. Currently, game development industry is one of the main lines of development in IT for Iran whose advancement will eventually lead to economic growth, creation of jobs and more employment opportunities. In other sense, considering the media effect of this industry, different sections in the country accompany this industry in developing its comprehensive planning.

National Plan for Computer Games in Iran

The National Plan for Computer Games in Iran is a comprehensive plan to boost the market for the Iranian games industry, which was drafted by the country's High Council for Cyberspace and endorsed by the President in 2015. The plan is devised to support, supervise, amend regulations, commercialize and boost the game industry, and the duties of the departments of the Government of the Islamic Republic of Iran regarding these objectives have been described in it, as well. The most outstanding articles of the plan are as follows:

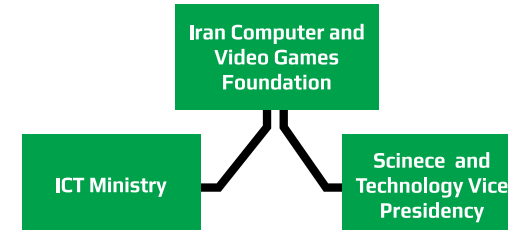
- 1- Prioritizing the production of content, cultural enhancement of the public, and enhancing awareness of the community and the government about the significance of computer games and creating a cultural hype both inside the country and beyond its borders,
- 2- Empowering and boosting efforts aimed at training the required human resources, experts, and professionals for the country's game industry,
- 3- Creating a competitive atmosphere, improving working conditions, and paving the way for the effective participation of the private sector in production and investment in game industry and persuading them to participate in joint international activities,
- 4- Developing research, monitoring and futuristic programs,
- 5- Supporting companies, organizations and experts of the field and supporting intellectual property rights,
- 6- Improving the market and increasing export value for local games and creating new employment opportunities.

LEADING ORGANIZATIONS

IRAN COMPUTER & VIDEO GAMES FOUNDATION



Leading Organizations in Iran's Game Industry

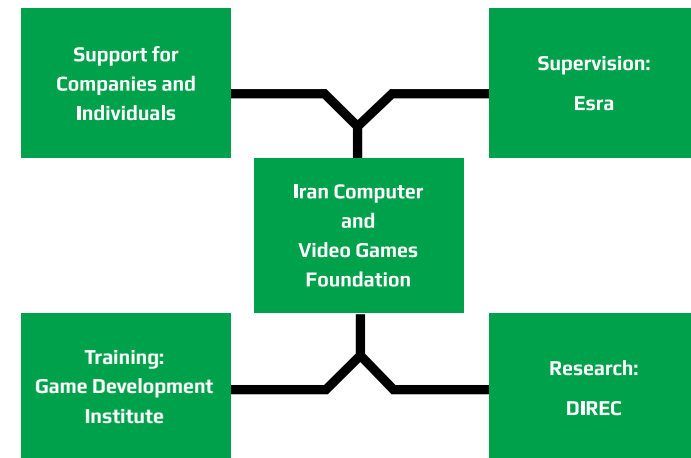


Iran Computer and Video Games Foundation

The Iran Computer and Video Games Foundation is a non-profit organization working in the field of video games industry. Its main duty is to support, supervise and contribute to the Iranian game industry. It is also the main body tasked with supporting, policy-making, commercializing, training, supervision, and research in gaming industry.



Below you can see major Fields of Activity in the Iran Computer and Video Games Foundation and main departments dealing with each.



▲ Major fields of activity in the Iran Computer and Video Games Foundation

Support Areas

Below, you can see the main support areas established in the foundation in the past years.

Iran Game Development Institute / Online Courses	<ul style="list-style-type: none"> ■ Education
Providing Working Space and Mentorship	<ul style="list-style-type: none"> ■ Incubator
Holding Workshops and Conferences with Local and International Instructors/GDX Event	<ul style="list-style-type: none"> ■ Holding Educational Events
Providing a Wide Range of Testing Services to Ensure the Quality of th Game	<ul style="list-style-type: none"> ■ GAAP Lab (Game Testing Lab)
Content and Design Consultation/ Technical Consultation/ Data and Statistics Consultations / Market and Monetization Consultation	<ul style="list-style-type: none"> ■ Consultation Service
Providing the Results of Market Studies to Game Developers	<ul style="list-style-type: none"> ■ Market Research
Providing the Developers Booth Space and Facilitating them to Present their Work in the International Expos and Events	<ul style="list-style-type: none"> ■ Enabling the Participation of Iranian Game Developers in the Internation Game Expos and Events
A Game Educational Content Portal	<ul style="list-style-type: none"> ■ Game Developers Academy
A Job finding Web site Specific to the Iranian Game Development Community	<ul style="list-style-type: none"> ■ Iran Game Jobs
Supporting the Developers with Financial Aids by Giving them Loans or Grants	<ul style="list-style-type: none"> ■ Loan / Grant
The Offical Game Development Company Ranking System	<ul style="list-style-type: none"> ■ Iranrate.ir
Supporting the Developers of Online Games by Providing them Servers to Host Their Games	<ul style="list-style-type: none"> ■ Infrastructural and Server Support for Online Games
Selecting the Best Iranian Games of the Year which is a Valuable Promotional Channel	<ul style="list-style-type: none"> ■ Tehran Game Festival
A key Project to Solve the Problems of Physical Retail for PC Games in Iran	<ul style="list-style-type: none"> ■ Digital Distribution System
An International Academic Conference for Making Game Related Research More Mainstream in the Universities	<ul style="list-style-type: none"> ■ Academic Game-focused Conference
A Stackoverflow like Website for the Game Developers to Ask their Questions in all the Areas of Game Development	<ul style="list-style-type: none"> ■ Game: How to?

■ Pre-Production
■ Production
■ Post-Production

ESRA

Entertainment Software Rating Association



Why was ESRA established?

After the establishment of Iran Computer and Video Games Foundation, extending the culture for optimal use of video games became a main goal. It aimed to take advantage of the educational power and effectiveness of computer games while avoiding potential mental distress and damages caused by their inappropriate use.

The fundamental factors that motivated the formation of ESRA are as follows

- The lack of an appropriate model in using computer games.
- Psychological and physical damages caused by inappropriate use of computer games.
- Concerns of parents and the absence of precise awareness of the inappropriate contents of this new media.

ESRA researching approaches

To organize this system, it was attempted primarily to provide a proper scientific reference based on the related theories in different sciences about games. This attempt was made to get the least errors both in the implementing processes of this system and in conducting field researches.

ESRA Content Analysis

Violence

It is the display of a behavior to harm someone. It ranges from destroying the assets and making the unanimated out of order, shouting with violence, fighting physically, any sort of physical or mental injury and trying to take the life of an animated creature. Mental experience of violent behavior via games and watching them are important in computer games.



Tobacco and drug

Watching the use of drugs and tobacco in games can lose the internal-social taboo of using it. This kind of behavior, when done by the protagonist is much more harmful. Losing this taboo can be considered as a serious harm.



Sexual stimuli

Sexual diversity, sexuality out of social norms, comments against religious commands on anti-homosexuality and rape and nudity or semi nudity and seductive behaviors in games can result in social and physical harms related to the sexual needs of the addressees and their social situations.

The process of kids and the adolescents' acquaintance with sexual relations in games is considerable and important.



Fear

Fear is an internal feeling of insecurity and the lack of trust on the atmosphere. This internal feeling in different ages leads to chronic stress, stuttering in kids, cardio respiratory diseases, and social pessimism and conservative behaviors. Sudden and unusual accidents and frightening music in dark and dusky scenes are amongst the most important factors that cause fear in the addressees.



ESRA Content Analysis

Religious values violation

The violation of religious values is against Islamic principles. Four of the important elements are:

- The violation of the basic principles or religious beliefs (the display of the heaven or hell).
- Inattention to religious comments (Drinking and gambling).
- Sacrilege to the prophet and their followers (belittling or discriminating Muslims or other religious sects).
- Sacrilege to holy places (mosques, churches).

Social norms violation

Using the vulgar words and the improper behaviors which violate social norms are amongst the social harms that computer games bring for kids and adolescents. Also creating an atmosphere for the mental and physics experience of abusing behaviors can lead to social disorders.

Hopelessness

The feeling of hopelessness happens when

- Gamers have to do or not to do something against their will, which make them feel guilty.
- Gamers feel despaired and disturbed in the game in a way that they have no favorable goal. Or when the gamers find out that the goal they have been trying to achieve has been in vain and meaningless.
- Gamers experience a deep feeling of sorrow due to the death of a lovable character.

During the last years, we have gathered hints and suggestions that should be taken into account in making the games that wants to be published in the Iranian market.

It seems that during the culturalization process, certain areas of the games should be changed in a way that can be legally presented in the Iranian market. Below, we have provided some samples to demonstrate what is considered acceptable and unacceptable in the game contents.



Display of nudity or semi nudity of characters



ESRA

Display of nudity or semi nudity of characters



✗

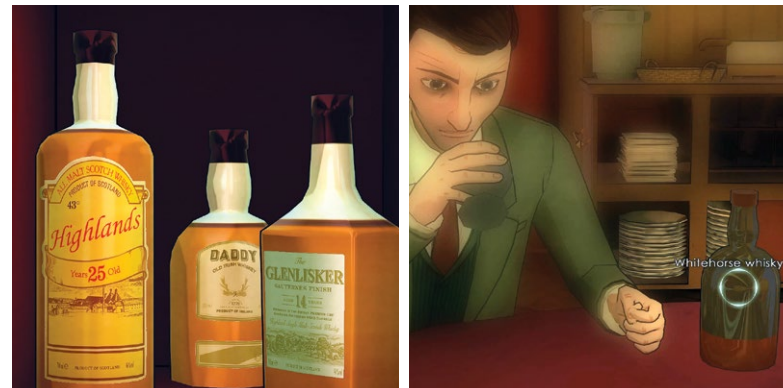
✓



✗

✓

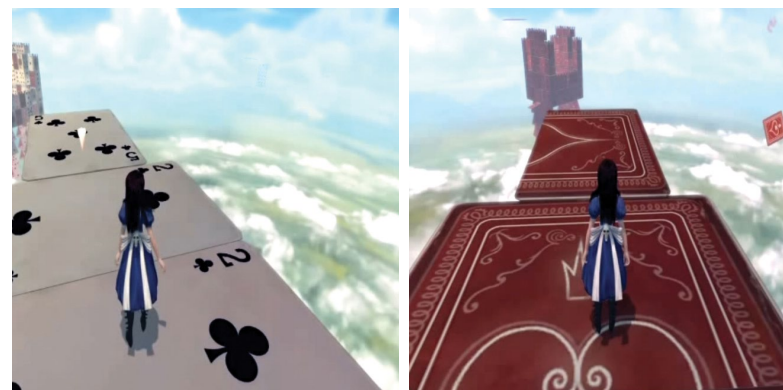
Display of alcoholic drinks and drug



✗

✗

Display of gambling



✗

✓

ESRA

The Analysis Perspective

In order to determine the proper rating, ESRA analyses the games from 4 perspectives.

- 1- Player-based perspective:** One of the most significant factors in rating is considering the emotions and the excitement that the gamer experiences during a game. This perspective is greatly related to the genre of the game.
- 2- Analyzer-based perspective:** Extracting and categorizing the most evident harmful contents in games (killing, consuming drugs and alcohol, using the vulgar words, displaying the sexual scenes, fearful accidents, etc.) and also the quality and quantity of the contents are the most significant factors in rating games.
- 3- Narrator-based perspective:** Considering the game story, to search the symbols and the hidden contents of the games, the relation between the game story with the previous versions, the probable books and films that the game are taken from, are some of the perspective that are applied in rating.
- 4- Observer-based perspective:** Observing the probable side effects like the views about games, cultural and social effects, litigation against the game, sale rate and the ratings of other rating organization in the world are the complement of other three perspectives to evaluate the exact and correct rating of game.

Computer Game Rating Pipeline

- 1- Collecting game information**
 - Registering the game and the primary information of the game in ESRA data bank.
 - Recording the primary information of the game containing the platform, release date, game producer company, publisher, the rating of the game by other countries, game story, missions, goals, tools, accidents and the time of the game.
- 2- Capturing the film of the game**
 - In this section, the game is played from the beginning to the end and a film with all the details and the texts of the game are captured.
 - The time of the occurrence of harmful contents is determined for the analyzers to extract them more carefully.
- 3- Analyzing the film of the game**
 - In this part, all the harmful contents of the game are completely gathered in details in ESRA data bank.

- All the short films and photos with the exact time of the harmful content occurrence, etc. are amongst the information which is recorded by the analyzers.
- The analyzers record their suggested rate of the game, after their analysis.

4- The determination of games rating that assign ages by ESRA

In this step, ESRA manager and other people who are experts in psychology, Islamic knowledge and studies, and sociology gather around to observe and scrutinize the recordings of ESRA gamers and analysts which include harmful contents. When recordings were observed entirely by the experts, they determine the game rating which assign ages.



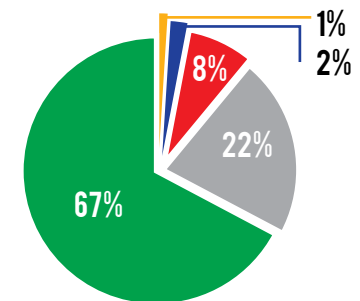
▲ ESRA's Age rating groups

Analysis Process of Mobile Games

ESRA system has commenced rating mobile games (i.O.S and Android) that assigns age and contents since 2015. Rating process in game applications is completed by the following method: most parts of a game should be played, and the harmful contents should be extracted. The harmful parts will be observed entirely by analyst who is an expert in contents rating. It should be considered that ESRA system must remain highly accurate; therefore, ratings are not based on producer ideas or comments. ESRA could rate about 6200 mobile games in less than 9 months. The figure below indicates the percentile of age assigns in ESRA rating.

Analysis Process of Mobile Games

- frequency 4199
Rate +3
- frequency 1372
Rate +7
- frequency 567
Rate +12
- frequency 111
Rate +15
- frequency 20
Rate +18



Iran Game Development Institute



Iran Game Development Institute

After game development became a serious issue in Iran, the requirements of the industry further came to life.

One of these requirements has been training the required professional human resources for developing computer games.

Thus, the Iran Game Development Institute was born in 2011 by the Iran Computer and Video Games Foundation to train the required human resources. Right from the beginning of its establishment, the main objective of the institute was to turn into a scientific and professional hub for developing computer games.



▲ The interior space of Iran Game Development Institute

Educational Services (since 2011)

Holding educational programs (virtual and face to face classes)	■ 2 online courses ■ 15 face to face courses
Curriculum development	■ 54 hours
Game development incubator	■ 25 games ■ 36 Teams
Holding regular Game Jams	■ 50 games jams
Holding game development events	■ 20 game development events
Workshops	■ 126 workshops

Educational Programs


The main mission of this center has been holding educational programs where those interested in the industry can take courses and study about game development, artistic designing, and technical designing.

All these courses are created in close harmony with the most outstanding educational institutions in the world and effort has been made to make use of the best textbooks.

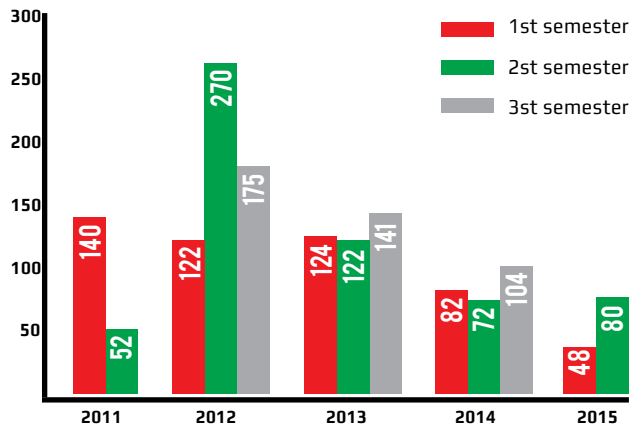
The greatest advantage of the programs is the use of professional instructors in the game industry, who are not only familiar with the theories, but are also familiar with local and international projects.


Iran Game Development Institute

Performance of The Educational Courses of The Institute

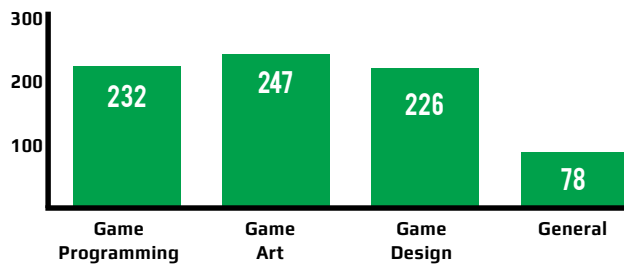
 Total number of students **783**

Number of Students Per Course



 Number of courses held **15**

Number of Students by Major



Results of The Educational Programs of The Institute

Below are just a few examples of some of the commercial games developed by the companies using the students from the Iran Game Development Institute.

Zero to Hundred



Top Gear



Black Madness



Rooster War



Iran Game Development Institute

Game Design Major

In the Iran Game Development Institute, game design is regarded as highly important since it is in game design that the main ideas are illustrated. These educational programs are designed with great care. The courses start from the basics, such as creating ideas, to courses such as designing non-digital games, mechanical designing, level designing, etc. Reviewing a large number of games for the students would help them understand the concepts further.

Technical Major

Having game programmers is significantly important since developing every video game requires a game development engine. In the technical courses of the institute, effort is made to prepare such programmers. The courses start from the basic foundations of C# to other courses such as Unity 3D and advance programming. Other courses offered Ranges from artificial intelligence to physics programming.

2D Art Major

Artistic design is of utmost importance for developing computer games because it is the first thing that the audience encounters while playing. Such programs seek to teach students the most important concepts of the field, from hand-drawn sketches to digital designing. Fundamentals of artistic design, digital painting, character creation and environment design are some of the courses given amongst the other courses of the program.

3D Art Major

Since 3D games are becoming more and more popular, there is a growing need for more professional experts in the field. This is particularly of significance since artistic designing has many sub-branches and requires mastering different forms of art. 2D design is considered as a pre-requirement for 3D design, however. Students of these programs learn about 3D software, modeling, textures and shaders, animation, etc. Since 3D design for games is different from 3D design for films and animations, the students of the institute interact with experts of the field.

Online Game Development Courses

Due to the hardness of attendance for those who are interested to take part in the classes of game development outside of Tehran the capital city, Virtual (online) courses of the same quality have been provided as a solution for all the enthusiasts throughout Iran. The courses' outlines for the virtual classes, though shorter, provide students with the same quality content as in a classroom courses. The curriculum of the online courses is also made up of three main sections namely, Game Design, Artistic Design and Technical Major. The instructors in control of these classes are the same for both virtual and classroom courses presenting the same lesson plan and evaluation. It should also be noted that these virtual courses are held in affiliation with Iran University of Science and Technology.

Iran Game Development Institute Workshops

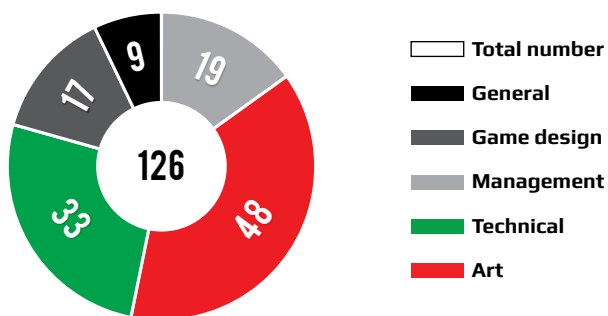
Workshops have always been another active area in the life of the students throughout their educational program. The primary objective of holding these workshops is to promote the level of knowledge and skills of students as well as to invite to the institute's atmosphere the ones interested in the world of game development. Due to the presence of prominent domestic and international instructors in these workshops, the aforementioned missions have mostly been accomplished.



▲ Several workshops are being held in the institute every week

Iran Game Development Institute

- Total Number of workshops held :126
- Number of workshops based on subject and field of specialty



The GDX Event

Throughout recent years, holding regular educational events has become one of the main activities of the institute. The Game Development Experience (GDX) is of such events held on a monthly basis.

This event includes various sections in all of which an effort has been made to take most use of the game development experiences of active experts of the field.



The GDX event is open to the public and therefore has been well-received by the public as well as the experts of the field, creating a network of game development enthusiasts.



▲ The GDX Event has become immensely popular in the Iranian Game Developers Community

Iran Game Development Incubator

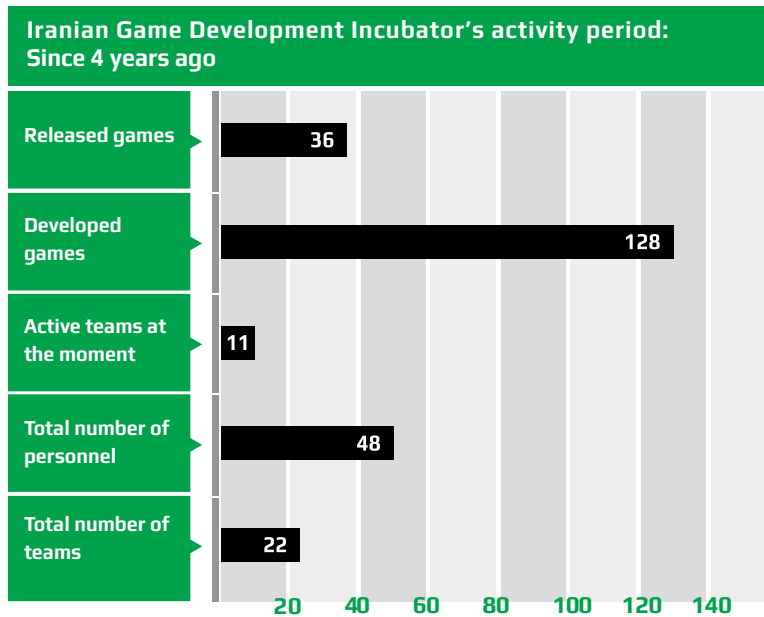
Almost concurrent with the start of the activities of the institute, the Iranian Game Development Incubator also started its activities as a support group to provide aid and services for small and independent game development teams. The main purpose of this center was to provide a place where newly formed teams can turn their ideas to games and gain the required experience as independent game developers.

It is also important to note that the center has limited its activities to provide services for teams, but also provides them with consultations and management. The presence of experienced personnel in the center and their consultation services would encourage teams to actively participate in the activities of the Iranian Game Development Incubator.

Most of the teams that make use of the services provided by the Iranian Game Development Incubator were made up of institute's students, while many other teams also joined the center from outside.

Iran Game Development Institute

Performance of Iran Game Development Incubator (since 2011)



Games of the Iran Game Development Incubator

Hate the Sin Love the Sinner

Genre: 2D Puzzle Platformer
Platform: PC, Android



Bloody Streets

Genre: 2D Top down shooter
Platform: PC



Granny and Grim

Genre: 2D Runner
Platform: PC, Android



Blue waters

Genre: Adventure
Platform: PC



Castel Masel

Genre: 2D tower defense
Platform: PC/ Android



Rot Gut

Genre: Action platformer
Platform: PC



Mutants Hunter

Genre: 2D Action arcade
Platform: Android/ iOS



Thirinity Islands

Genre: Strategic
Platform: Android





DIREC

Digital Games Research Center (DIREC) prepares a space for the graduates of the best universities in the country and the experts of the digital game industry to get together to advance their objectives through numerous scientific and practical researches and through projects that focus on cognitive and behavioral studies and market research. Studies of digital games as a new media and its encompassing technological changes have created a wide range of changes. That is why the Digital Games Research Center (DIREC) constantly redefines research priorities, covers the main issues pertaining to the most essential needs of the video game industry stakeholders. With regards to the potentials of this center and its up-to-date resources in terms of scientific and applied technics, as well as its constructive relationship with domestic and international organizations active in the field of digital games, the mission of DIREC is to analyze, explain, formulate, control and forecast the required knowledge for improving this industry via its powerful research experts.

DIREC Services

DIREC's main objective is to produce information & knowledge in the digital games industry and in order to achieve it; its main focus is on presenting the industry with accurate statistical and analytical reports.

DIREC's main fields of activity are:

Statistical Reports

Every year, DIREC creates more than 20 annual and special reports which are the results of many quantitative analyses on market research data, mostly including numeric and statistical information. The required input data are mostly based on national surveys implemented throughout the country and even in rural areas with more than 15,000 persons as statistical sample. DIREC's annual and special reports include various aspects of the market such as: gamer's usage & paying

trends, Iran's top games, gamers' tastes and preferences, production, publish and distribution reports, exhibitions & festivals and so on. These statistics are divided by different regions and platforms (Including PC, gaming consoles and mobile games).

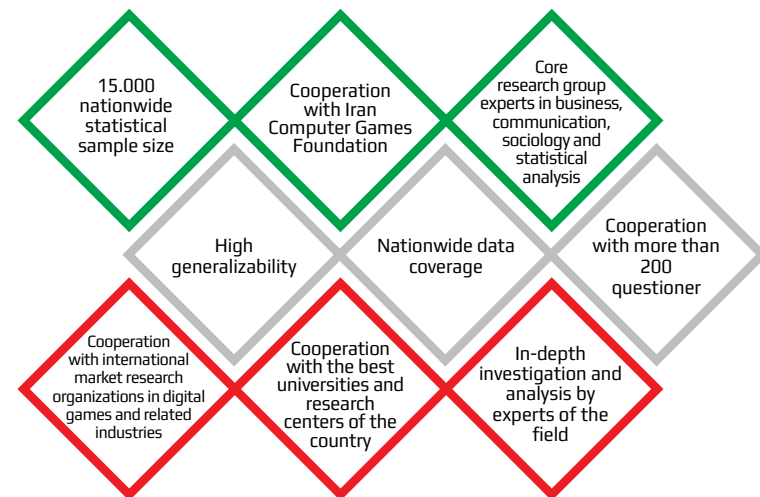
Keynote Reports

Keynote reports are the consultative analysis of statistical reports and try to illuminate the way for producers, publishers, investors and etc. Regarding the interdisciplinary nature of the digital games studies, the implementation of such reports have been accompanied by different commercial, communicational, psychological and sociological approaches. The main purpose of such reports is to practice the applicability of information and knowledge to further enhancement of the gaming industry.

Customized Activities

In addition to the mentioned services and activities, DIREC provides customized and exclusive research, analysis, reports and data gathering services to its customers.

DIREC Competitive Advantages



Iran Game Jobs



IRAN GAME JOBS

Having great ideas is not enough for reaching the ultimate goals or creating something wonderful. To reach such ideal goals, companies need to have talented and experienced individuals to accomplish success.

IranGameJobs believes that if the Iranian game industry wants to achieve higher goals and grow larger, it needs to get in touch with the international community. To this end, IranGameJobs has created the first and the largest community of individuals and teams looking for job opportunities.

Iran Game Jobs Advantages



More than 100 registered company profiles, looking for new talents.



More than 1000 talented and experienced client profiles, looking for job opportunities.



Bridging the gap between the Iranian companies or experts and the international game industry.



Easy connection with passionate developers, artists, designers and much more.

How Iran Game Jobs Helps Job Applicants

It is important for applicants to know when they have great ideas they also need to know how they can create them from the ground-up. With experience and knowledge gathered in Iran Game Jobs database, applicants can easily find the best people or companies for their needs.

They can use advanced search options to easily and rapidly find their candidates. In addition, they can post job carts, open resumes, and see the profiles of the teams or individuals that are of interest to them for their outsourced work.

Game App Laboratory (GAPP Lab)



Game/App (GAAP) Laboratory

Bugs and errors in applications or games can discourage developers from creating their ideas or growing their creativity. Game/App Laboratory (GAPP LAB) was founded to overcome shortcomings in applications or games and report them to developers before launching or publishing it to the public to have the best and the most errorless launch day possible. GAPP LAB has 4 years of experience in testing games and applications from countries in the MENA region.

With expertise, quality and competitive price, GAPP LAB aims to expand its services further to get in touch with the rest of the world.

Good Performance Makes Companies Memorable

Great companies have become great because they have cared about their customers' experience. Even the best and the most creative ideas may fail if the game or application stops working as intended, or crashes every so often. Users grow weary of the game/app and probably will think twice before using another product of that company. GAPP LAB intends to make sure that such things never happen. It will do this by testing entire application or game's functionality and makes sure the best user experience is always delivered.

Variety in Devices and Numbers

With a large pool of mobile and PC devices gathered according to different standards and performance targets, GAPP lab makes sure that the new application or game will run at its optimal performance and users will enjoy the flawless journey they have hoped for. Currently GAPP lab has more than 100 devices and 50 PC configurations to make the test suites as accurate as possible.



Software Quality Assurance & Testing Practice



Functionality Testing

- Play-through Testing
- Multiplayer Testing
- Core Features & Functionality

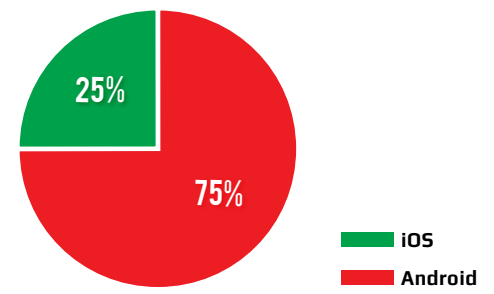
Game App Laboratory (GAPP Lab)



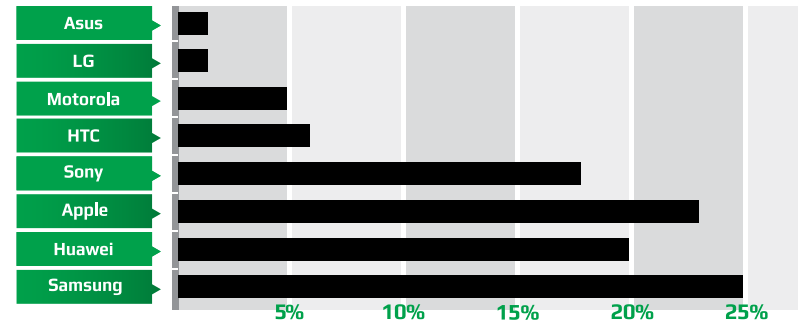
Good Performance Makes Companies Memorable

Great companies have become great because they have cared about their customers' experience. Even if you have the best and the most creative ideas, you shall fail if your game or application stops working as intended, or crashes every so often. Users grow weary of your game/app and probably will think twice before using another product of your company. Here at GAPP Lab, we make sure that such things never happen. We will do this by testing thoroughly your entire application or game functionality and make sure you always deliver the best experience for your users.

Types of Operating Systems for Devices Existing in GAPP



Smartphones that GAPP Provides



Experience and Passion to do the Testing

When we face a new project, being a game or application, we don't see another 001001, we see a new soul yet to be born. We passionately play games and test application to help them reach their full potential because we believe there is no boundary for creativity and great games or application were not born great but walked the path of greatness. That is why we believe with the right procedure everyone can achieve the best result of their potential.

Vice Presidency for Science and Technology



Presidency of the Islamic Republic of Iran
Vice Presidency for Science and Technology

Vice Presidency for Science and Technology

In affiliation with the Iran Computer and Video Games Foundation, Vice Presidency for Science and Technology of Iran's Presidency has issued support packages to improve the infrastructure of game production and distribution. The projects covered by these packages include infrastructural practical and analytical projects which, when fully implemented, will strengthen the technological and human resources potentials of the industry in the country.

The main activity of the Vice Presidency for Science and Technology is to fund and finance the following projects and sectors in affiliation with Iran Computer and Video Games Foundation.

Creating knowledge-based companies in the field of game development

Digital publishing of video games

Computer game quality control lab

Organization and direction of human resources for domestic and international projects

Online game development courses

Information bank and game development learning resources

Ministry of Communications & Information Technology



MINISTRY OF I.C.T

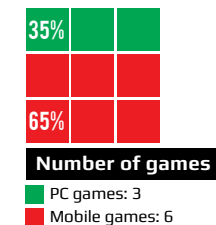
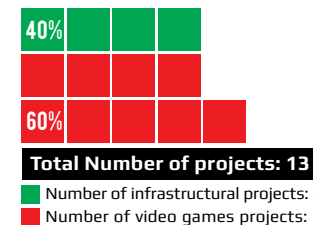
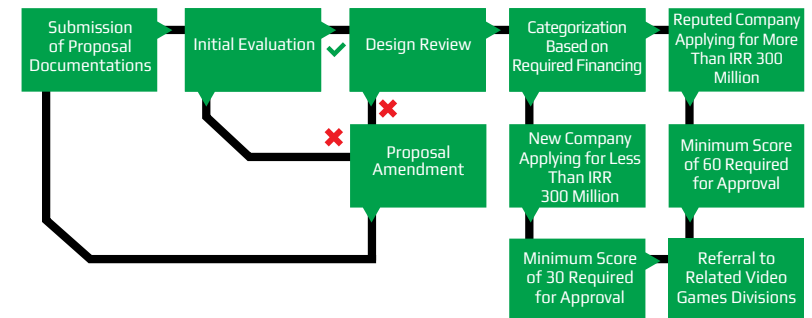
Ministry of Communications & Information Technology (ICT)

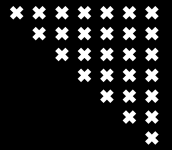
In accordance with the national plan for the empowerment of video game industry, Iran's ministry of information and communications technology (ICT) is responsible for supporting initiatives of investment, funding, financing and exporting of video games in Iran.

Since 2014, the ministry has initiated a loaning plan aimed at empowering start-up companies as well as supporting video game development corporations.

The Iran Computer and Video Games Foundation is responsible with the evaluation of companies as well as investigation of their eligibility for this loan, with its CEO as the chairman of the evaluation committee.

Cycle of Project Proposal Review by the Evaluation Committee





KEY PLAYERS

DEVELOPERS

PUBLISHERS

STORES

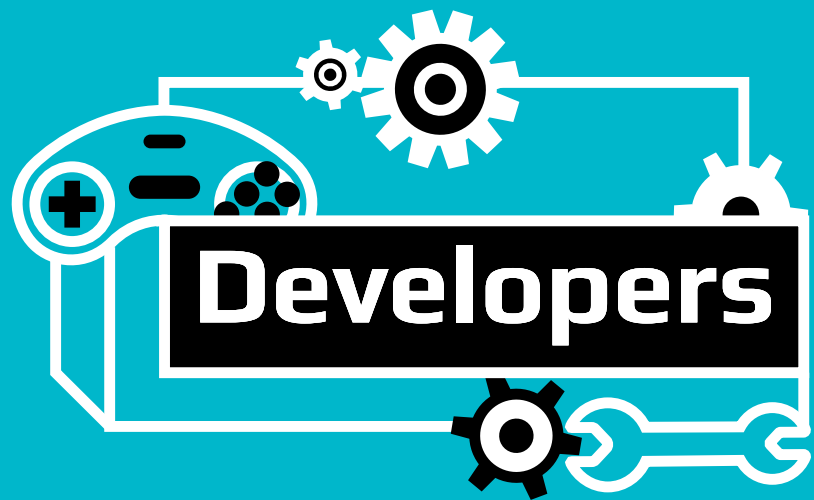
SERVICE PROVIDERS

ORGANIZATIONS & COMMUNITIES

ACCELERATORS & INCUBATORS

EDUCATION

ART & ANIMATION



Developers

Abr Studio	47	Papata	95
Anu Game Studio	49	Pars Cognition	97
Arna	51	Parseh Game Studio	99
Art of Light and Motion Studio	53	Pooya Nova System Inc.	101
Arvand Studio	55	Raspina Studio	103
Arvin Studio	57	red cap	105
Avid Studio	59	Royagaran LLC	107
BaziSazanJavan	61	RSK Entertainment	109
Benisi	63	Simulator Developer	111
Black Cube Games	65	Superior Sun	113
Blazingfall	67	Tafavot	115
Boojik Studio	69	TOD Game Studio	117
Credo Soft	71	Tosan Game	119
Dream Rain	73	Tractrix Game studio	121
eWalk	75	TSIT Games Studio	123
GunAy	77	Vira Gostar Honar	125
Hexino	79	Hashtom	
Leo Games	81	White Designers	127
Lexip Games	83	Wooden Wings	129
mediangame	85	ZhooriMaang Entertainment	131
Medrick Games	87	Designers	
MehadRasaneh	89		
NOA Games	91		
Paeezan Game Studio Info	93		



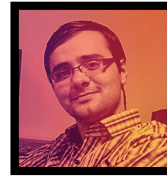
Abr Studio

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Key Players

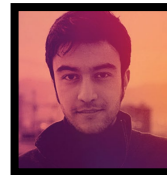
Our Expertise



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We are a group of talented, young people, who started our own startup, Goodzilla. In Goodzilla, we developed interactive applications encompassing an educational, happy and child-friendly atmosphere for children.

After a while though, confronting the cost of our work, and seeing that we had previous game developing experience, we started out on our second project, Abr Studio.

Soltan is the first product of Abr Studio. Players fight to expand their neighborhood, while building upon it, upgrading and defending it.

They may attack others, forge alliances, and invade others collaboratively or individually.

While they can lend each other resources, they can also sack other players' villages and steal from them.

Somewhere along the way as the players struggle to survive and improve, it becomes a matter of pride for them to outrank their opponents.

GRANDAM OVERDRIVE



PC MMOs Handheld Mobile Console Browser Game

Anu Game Studio

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Our Expertise

Anu Studio was established in Kashan in 2008 in the field of computer games. At the beginning it provided services for number of companies and after a short time, opened an office in Tehran and in 2012; they developed their first game, named We Need A Hero. After six years, the Anu Studio succeeded to achieve several local and international awards for developing games. The Company has studios in Tehran, Kashan and Kordestan with 30, 15 and 5 personnel respectively, making it one of the largest of studios in Iran. We Need A Hero and Grandam Overdrive are some of the games developed by the company.

Key Projects

Grandam Overdrive, We Need A Hero, Grandam Farm, Bask Egg, Arma Hero, Lost Ball, Floppy Arma

Honors and Awards

- Best 2D Art Award for We Need A Hero from the 3th Festival of Iran's Computers and Video Games Foundation - 2013.
- Best 2D Art Cut Scene Award for We Need A Hero from the 3th Festival of Iran's Computers and Video Games Foundation - 2013.
- Best 2D Art Award for Floppy Arma from the 4th Festival of Iran's Computers and Video Games Foundation - 2014.
- Best 2D Art Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.
- Best Music Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.
- Best Platform Games Award for Grandam Overdrive from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.
- Best Game Story Award for Harran Battle from the 5th Festival of Iran's Computers and Video Games Foundation - 2015.



ARNA GAME STUDIO

PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Arna

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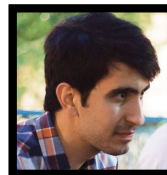


Key Players

Our Expertise



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Ehsan Kamali
Game Producer
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By gathering some of the best experts in gaming industry we at ARNA are trying to improve the Iranian game and gaming market and culture by producing world class games. Entering the international game market and standing shoulder to shoulder with game giants are our ultimate goals to achieve. It is inevitable to use complex and cutting edge technologies and combine them with artistic elements. Our first game was super shoot a casual arcade game for mobile android that was very well received in the local market. The next game was Pars Cup, a browser based football management game released in 2014 which is still attracting new users. Since then by expanding the game development team with hiring the best of the trade in Iran, we have developed and recently released 2 more mobile games. "Ashoub: chronicles" a turn-based online board game And "Q-Bang" an action twin-stick shooter with roots in Iranian culture. Our next steps is to develop international ties to enter and have a voice in global markets to deliver our own products and the other brilliant Iranian games to global users, and also localize, publish and support international successful games in Iran. The publishing sector of our studio has officially started in early 2016.



Company facts

Composed of award winning artists, programmers and designers
 A subsidiary of Fanap, the second biggest private IT holding of Iran

Key Projects

Super Shoot, Ashoub: Chronicles, Pars Cup, Q Bang

ALM Game Production

ZOOZOO

Different Game Play

PC MMOs Handheld Mobile Console Browser Game

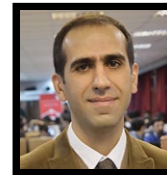
Art of Light and Motion Studio

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Developers

Key Players



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Our Expertise

The animation department of the studio was established to create outstanding animation artwork and a few years afterwards, the game development studio of the company came to life in order to develop mobile and desktop-based games. The main objective of the company has been developing fun and creative games.

Company facts

- Development of eight short animations which won several local and international awards.
- Creation of two TV animations.
- Development of ten mobile-based games.
- Brain training platform specialized in spatial intelligence.

Key Projects

SpatialWits startup : brain training platform specialized in spatial intelligence, Police Patrol mobile game (Gashte Police), Explosive 2048 mobile game, Zoop Zoop voice control mobile game, Zero Degree short animation, Labyrinth short animation , Entr'acte short animation, Solitude short animation.

Honors and Awards

- Best Game Award Of The First Applications Festival Of Sharif University For Kittycatch.
- Jury Of The First Iran Mobicode In Mobile Games.
- Several Awards For Mobile-Based Games.
- Holding Several Workshops On Mobile-Based Game Development And Commercialization.
- Holding Several Workshops On Game Development Engine Of Unity 3D Pro.
- Holding Several Workshops On Gamification Guru.
- Gaminifaction Guru's Top Twenty Rank For Alireza Ranjbar.
- Several Other Awards For Short Animations.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Arvand Studio

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فناوران آروند پاسارگاد

Key Players

Our Expertise



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Hamid Reza Dashti
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Established in 2015 and financed by the Pasargad financial group, the Fanavaran Arvand Pasargad aims to develop Android, iOS, and mobile-based computer games. The founders of the company have always had active presence in the gaming industry. The company has 35 personnel and is considered as one of the largest game developers in Iran and has achieved great success since its establishment.

Company facts

- Achieving over 500,000 users in less than a year.
- Enjoying over 200,000 monthly active users (MAU) in the Iranian market.

Key Projects

- Clash of Brains:
 - Genre: Puzzle-Brain Teaser
 - Release Date: Q3 2016
- Guns N' Heroes:
 - Genre: Shooter-RPG
 - Release Date: Q3 2016
- PuzzBall:
 - Genre: Soccer-Puzzle-Quest
 - Release Date: Q4 2016
- ZombieCraft:
 - Genre: Action-RPG
 - Release Date: Q1 2017



PC MMOs Handheld Mobile Console Browser Game

Arvin Studio

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Key Players



Hossein Ahmadi
Founder/Project Admin
Ahmadi@ArvinTec.ir

Our Expertise

Arvin Studio is an independent group of highly experts with the goal of developing high quality PC games. The Studio's official activity began in 2005 under the name of Arvin Tec. From the beginning the studio was specialized mostly at Open World Racing games and even now it continues to do so. All games made by Arvin are developed using the studio's personal engine "ATEngine". Currently one of our main goals is the development of "Speed in City" series which is a unique title even among other Open World Racing games. Our vision does not only include the development of games but also development of how we make games which is something we have always believed in and we still do.

Key Projects

- Art of Driving - 2005
- Cars Footbal - 2006
- Driving in the Delijan City - 2009
- Speed in City I - 2012
- Speed in City II -2016

Myths of Persia

Avid Studio



PC MMOs Handheld Mobile Console Browser Game

Avid Studio

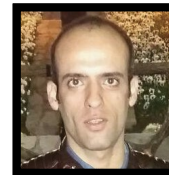
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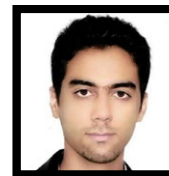
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Sajad Beigjani
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Our Expertise

Established to develop mobile-based games, the Avid Studio is the developer of Hashtkhan, the first online card game for Iranians, where people can compete with real opponents. The company strives to enter the international market and introduce the Iranian art and culture to the world.

Company facts

Best Strategic Game for Hashtkhan in the 5th Computer Games Festival

Key Projects

- Myths of Persia (Hashtkhan)
- Myths of Persia (Hashtkhan 2)

Honors and Awards

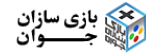
- Best Strategic Game
- Best Technical Achievement



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

BaziSazanJavan

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Mehdi Khazaf Moghadam
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Mahmoud Balali
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Our Expertise

The Company of "Bazi-sazan Javan" was founded in the summer of 2013 in order to establish a comprehensive company in the field of games. This company in addition to producing games which are the main aims of the corporate, has held the "Festival of Freelance Game Makers of Iran"- a comprehensive festival in game festivals in Iran, three times, as well as publishing electronic journals about Persian games and has held two universal competitions in which student game makers took part. This company has designed and produced the first ever Iranian Arcade. The main focus of the company is on online mobile games and also producing games for other platforms. The engines in this company are unreal and unity. This company releases Iranian and foreign games for cellphones for both markets inside and outside of Iran. The numbers of studios of this company is three in Tehran and Mazandaran.

Company facts

This company has designed more than 10 games for different platforms like, PCs, cellphones and Websites as well as two games in the form of IPTV have been produced by this company.

Key Projects

- Hezar Sang (1000 stones) ■ Table Football ■ Novina ■ The Commanders ■ The Paper Army ■ Footkal ■ Shahr- Zendegi ■ Sarshakh ■ Avatar

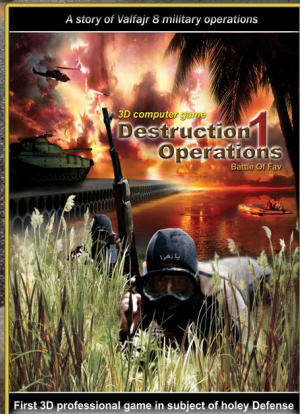
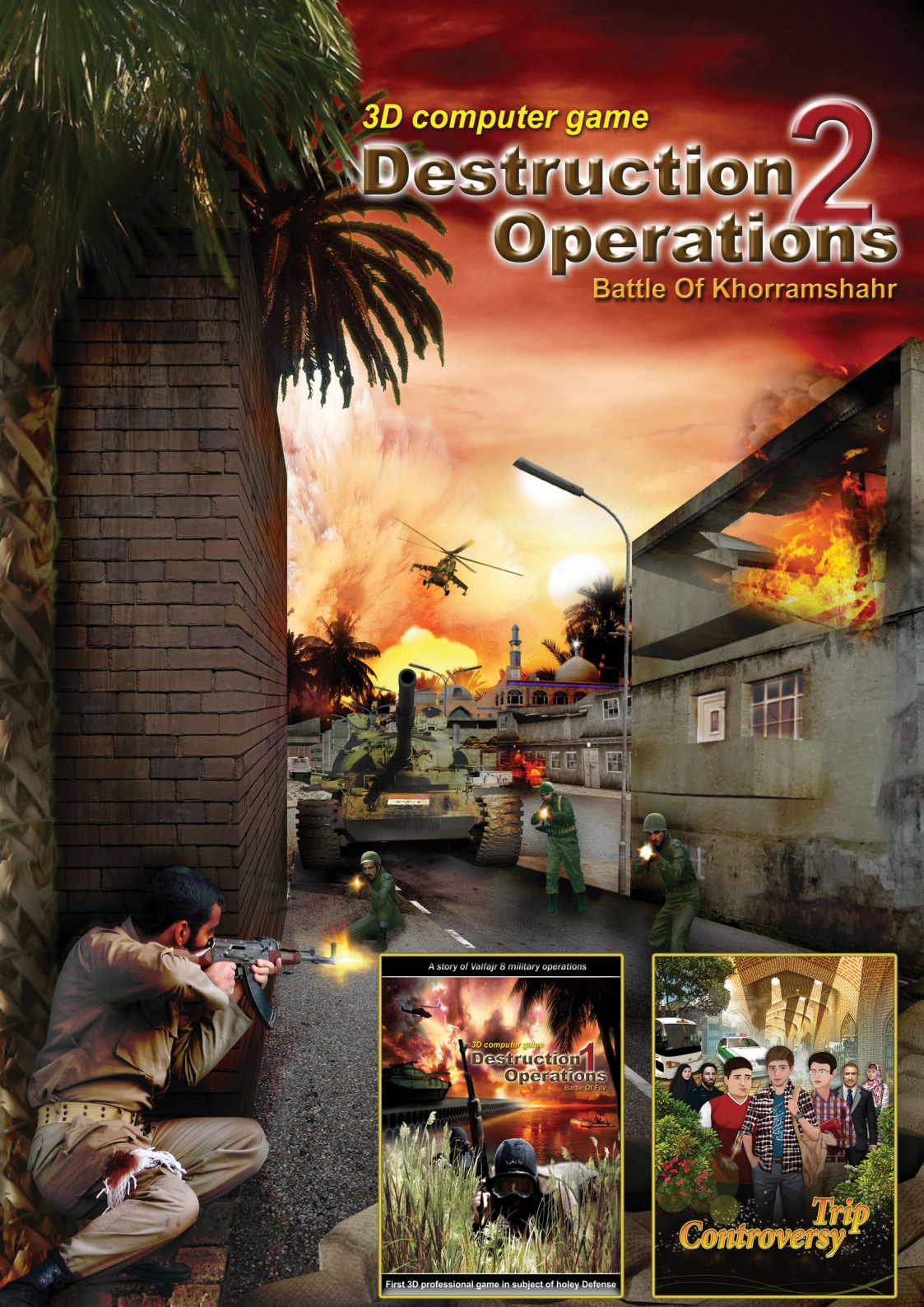
Honors and Awards

The Best Game of cellphones from "The First National Festival of Video Games awarded by the Ministry of Youth and Sports".

3D computer game

Destruction 2

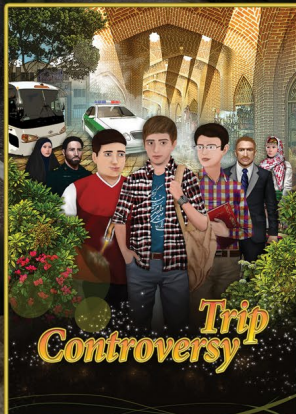
Battle Of Khorramshahr



A story of Valfajr & military operations

3D computer game
Destruction 1
Operations
Battle Of Fav

First 3D professional game in subject of holey Defense



Trip
Controversy

PC MMOs Handheld Mobile Console Browser Game

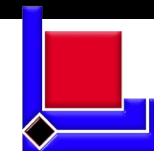
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Key Players



Habib Dastani Benisi
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info@benisi.ir

Our Expertise

The most official video games production company in subject of religion and nationality in Iran, which registered in 2009; but its first computer game called «Destruction Operations 1: Battle of Fav» produced before that time (2008) in the name of «Benisi Software Group».

Deep familiarity with the concepts and contents of Islamic and Iranian culture on the one hand and combining them with new technologies in the field of video games, is the unique characteristic of the company.

Company facts

being 1st knowledge-based company in the field of video game in Iran and providing wide and strong support for buyers are some of the characteristics of the company.

Key Projects

- «Destruction Operations 1: Battle Of Fav» PC Game
- «Destruction Operations 2: Battle Of Khorramshahr» PC Game
- «Controversy Trip» PC Game
- «Controversy Trip» Android Game
- «GameStory Writing Tutorial (Step by Step)» Book
- «Golden Phoenix» 2D GameEngine

Honors and Awards

- Best computer game in Islamic world on the subject of Islamic resistance
- Fourth place in the league, «Best computer game of the gamers look» at the 4th Tehran Viedo Game Festival
- Best GameStory with Quranic themes at 1st GameStory National Festival
- Superior design courses at the 2nd and 4th «Science to Practice» National Festival
- 1st place at «novelties» Festival



BLACK CUBE GAMES



PC MMOs Handheld Mobile Console Browser Game

Black Cube Games

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BLACK CUBE GAMES

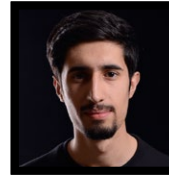
Key Players

Our Expertise



Mohammad Najafi
3D Artist
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The studio started its work in 2010 We have mainly worked on local games, but have been broadening our audience internationally by moving into the mobile scene in the last two years. Black Cube Games originally started out as a game art outsource studio, mainly doing art work. After a few successful projects, the team added a programmer, and has been growing slowly but surely ever since. Currently we develop games through contract work and simultaneously develop our own ideas into the games we love.



Ali Boroumand
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Key Projects

- Moomin House
- Tricorn
- Khar War
- Tranit Mania



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cept Design

- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

Blazingfall

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Key Players



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Our Expertise

Blazingfall games studio established 4 years ago on October 2012. Blazingfallgames consist of 40 specialist member in various game field. They believe great game comes from great team and they have.

Key Projects

- Trinity Islands
- Black&White

ONE STORY
ONE BEGINNING BUT
MULTIPLE ENDINGS

LET'S PLAY AND
HAVE FUN!



INTERACTIVE STORY FOR
CHILDREN



PC MMOs Handheld Mobile Console Browser Game

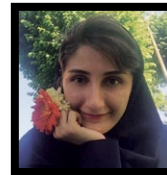
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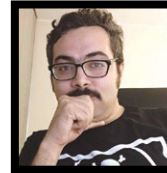


Key Players

Our Expertise



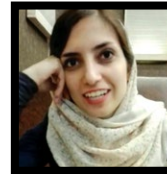
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Idea:

An entertaining interactive media for children to have fun, learn and experience new adventures.

Problem:

- Children love fun and they need education. Users' taste has changed from passive listening to stories to adventure and active learning but there is not enough appropriate applications for children based on their age and gender to fulfill their needs.
- Parents are worried about how their children are going to learn life skills. But at this pace of life most of them do not have enough time for their children.
- We are facing so many behavioral problems in our society, such as depression, divorce, violence and etc. But there is a lack of effective ways for the children to learn related skills.

Solution: Boojik Studio offer parents applications for their children which brings fun, decision making and education together. Our current product is an application of interactive stories named "ZirGonbadKabood".

Many stories and animations did not end the way we wanted. ZirGonbadKabood gives children the opportunity to experience without any worry of consequences of their decisions. They can repeat the story in order to choose a better way. Our stories have one beginning but multiple endings. Our focus is on teaching life skills and educational topics through experiencing and decision making. This is the more effective way of learning. The stories need children's decisions to be narrated. They are the ones that choose what characters will do.

Key Projects

ZirGonbadKabood : Interactive Story for children

[رَهرو]

LOST INNOCENCE OF A GENERATION

PC MMOs Handheld Mobile Console Browser Game

Credo Soft

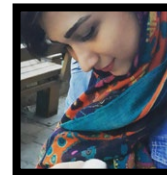
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Key Players



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Masood Sistani
Designer, 3D Artist
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Our Expertise

Credo Soft studio was founded in 2013 with the aim of creating mobile games especially in casual genre. One of the main objectives of Credo soft from beginning was to make high quality tutorials for game developers in Farsi language.

Company facts

Credo Soft studio has published more than 10 games for Iranian mobile market and is a key player for outsourcing candidates for game developing in Isfahan. Recently this studio had some cooperation with international studios around the globe including Australia.

Key Projects

- "Love Run" the game, using unity. This game is published at Bazaar -the most famous Iranian android market- and has been downloaded over 5000 times. The game has 4.2/5 rating.
- «love Run 2» the game, also released on Bazaar introducing new features like IAP, Social functionalities etc.
- "Yalda Jump" the game, using unity. This game also is published at Bazaar and has been downloaded over 5000 times. The game has the rating of 4/5.
- "Atari Boxing" the game, using unity. This game is published at Bazaar
- «The little Prince» the game, using unity. This game is published at Bazaar
- "Talk Like an American" the application, This application is published at Bazaar,
- "Big-Five Personality Test" the application, This application is published at Bazaar,
- "Earth" the application, This application is published at Bazaar
- «Rahro» the game, Best Adventure game at Bazaar
- «Delivery Motor» the game, in cooperation with Zanagames
- Pocket Planet» the game, in cooperation with Cultural Infusion

COMING SOON

ONLINE MULTIPLAYER VEHICULAR COMBAT GAME



PC MMOs Handheld Mobile Console Browser Game

Dream Rain

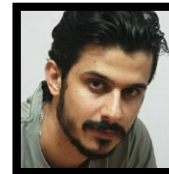
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DREAM RAIN

Key Players

Our Expertise



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The company started its work in 2014 by two personnel in order to enter the entertainment market. War Machine was the first game published by the company which was downloaded over 300,000 times. It was the first multiplayer online mobile-based game in Iran.

This is dream rain's motto:

Our dream is your future.

Company facts

War Machine was the first game published by the company which was downloaded over 300,000 times. It was the first multiplayer online mobile-based game in Iran.



Soroush Labanian
Game Director
Soroosh_393@
yahoo.com

Key Projects

- War Machine
- Wheels Of War
- Warriors



Developers



www.ewalk.ir

CREATIVITY NEVER ENDS!

PC MMOs Handheld Mobile Console Browser Game

eWalk

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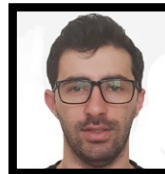


Key Players

Our Expertise



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Hamid Reza Amlah
Art Director
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Peyman Afraz
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Ewalk game development studio is a company offering web-based and mobile-based solutions on the internet. Ewalk has also released a number of successful games, notably Mr90, Gorz, and MrGoal. Spectacular interface and the meaningful relation between the components of the game have been the striking points of Ewalk games. Ewalk is proud to have over 1.5 million users in Iran and across the world.

Fifteen years of experience on developing web-based programs and eight years of game development experience has turned ewalk into one of the most important developers in the Middle East.

Key Projects

- Mr90 (web-based and mobile game)
- Gorz (web-based multiplayer game)
- MrGoal (online mobile game)

Honors and Awards

- Nominee for the best online game of the year for Gorz in the Computer games Festival.
- Nominee for the best online game of the year for Gorz and Mr90 in Iran's Web Festival.



- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

GunAy Studio

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Key Players



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Our Expertise

Gunay is an independent studio which has been established in 2008 and after several years of activity in software and animation production has started to produce games in 2013, since then it has produced and published 10 games. The studio is a growing team of talented, creative, fun-loving professionals with 13 members skilled in different fields of technical and artistic production of animation and application. We work on games across a variety of genres, and looking forward to be more challenged in order to produce more creative games.

Company facts

- Total published games: 10
- Total games with rating more than 4 stars: 8
- The largest number of players for one game: 4 million people
- Producer of first Iranian game to reach the record of 1 million downloads in Iranian markets.

Key Projects

- Deal for Speed (Racing)
- Deal for Speed 2 (Racing)
- The Brave (Action)
- Kipri (Puzzle Game)
- The World Empires (3D-Online- Strategic)
- Kid's Educational Games (3 Version)
- Hot Road Racer (Top View- 2D Racing)
- Khak (First/Third person HD Game)

Honors and Awards

- Chosen as one of the top 3 Iranian games for "Deal for Speed" in "Sharif Cup" of Sharif University
- Honorary Diploma for "Kipri" in Tehran Video Game Festival
- Rewarded as the best Sport game for "Deal for Speed" in Tehran Digital Media Festival



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 PC
  MMOs
  Handheld
  Mobile
  Console
  Browser Game

Hexino

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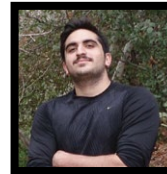
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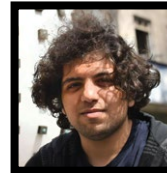
HEXiNO

Key Players

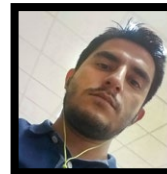
Our Expertise



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Behzad Mehtash
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We are an independent game development team with a focus on making innovative and highly polished games for smart phones.

Our current project, is an upcoming online artillery strategy game for Android and iOS called Bazuka. It features turn based battles and CCG-based Metagame. We have redesigned the popular artillery strategy genre for touch devices and combined it with CCG elements to create a unique experience. Our team consists of young and talented specialist in various fields including game design, programming and art.



BoroJelow

+20K
Active User

Featured
by
CafeBazaar



PC MMOs Handheld Mobile Console Browser Game

Leo Games

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Key Players

Our Expertise



Ali Orouji
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Founded by two Sharif University Graduates, Leo Games strives to create fun and engaging games for various platforms. In its 4-month life, Leo Games has released one title on Bazaar Android Market named "BoroJelow" which is a casual record-setting game.

"BoroJelow" tapped the top games list in only 2 weeks after release and got almost 25,000 installations.

We've also published a library for performing In-app Purchases in Unity Engine on Bazaar Platform based on "Soomla" to help Developers speed up integration process.



Taha Mousavi
Cofounder / Artist
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We're currently working on an online real-time version of "BoroJelow" which will be hopefully released by the end of August 2016.

We're looking forward to growing our team with new talents to start making bigger games.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Lexip Games

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Key Players

Our Expertise



Saman Kazemi
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 Saman-Kazemi@
 lexipgames.com

Established in 2007, Lexip aimed to develop short animations. Later in 2013, the company started collaborating with Iranian and foreign companies to develop independent games. It then hired the experts of the field and could attract a significant number of audiences. Their first project of the team, The Dark Wings, received a notable success in slide db 2015. The game is essentially a Puzzle/Adventure game.



Alireza Saremi
 Lead Programmer
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 lexipgames.com

Company facts

Dark Wings was the first independent game by Lexip and won the second best prize in 2015 from the player choice of the Slides.

Key Projects

- The Dark Wings
- Robbers

Honors and Awards

- The second best selected upcoming game from players choice of Slidedb 2015.
- Slidedb, Top 50 Apps Of 2015.
- Best Persian Cinematic Game.



Maysam khankeshlou
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 lexipgames.com



The Phoenix Island



LootiWar

King of the Free Kick



Uncle Noruz
The Snowman Dream



The Castle Keeper



Legend of Ruzbeh



The Island Story



Gas Game!



Pouya & Khepel

- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

Median Game

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Key Players



Amir Mohamadrezae CEO
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Our Expertise

Mediagame is an independent game development studio has made games for PC since 2004. After making different games in different genres now we focused on mobile platforms.

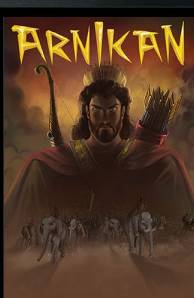
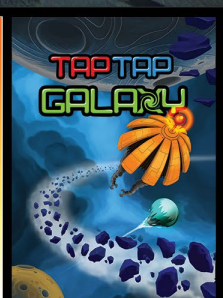
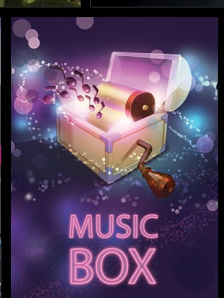
We are a small team with big ideas and the skills to deliver them. So we think about the cooperation that will lead us to making better games.

Key Projects

- The Island Story
- The legend of Ruzbeh
- The Castle Keeper
- Uncle Noruz: Snowman Dream
- King of the Free kicks

Honors and Awards

- Pouya & Khepel: honored at the First Digital Media Festival (Iran)
- The Island Story: First Place at the Second Digital Media Festival (Iran)
- The Legend of Ruzbeh: Best graphic Honorable mention award, Best technical Honorable mention award, Best RPG game Honorable mention award at the fifth Digital Media Festival (Iran)
- Uncle Noruz, Snowman dream: Best Platforming game Honorable mention award at Tehran Video Game Festival 2014



PC MMOs Handheld Mobile Console Browser Game

Medrick Games

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Key Players



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Our Expertise

Medrick was initially established in 2008 focusing on developing mobile games for the Iranian market. We currently have several first-party development teams and 3 of our games are among the 15 highest grossing games of the market.

Hence, we know both the technical and business sides of game development.

Over the past years, we have created partnerships with several key members in the game industry. Our partners' list ranges from tier-1 mobile operators such as IranCell, Rightel and HamrahAval to domestic stores such as CafeBazaar (<http://cafebazaar.ir/?l=en>) and Myket (<http://myket.ir/>). In addition, the set of mobile games we have developed so far currently own a user-base of +4 million users.

Key Projects

Rooster Wars, Footcardia, Zero2Hundred: Last Gear, Melodia, Steam Card, Dunderia, Colorful Dream, Bakhtak City, Kuiper, FarmArina

Honors and Awards

- Best adventure game for Bakhtak City at the 5th Tehran video game festival.
- Best mobile game of the year for Rooster wars at the 4th Tehran video game festival.
- Having 3 games in the top 15 highest grossing games of the market.
- Best casual game of the year for Matchteria at the 3rd Tehran Video Game Festival.
- Best art direction award for Telerun at the 3rd Tehran Game Festival.



بازی باطعم خانواده

تجربه زندگی به سبک اسلامی-ایرانی در یک بازی جمعی و خانوادگی



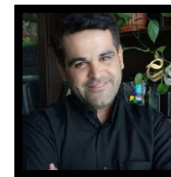
PC MMOs Handheld Mobile Console Browser Game

Mehad Rasaneh

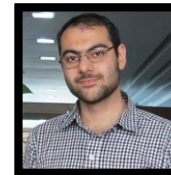
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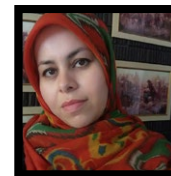
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Our Expertise

Iranian-Islamic Game and Entertainment Studio Mehad (Soshiant Shiraz) is a producer of video games (mobile-pc) and specialized mobile software with a cultural and Iranian identity contents. Mehad was established in 1384 with two main perspectives: core content approach and with an aim to become an independent high-tech based studio. Mehad started its work with such products as game "Grandfather's Heritage", "Bardia", "Everlasting Figures", "BaSafa Town" and more than 50 specialized mobile software with a purpose to spread Iranian-Islamic content and culture. In considering the appropriate subject for the games in production, Mehad Studio prioritizes between Iranian unique epochs, historical and fictional literature, being on a family media basket as well as exporting of qualified productions in artistic, contextual and technical spheres.

Key Projects

- Official release date of 3D computer game "Bardia"
- Android game "Nabarde hoor"
- Android Game "BaSafa Town"
- The game "Everlasting Figures" is storied with the great Iranian personalities and has been developed in three languages
- The Game "Commander" consists of 35 levels in the 7 modelled operational areas of holy defense region
- Story game "Quranic stories" contains 7 three - dimensional storybooks with the capacity of playing game, interaction and narration of the game story throughout the levels of the story
- Second edition of the game "Nabarde hoor 2"

Honors and Awards

First place of game "Bardia" in the category of "Best Game Story" in the Independent Game makers Festival of 2015. Third place of the game "Grandfather's Heritage" in the category of "Best Mobile Game" in the Digital Media Festival in 2011. First place in the category of "Best Innovation" 2011.



PC MMOs Handheld Mobile Console Browser Game

NOA Games

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Developers

Key Players



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Mohammad Khaleghi
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Our Expertise

NOA Games Entertainment, founded in 2008, is an industry-changing entertainment media company and creator of successful mobile as well as browser games like Shadow Racer, SpeedUP, ProFC.

NOA Games has launched numerous chart-topping games in the local markets. Following this success in local markets, the team is growing fast to become an international brand. NOA Games currently employs about 10 professionals from different nationalities across the world.

Company facts

The game Viraj achieved over 400,000 users in less than 5 months at local market since its release in 2015.

Key Projects

- Speedup (v1,v2) (Web base)
- Viraj (Mobile)
- Shadow Racer (Mobile)
- Pro FC (Mobile + Web base)

Honors and Awards

- Best Iranian Sports Game for Viraj in 2015
- Best Web-based Game in 2012 for Speed Up



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

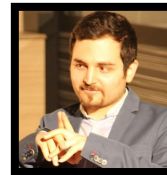
Paezan Game Studio

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Key Players

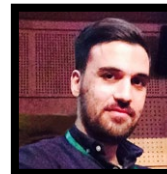
Our Expertise



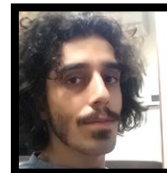
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Ramin lamian
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Saeed Hassani
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Paezan Game Studio is an independent game development studio who worked for more than 6 years now on different pc and mobile titles.

E.T. Armies is the most anticipated indie game of 2013 based on indedb.com community vote. Which has been produced by our development team. E.T. Armies would be released soon on steam.

Magnis is a mobile title with unique and challenging game play, ready to be released on App Store and Google play. For now, we are working on some mobile games to be announced in the future.

Key Projects

- Magnis Game
- English Tree
- Mafia Game

Honors and Awards

- Best Technical Achievement as E.T. Armies Technical Director of the Year in The 4th Tehran Game Festival: [November 2013].
- Best Casual Game of the Year (Magnis) The 5th Tehran Game Festival: [November 2014].



PAPATA
Game Studio



PC MMOs Handheld Mobile Console Browser Game

Papata

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Key Players



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Mohammad Hoseini
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Masoud Pezeshkzade
Project Manager
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Our Expertise

Papata has been established in October 2012 with 9 members as a start up team. Papata's first game called "Newton's Dream", commercially failed but this failure was the beginning of their consecutive successes in later projects. One of the most successful products of this studio is a project is called "Sebghat " (online Races) which has been installed on more than 500 thousand android devices. "8th Invasion" is other title of Papata's products which is a first person shooter game has been very popular among Iranian android users.

Key Projects

- Sebghat
- 8th Invasion 1
- 8th Invasion 2

Honors and Awards

- Top place in Iran MobiCode Festival's Cultural and Artistic Division.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Pars Cognition

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Key Players



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Our Expertise

The Pars Cognition knowledge -based company started its work in 2015 to develop products serving mental health by a group of specialists in sciences, neurology, psychology, and artificial intelligence. The games developed by the company are meant to empower short and long term memory. Presently, the company is directly collaborating with universities and research institutes.

Members of BDO include:

Dr. Hadi Moradi (Artificial Intelligence and robotics), Dr. Majid Nili (Artificial Intelligence and Cognitive modeling), Dr. Hamid Reza Pouremad (Neuropsychology), and Dr. Hamed Ekhtiari (Neuroscience).

Company facts

- Productions: 12 CogLad: Attention, 12 CogLad: Memory
- Members: 4 PhD holders, 6 Masters' holders, and 2 Bachelors' holders
- Users: 150

Key Projects

- CogLad: Attention
- CogLad: Memory
- CogLad: Decision making
- CogLad: Intelligent School
- CogLad: HEC for Hand Eye Coordination
- Bornaz: PECS- based game for rehabilitation and training



RUSH FOR GLORY

PC MMOs Handheld Mobile Console Browser Game

Parseh Game Studio

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Key Players

Our Expertise



Sajad Beigjani
CEO
beigjani@
parsehgamestudio.com

The Parseh Game Studio was established in Tehran in 2011 to develop and distribute tools for the development of games and their infrastructure. Since its establishment, the company could create the Seganx game development engine and could release its first game, Rush for Glory, to the market.

Key Projects

- Seganx game development engine
- Rush for Glory game

Honors and Awards

- Honor certificate from the third Video Games Festival.
- Best technological Achievement Award from the Third Video Games Festival.





PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Pooya Nova System Inc.

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Key Players

Our Expertise



Esmail Sabouri
 CEO & Co-founder
e.sabouri@novadevelop.com

Nova started its work in 2014 to develop computer games and after a short time, embarked on developing mobile and tablet-based games. The company pays due attention to developing quality games, and could ultimately present the game Ring Mania to the international market.

Key Projects

Ring Mania

Honors and Awards

Best Casual Game Award of Tehran Games Festival 2015



Mohammad Izadshenasan
 Chairman of the Board &
 Co-Funder
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PC
 MMOs
 Handheld
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 Browser Game

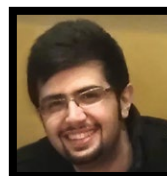
Raspina Studio

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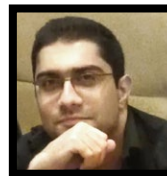
Key Players

Our Expertise



Aria Esrafilian
 Team Lead
Aria.e@raspinastudio.com

Raspina Studio is a team of enthusiasts gathered around with the main goal of creating high quality and polished games. The team was established in 2011 in Tehran and has developed games for both PC and mobile devices. Raspina is directing its focus on developing PC and console games and has started working on a new title for a while and is looking for close partnership with publishers and investors for the new title.



Nima Memari
 Game Designer
Nima.m@raspinastudio.com

Key Projects

E.T. Armies is the first project of Raspina studio. The team started working on the project from early 2012 and after 3 years of development the game was released locally in Iran followed by the international launch on 3rd of march.

E.T. Armies is a first person shooter game set in a far future where mankind has left the earth. In the game player play as a Parsis soldier in a war against the invasion of forsaken, the new born nation who hunger for supremacy and power.



Saman Derakhshan
 Technical Lead
Saman.d@raspinastudio.com

After E.T. Armies, the team started working on an action arcade casual game for mobile and tablet devices. The game introduces a unique control to dodge obstacles while captivating the player with beautiful art style, vivid music and charming narration. The game has been released recently on iOS Platform and is planned to be released for Android devices soon.








Keyvan Ebrahimi
 Art Director
Keyvan.e@raspinastudio.com



 PC
  MMOs
  Handheld
  Mobile
  Console
  Browser Game

Red Cap Games

 Second floor, #2 Edalat Alley, Komail St, Jeyhoun St, Azadi Ave, Tehran, Iran.
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Key Players

Our Expertise



Seyed Ahmad Mousavi
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 RedCapGame.com



Arash Jafarzadeh
 Technical Director - Co
 Founder
 Jafarzadeh@
 RedCapGame.com



Mohammad Mehdi Mousavi
 Design Director
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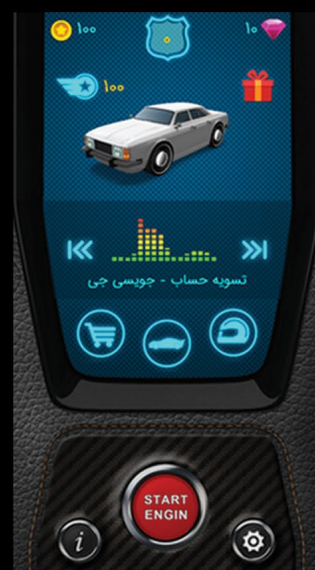
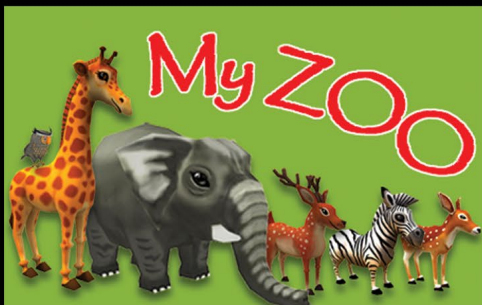
The Red Cap team is one of the oldest companies and biggest contributors in Iran's videogame scene. Starting at 2007, the works of our incredibly talented team members has always been the subject of praise. From Go Kinok Go to Project Collide, The red cap team remains united under the dream of making video games and leaving a positive impact on the gaming community as a whole. We have participated in numerous game festivals, such as Tehran Game Festival and Dubai World Game Expo and Our Project Go Kinok Go has been nominated for Best Indie game, Indie of the year and Outstanding achievement in Design in Dubai World Game Expo 2015 and 2014.

Key Projects

Participation in Dubai world Game Expo 2011, 2012, 2014, 2015 as Project presenter
 Participation in Dubai World Game Expo 2015 In Hall of the best Indie games of the year
 The Project-Presenting team on My Content Expo 2011, 2012, 2013, 2014, 2015
 Participated as Indie Game Developer - Independent Game Festival (IGF) 2012
 Participated as Indie Game Developer - Independent Game Festival (IGF) 2013

Key Projects

- Go Kinok Go / Steam
- Game World / Café Bazaar
- The Thugs / Café Bazaar
- A Flag of Sun / Steam (In Development)
- RoboLove / Steam (In Development)
- Project Collide / Mobile Platforms (Pre-Development)



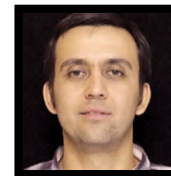
PC MMOs Handheld Mobile Console Browser Game

Royagaran LLC

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 info@royagaran.com
 www.royagaran.com
 +98 (21) 88418510



Key Players



Shahab Keshavarz
 chairman
 Shahab@Royagaran.com

Our Expertise

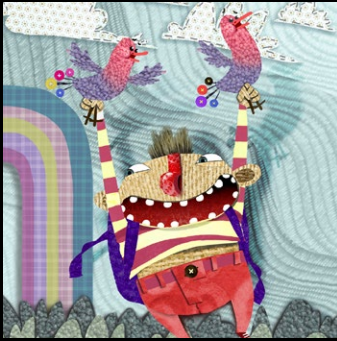
The Royagaran LLC was established in Tehran in 2003. The most important objective of the company was developing creative games. The studio has different departments for game development and has so far released four games.

Key Projects

- Rockefeller, The Black Gold
- Hidden Treasure
- Top Gear: Most Wanted
- Joorino
- Nexnum

Honors and Awards

- Best Game Design for the Black Gold from Tehran's Video Games festival.
- Best Technical Implementation for the Black Gold from Tehran's Video Games Festival.
- Best thriller for Black Gold from Tehran's Video Games Festival.



PC MMOs Handheld Mobile Console Browser Game

RSK Entertainment

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Key Players



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Amir Reza Abedini
Executive Director
ExecutiveDirector@
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Mahdiyeh Jahangiri
Technical Director
TechnicalDirector@
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Our Expertise

The RSK Entertainment started its work in 2006 as a specialized studio for developing games under the name of the K2GameStudio. The development of its game, Tehran 1312, attracted positive criticism from people and officials and was welcomed widely by people both inside and outside the country in the forms of an online and offline game. The other achievement of the group was the game "the mischievousness of Alimardan Khan" which was also widely welcomed. Since then the studio has successfully released fifteen games to the local and four to the global market.

Company facts

- Development of 19 games for the local and global market.
- 5 titles have been published in foreign markets: Alimardan's Mischiefs, Murder in Tehran's Alleys 1933, The way of love(Sub zero), Dark Years, Forgotten Sound 1
- Publishers we've worked with: Lace Mamba Global, GamersGate, NevoSoft, KISS LTD

Key Projects

Alimardan Meet Merlin, Murder In Tehran's Alleys, Legend of War, Ambassador of Love, Forgotten Sound 2: Destiny

Honors and Awards

- Best content prize for Murder in Tehran's Alleys 1933.
- Best game award for Murder in Tehran's Alleys 1933 in Hedayat Video Games Festival.
- Best Kids' game and third place for pictures for "Alimardan's Mischiefs".
- Best Direction for "Qajari Cat".
- Best Sacred Defense Game Prize for "Road of Love: Subzero".
- Best Technical Prize for Murder in Tehran's Alleys 1933.
- Best Music Award for "forgotten voice".



ASMANDEZ

THE FIRST IRANIAN ONLINE GAME

PC MMOs Handheld Mobile Console Browser Game

Simulator Developer

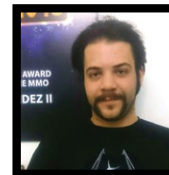
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Key Players



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Omid Shahbazi
Lead Programmer
sh.omid.m@gmail.com

Our Expertise

Simulator Developers Co. started its work in 2001 by developing stimulation software and then embarked on developing video games. The company has always focused its attention on quality, trying to create a unique experience for its audience. It launched its first MMO game in 2009 and since then has continued making online games. The games developed by the company have now been released by seven distributors and the company now has hundreds of thousands of users.

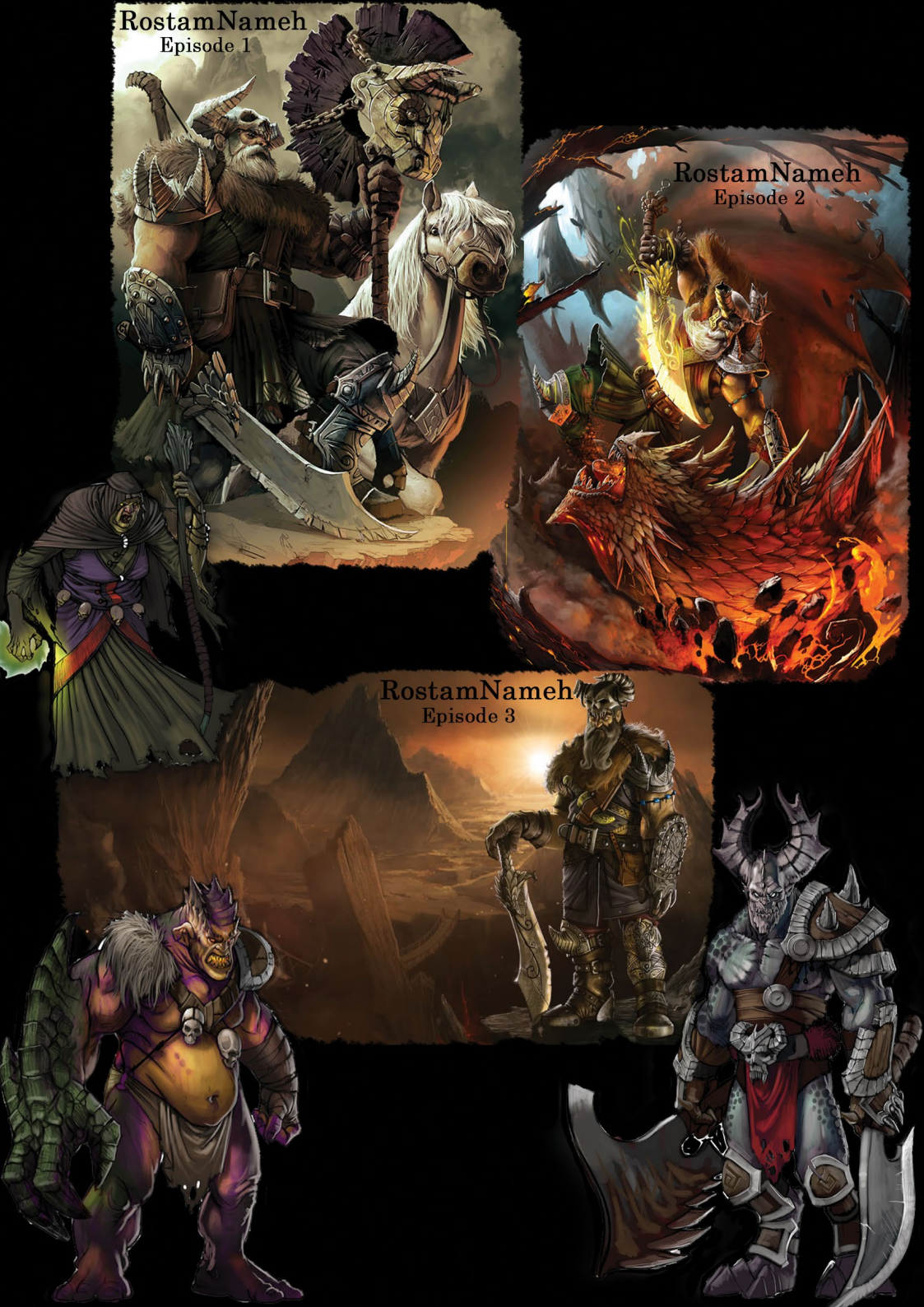
The company is now trying to make the best use of the expertise it enjoys and its experienced developers to compete with the worlds' greatest names in game development.

Key Projects

- Asemandez I
- Asemandez II
- Mooshvandan
- Whose flag is higher
- Bulldozer Driving Training Simulator
- Loader Driving Training Simulator

Honors and Awards

- Innovative achievement prize from Digital Media Festival.
- Best online game of Digital Media Festival.
- Best online game of Tehran Video Games Festival.
- Best game in Video Games Festival 2013.
- World's best independent game in MMO 2013.
- Year's best game in Video Games Festival.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Superior Sun

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Key Players



Seyed Iman Behshid
 CEO
ibehshid@superiorsun.ir

Our Expertise

We are a group of game developers named superior sun and we have 4 years of experience in the country's game industry. the establishment of this company began with the main aim production of mobile games. We try to present Iran ancient epics, mythology, contemporary stories, including holy defense Iran-Iraq War.

"Rostamnameh" is in the action-adventure genre that superior sun plans to build.

Key Projects

- Rostamnameh in 3 Episode for Android
- Rostamnameh For PC (10 hours Gameplay)
- Heroes (2D Game) For Android
- Persian Fighter For Android (Online)



Seyed Omid Behshid
 GameDesinger
obehshid@superiorsun.ir

www.storymaker.ir

Nurturing Creativity

www.tafavotstudio.ir

Improving the Power of Imagination

Thinking and Self-Confidence

With Story Maker



The future is in the tiny hands of a child that designed the creativity in his stories

PC MMOs Handheld Mobile Console Browser Game

Tafavot Studio

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Key Players

Our Expertise



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Nahid Zeraatgar
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Tafavot Studio borned from the heart of the Tafavot Engineering Company in summer of 2015. The first project of Tafavot Studio called "Story Maker", created with the goal of making positive impressions in children's life & future. Tafavot Studio intend to design and produce creative games in the field of nurturing and teaching life skills for children.

Company facts

Story Maker added to Cafe Bazaar in Feb 14th, 2016 and selected by the Cafe Bazaar Editors Choice on Feb 20th. on Feb 21st, it downloaded 10K times and totally downloaded more than 80K times without any advertisements in a limited release. it was selected as "The software which provides best Content & Graphics" by the Cafe Bazaar judges. Tafavot Studio got the first place in Sheikh Bahai Technopreneurship Festival and it will represent as one of the Iran's representatives in Finland Slush Festival. It also received a commendation for social entrepreneurship from The supporters of social entrepreneurship and Gharzolhasaneh Culture forum.

Key Projects

StoryMaker: Simply Create StoryBooks and animations
The future is in the tiny hands of a child that designed the creativity in his stories.
StoryMaker is a tool for nurturing the creativity and story telling for children, which allows children turn their stories into visual StoryBooks and Animations.

Honors and Awards

first place in Sheikh Bahai Technopreneurship Festival
commendation for social entrepreneurship from The supporters of social entrepreneurship and Gharzolhasaneh Culture forum.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

TOD Game Studio

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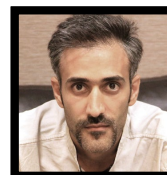


Key Players

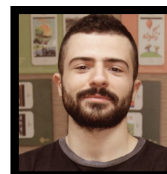
Our Expertise



Ali Nadalizadeh
 Studio Lead
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Mansur Javadi
 Team Lead
mansur@todco.ir



Ramin Beigi
 Lead Designer & Developer
ramin@todco.ir

TOD is a game development company that uses its young talents to develop the most innovative games. The group is made up of some of the best engineers of the country who work in a friendly and dynamic environment. Since 2004, the company has released over 30 iOS and Android software to the local and international market. In the past couple of years, the company has focused its attention on the local market.

The country's only Apple software company Sibche and the online games Fruit Craft and PerCity are some of the products of the company.

Software developed by the company have been acknowledged by world media outlets, including The Independent, Guardian, Wired, and BBC.

Situationist, a software by the company has been dubbed by the New York Contemporary Museum as a top developing. Social software ColourDNA has also been reviewed by TechCrunch.





- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

Tosan Game



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info@tosangam.ir / info@darkmadnessgame.com
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 +98 (21) 44530261
www.linkedin.com/company/tosangame

Key Players

Our Expertise



Hadi Jafari Monfared
Head Manager
hadi@tosangam.ir

Tosan Game is a software and game development group that was founded in 2007. During this time We had a lot of successful experience in software and game developing. We have developed various types of games like “ Dark Madness, Persian Gulf Cup, Golden chicken ” and so on.

Furthermore we have valuable experience in development of softwares based on virtual reality and data bases like “ Iran civilization (Persepolis), Yadman , IFAS ” and so on



Neda Alinezhad
Internal Manager
neda@tosangam.ir

Key Projects

Our key project Dark Madness is a free interpretation of eastern legend: «Zahak» .You play the role of Sam, a member of special forces group fighting in an apocalyptic universe where humanity is poisoned by the ultimate madness. Asham , the evil overlord and devotee of “Zahak” , is planning to destroy humanity and you are there to stop it. Use your wide range of weapons to fight the evil enemy in a versatile environment set. Other products of the company are: Iran Civilization (Persepolis), IFAS, Yadman, Persian Gulf Cup, The Golden Chicken, Saba, Amn Imen, Tamrinyar



Hooman Jafari Monfared
3D Artist and animator
hooman@tosangam.ir

Honors and Awards

- Prize for the best action game of the year in 5th Tehran Game Festival 2015 for “The Dark Madness(Release)”.
- Prize for the best game scenario in 5th Tehran Game Festival 2015 for “The Dark Madness(Release)”.
- honorary diploma for technical and artistic achievement for “The Dark Madness(Release)”.
- Candidate for the best music in all genres for “The Dark Madness(Release)”.
- Prize for the best Iranology software for Iranian civilization software(Takhte Jamshid in Digital Media Festival).



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Tractrix Game studio

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Developers

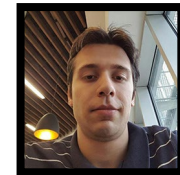
Key Players



Mohammad Reza
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 CEO
 adib@aka.co.ir



Omid KianiFar
 Game Designer
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Sam Omid
 Art director
 samomidi@aka.co.ir

Our Expertise

Formed in 2007, Architects of Knowledge Age Corporation (AKA) offers software solutions to the public and private sectors and is one of the top "Bespoke Software Development" firms in Iran (Awarded by Iran's High Council of Informatics). Its activities consist of development and distribution of business software applications, also design and implementation of Integrated IT, Data Mining and Business Intelligence, Security and Digital Signature solutions.

To further establish company's position in the application market, AKA formed its game design studio subsidiary, Tractrix, in 2015 which has since developed and introduced several popular games to the market. Here in Tractrix, our goal is to provide a unique and fun atmosphere that would take the gamers away from the hardship of reality and bring them the joys of the fantasy world and to introduce gamers to the Persian lore such as Achaemenid dynasty or stories from Shahname.

Company facts

- Number of Software development projects: 36
- Number of Game and App development projects: 13

Key Projects

- Bridge Builder
- Kick Ball
- Save City
- My Mind Adventure

Honors and Awards

- Member of the Iran's high council of informatics (Rank 3)
- Member of the IRCG
- Member of the Tehran Organization of computer trade
- Member of the Iran E-Commerce Scientific Association
- Member of the Computer Society Of Iran
- Member of the Informatics Society Of Iran Guild Association



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

TSIT Games Studio

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www.linkedin.com/company/ts-information-technology



Key Players

Our Expertise



Mahdi Anjidani
 CEO
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TS Information Technology Ltd (TSIT) began operations in the field of e-commerce and game development in 2010.

The company is involved in game development, mobile app development and game publishing.

The company has created the online games kingsera.com and tadland.com as well as mobile games for iOS and android systems .

TSIT has successfully translated and published games in English, German, Italian, Russian, Turkish, Arabic and Persian.



Ehsan Javadi
 Sales Manager
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Key Projects

- Kingsera Online&Strategic Game
- Overtake
- BirdsHunter
- Evil's End
- Brain teasers and IQ points



Hadi Anjidani
 International Sales
 Manager
hanjidani@tsit.ir

TSIT Games Studio
www.TSITgames.com



Vira Gostar Honar Hashtom

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Key Players

Our Expertise



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Erfan Ghanad Tavakoli
CTO
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Afshin Mahmoodian
Member of Board
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The Vira Gostar Honar Hashtom Company was established in 2011 by a number of students of the Iran University of Science and Technology (IUST). The members of the group are all now members of the research center of the university. The company officially launched its activities later in 2014, and still, the core of the company is made up of graduates of the prestigious university. Relying on its experienced and professional staff, the company aims to fill the existing gaps in the country's game development industry.

Company facts

In a short time span since its establishment, the company has achieved great strides and has attracted the attention of many potential investors. It also booked itself the top prize of the IranaGDC 2014 competition against 35 top companies and universities. The company is now collaborating with governmental institutions on three major projects.

Key Projects

- Farmouller game; a 2D farming game of strategic genre.
- Foot Yard: A mixture of strategy and sports genres, which is to be released soon for Android and iOS.
- Runaway vender, developed upon an order by one of the governmental institutions. The game is not released yet.
- Persian Sheriff, To be released by early 2017 for Android & iOS.

Honors and Awards

- Top Place in the IranaGDC among 35 companies and top universities.
- Top Place for innovative ideas in the 2nd Independent Game Developers Festival.
- Special Award of the jury of the 2nd Independent Game Developers Festival.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

White Designers

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White Designers
GAME STUDIO

Key Players

Our Expertise



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W.D. is an independent game developer studio with over 3 million registered players and thousands of new users every day. Today, WD ranks among the top Iranian game developer studios.

The company founded in 2009 and we successfully developed and published more than 7 titles, all for mobile platforms.

Our team members are some of the best Iranian professionals (Artists, Programmers and Designers) and we are constantly growing the team.

We are passionate about game industry and making awesome games for players around the world.

It is nice to mention that our focus on gameplay, carefully crafted graphics and community management has gained us several professional awards.



Sarah Ghannadan
 Lead Marketin Manager
support@whitedesigners.ir

Key Projects

- Takeoff 3 – (takeoff-game.com)
- Takeoff 2
- Takeoff 1
- Ghand Online Puzzle
- Minions Party

Honors and Awards

- Best Mobile application, 2nd Razavi Digital Media festival, 2013
- Best mobile application, Shokoofa festival, 2014 Tehran



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Wooden Wings

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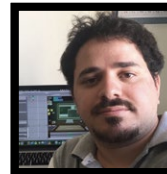


WOODEN WINGS
STUDIO

استودیو بالهای چوبی

Key Players

Our Expertise

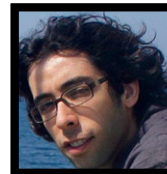


Saeid Gholizade
 Technical Director
info@woodenwingsstudio.com

The Wooden Wings was established in 2011 with the objective of developing quality mobile-based games. It also developed other entertainment programs. So far, the studio has released games such as MrHead and programs such as Windy Fall and Honey Bunny. The company has always been enthusiastic about developing games and programs in collaboration with other game developers.

Key Projects

- Mr Head
- Windy fall
- honey bunny
- Gifytu



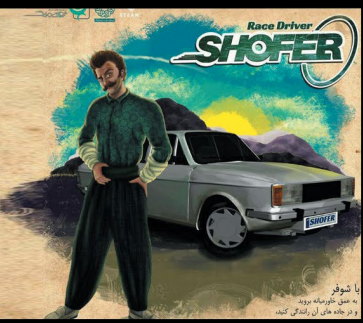
Moin Samadi
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Hamid Karimian
 Art Director
hamidkarimian@gmail.com



\$14.99 USD BUY ON STEAM



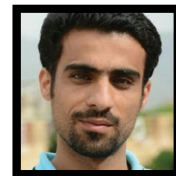
PC MMOs Handheld Mobile Console Browser Game

ZhooriMaang Entertainment Designers

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Key Players



Mohammad Heidari
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Our Expertise

The digiMaang Entertainment Designers is a knowledge-based company. Established in Iran's Kurdistan in 2010, the company officially started its activities in the area of developing video and TV games, virtual reality games, 3D simulators, and animations. The company is proud to have shared its expertise with those interested in the field of game development.

Company facts

One of the products of the company, Chauffeur, could bring home over 100,000 USD globally in nine months.

Key Projects

The Chauffeur game, virtual patrol of science and technology parks, virtual patrol of technical and vocational centers and Kurdistan's cultural heritage sites.

Honors and Awards

The ZhooriMaang Entertainment Designers has been chosen as the top exporter of knowledge-based products to Islamic countries.

Developers



Publishers

AHURA Software	135
Drop fun	137
Fanafzar	139
Medrick FZE	141
Sourena	143





Khan Wars



IMPERIA ONLINE

- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

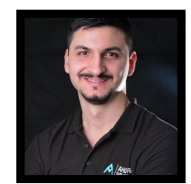
AHURA Software

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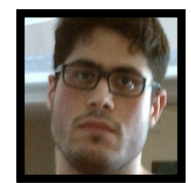


Key Players

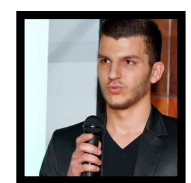
Our Expertise



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Aryan Hashemi
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Anushirvan Hadei
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AHURA Software is your game publisher for Iran! AHURA Software is an independent Iranian company, operating in the fields of information technology, gaming and services. It is seated in Tehran, Iran but it also has a branch in Sofia, Bulgaria.

Our business is focused on the successful localizing and publishing of foreign browser and mobile games in Iran. We assist our clients in dealing with the most important steps of this process. We offer partial services and complete solutions in accordance with the needs of our clients.

Our aim is to develop the gaming market in Iran and give Iranian gamers the opportunity to play foreign games in their native language and take advantage of those games' paid services by having the option to pay locally for them.



Publishers

BaziMall

Gamers

Games

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PC MMOs Handheld Mobile Console Browser Game

Dropfun

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www.dropfun.com / bazimall.com
+98 (21) 88014250



Key Players



Ahmad Ahmadi
CEO / Founder
ahmadi@bazimall.com

Our Expertise

We continuously try to do our best to offer fantastic games for our players.

DropFun Entertainment was founded in January 2013 as a knowledge-based company specialized in working in Audience Engagement.

In the new period of Activity, DropFun is a pioneer and one of the professional leaders of digital game publishing in Iran. Our Game Publisher Company Includes Two separate Business Units:

- Games Retail Distribution with long term experience (It supports and covers around 600 Game retail stores all around Iran)
 - Digital Game Publishing (It has Local Game Store)
- DropFun is looking for some good pc, on-line games and mobile games to publish in Iran.

Company facts

- Resources localization
- API and Payment Solution for Local Market
- Working and publish in Local App Stores
- PR & Marketing
- Customer Service
- Technical Issues and Services

Key Projects

- Dropfun is developing Game Mobile Backend as a Service Platform (GMBaaS) as a unique publishing platform in Iran.
- GMBaaS helps you to have different experience for presenting and publishing your games for our players.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

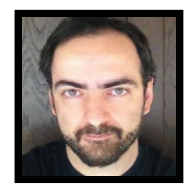
Fanafzar

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 +98 (21) 22264738
 www.linkedin.com/company/fanafzar



Publishers

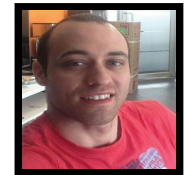
Key Players Our Expertise



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CFO
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Kasra Tehrani
COO
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Fanafzar is an independent video game developer and publisher established in 2006. Fanafzar is focused on producing high quality PC and mobile titles. Our main goals are to help developers make a better product, handle proper communications of their game to make sure it is delivered to the target audience with the right level of support. Our publishing activities is based on the following three pillars:

- Production (Increasing the quality of the game in development)
- Marketing (Communicating the games message and locating the target audience)
- Sales and Support (Delivering the game and supporting the community)

Key Projects

- Garshasp :
Garshasp is a third person action based on ancient Persian mythology developed by Fanafzar. This game is bringing to life the epic battles of the mythological hero, Garshasp, in the ancient lands against the evil monsters.
- 2nd Gear :
2nd Gear is a drag race in the city streets published by Fanafzar, featuring high quality graphics and online competition.



IMPERIA ONLINE

BOSS IS COMING!



ZOMBIE FRONTIER 3



POCKET TROOPS

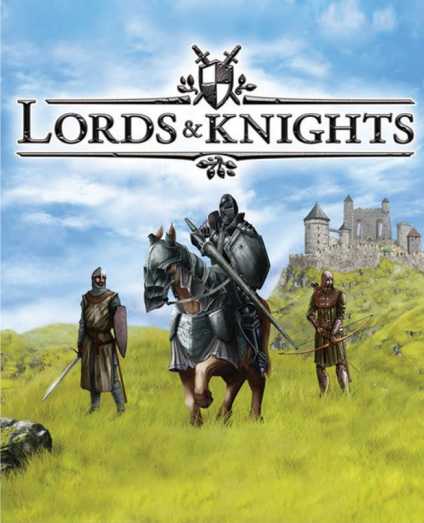


ARTILLERY

online

2

Loading ammo...



LORDS & KNIGHTS



WAR INCORPORATED



poly



blast

PC MMOs Handheld Mobile Console Browser Game

Medrick FZE

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Iran, Tehran, Po box : 13654
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+98 (21) 425700000
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Key Players Our Expertise



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Sara Yektapour
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Manager
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MedrickFZE is currently the biggest mobile and browser based game publisher in Iran and the MENA region. The company tries to bring together all the required services to provide the developers with a single point of interface to publish their games in this vast and untouched market. The services we provide are: 1. Localization, 2. Technical Support, 3. Community Management and Customer Support, 4. PR, 5. Marketing and UA, 6. QC and Game Testing. Medrick FZE currently has headquarters in Tehran, Dubai, United States and Germany. Over the past years, we have created partnerships with several key members in the game industry. Our partners' list ranges from tier-1 mobile operators such as IranCell, Rightel and HamrahAval to domestic stores such as CafeBazaar (<http://cafebazaar.ir/?l=en>) and Myket (<http://myket.ir/>). In addition, the set of mobile games we have developed so far currently own a user-base of +4 million users.

Key Projects

Publishing the following international games in the Iranian market and make them achieve success:
Last Empire War Z, War Inc, Pocket Troops, Imperia Online, Poly Blast, Artillery Online, Zombie Frontiers, Lords and Knights.






Services

- Mobile and Browser based games full cycle publishing.
- Payment solution for PC and browser based games and applications that enables local payment very easy to integrate.



 PC
  MMOs
  Handheld
  Mobile
  Console
  Browser Game

Sourena

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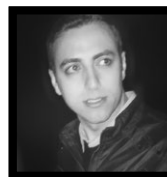


Key Players

Our Expertise



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 sourenagames.com



Kevin Aghaei
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Pouya Shahinfar
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Sourena is a leading publishing company that publishes overseas games in the country through its channels and portals with «AllPays» system which is a strong online payment platform for foreigner companies to sell their digital goods and easy way for them to gain money from Iran's market.

Company facts

Sourena Game Studio is a leading publishing company for web games, online client games, MMO, PC and mobile games in Iran. The Sourena Game Studio Publish Western Games in the country through "AllPays" system which is a strong online payment platform for foreigner companies to get paid and an easy way for them to gain money from Iran's Market. Our happy clients: Travian Games GmbH, Gamigo GmbH, InGame Group, IDC games, G2A, Maysalward, Jawaker, TPay, Primeiro Pay, Paysafecard, DatCroft, MinTroute, MimoPay, Xsolla, AltPlus, WoloPay, Aptiode and finally Google Inc.

Key Projects

Travian Legends, Goal United, Zula game, Berserk, Get the Gun, TREASURE MASTER, PIXEL WARS, Legends of Persia, Rush, Wobbly Jungle, Unsignt, Super Infinite Digger, Petals

Services

- Publishing / Co-Publishing
- Local payment API with 100% coverage
- PR & Marketing
- Customer support and community Management
- Product Management and production
- Localization and QA
- Sponsored Ads, Social Media & Communities



Stores

Cafe Bazaar	147
Iran Apps	149
Myket	151



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Cafe Bazaar

23'rd Floor, Negar Tower, Valiasr St., Vanak Sqr,
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www.cafebazaar.ir

+98 (21) 88642064

www.linkedin.com/company/iranian-congenial-mobile-co



Stores

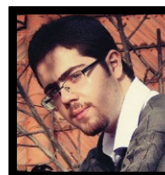
Key Players

Our Expertise



Hessam Armandehi
CEO / Founder
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Founded in 2011, Ava Hamrah Hooshmand Hezardastan (Cafe Bazaar) is an Iranian consumer Internet company that runs the first and the most popular application marketplace for Persian speaking countries. We connect millions of smartphone users, advertisers and mobile app developers and publishers through our technology-based platforms such as Cafe Bazaar Android app store and ADAD mobile advertising network.



Mohammad Moallemi
International Business Developer
and Partnership Strategist
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More than 16000 local and international developers and publishers are currently cooperating with Cafe Bazaar. By using Cafe Bazaar app store, connected to the local payment system, you can distribute your games for 30 Million users and therefore easily monetize them in the fastest growing smartphone marketplace in the Middle East. Cafe Bazaar's share of Iran's internet bandwidth has recently reached to a remarkable number of 10% and this number is growing each day as a result of the rapid penetration of smartphones in the country.



Niloofer Amini
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Company facts

Founded: 2011, Employees: +150, Active users: +30 Million,
Local and International developers: +16000

Key Projects

- Cafe Bazaar (Largest Iranian Android App store)
- Divar (leading classified ads platform in Iran)

IranApps

International eco-system based in the Middle East
With over 150K live applications

Including over 10k local applications.
Our services are unique with
Innovative payment mechanisms

Apps & Games

PARTNERS



Users
iranapps.com/download



Developers
developer.iranapps.com

PC MMOs Handheld Mobile Console Browser Game

Iran Apps

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ایران آپس
IRAN APPS



Key Players

Our Expertise



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Iranapps commenced its business as a warranty and support company for Samsung smartphones in 2010, and 2013 marks its shift of management and hence its focus on android marketplace with coverage for all brands of smartphones making it one of the main IT companies active in application development and publication infrastructure.

Company facts

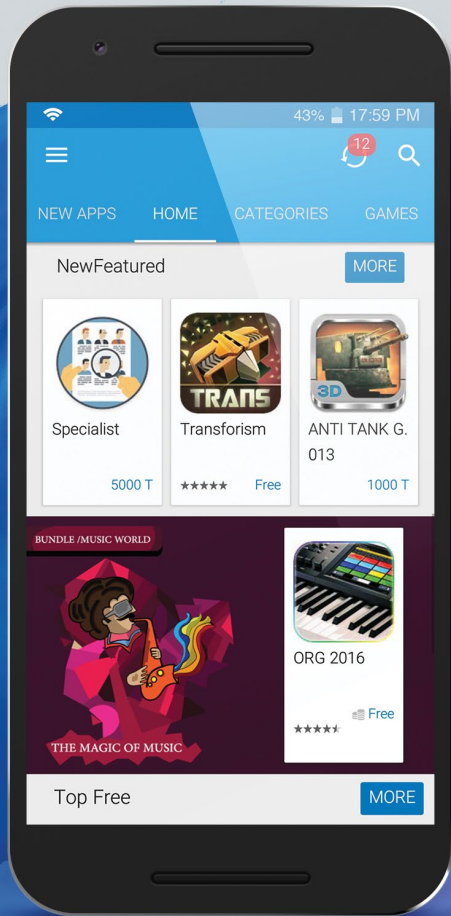
According to a report by MCI mobile operator, Iranapps application and website are placed fifth in bandwidth consumption.

Iranapps hosts more than 10 million Android users, 15000+ Iranian app developers and 50+ international app developers.



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Stores



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Stores

Key Players

Our Expertise



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As a solution for Iranian android smartphone users after the ban on Iran's access to global marketplaces, Myket Android store was founded in 2011. For a long period of time, Myket was not monetized and 2013 marks its shift of focus on smartphone use promotion and high quality Iranian games.

Myket now is a start-up project under the supervision of Hasin Support Team, making it one of the pioneer and most successful start-up companies of the last decade. Myket's young, dynamic and creative team have made an effort to lead developers towards creativity and growth, penetrating mobile phone technology into Iranian lifestyle.

2015 marks the development of Myket as a platform with the highest international standards leading to the maximum opportunities for domestic and foreign developers to monetize their applications in Iran's market. This led to tremendous growth in the number of foreign applications published in Myket.

Myket's plan in this year is to enter the vast market of Persian Gulf countries in the Middle East.

Company facts

- 8+ million app installations
- 2+ million active users
- Publication of non-Iranian applications with legal agreements
- Development plan for the Middle East
- Promotion of games among users



Service Providers

Adad	155
Adward	157
AppReview	159
bazitech	161
GAPP	163
IRAN GAME JOBS	165
Tapsell	167



Showing ads in mobile apps

Advertise

عداد

تبلیغات هوشمند

adad.ir



Adad

23'rd Floor, Negar Tower, Valiasr St., Vanak Sqr, Tehran, Iran, 1969833691

info@adad.ir

www.adad.ir/en

+98 (21) 88642064

www.linkedin.com/company/iranian-congenial-mobile-co

عداد

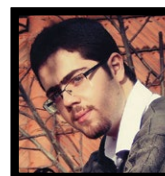
تبلیغات هوشمند
adad.ir

Key Players

Our Expertise



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Mohammad Moallemi
International Business Developer
and Partnership Strategist
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Niloofar Amini
International Business Developer and
Partnership Strategist
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ADAD is a new mobile ad network platform by Ava Hamrah Hooshmand Hezardastan. As a major mobile ad network platform for mobile applications, ADAD targets Persian-speaking countries around the world. This highly profitable ad platform is considered as a great source of income for mobile developers and publishers.

Founded in 2011, Ava Hamrah Hooshmand Hezardastan (Cafe Bazaar) is Iranian consumer Internet company that runs the first and the most popular application marketplace for Persian speaking countries. They connect millions of smartphone users, advertisers and mobile app developers and publishers through our technology-based platforms such as Cafe Bazaar Android app store and ADAD mobile advertising network.

Company facts

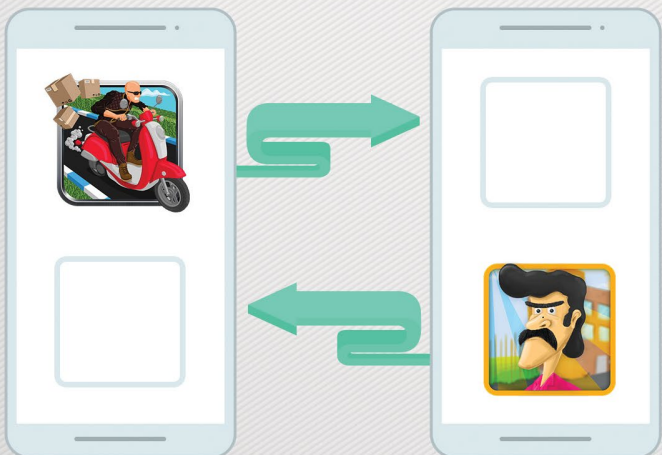
ADAD (leading mobile advertising platform in Iran)

Features

- Interactive Ads
- Real-time Statistics
- Effective Costs
- Various Ad types
- Click fraud detection
- Free Consultancy



We're Solving App Discovery



Adward

Second floor, No 40, Near Imam Sadegh school, South Sheikh sadoogh St., Isfahan - Iran
 info@adward.ir
 www.adward.ir
 +98 (31) 36639322
 www.linkedin.com/company/adward-co.



Key Players



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Mohamad Hamidi Esfahani
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Our Expertise

Adward is the first cross-promotion system in Iran that aims to resolve the problems of discoverability with least cost and risk. Currently Adward supports banner, interstitial and video ads and mobile developers are able to launch their campaigns easily and manage their campaigns using the analysis system within the platform.

Developing Adward cross-promotion advertising system

Key Projects

Developing Adward system
 Developing Appreview.ir mobile app and game review reference

Features

- Real time analysis system
- Video ads
- Interstitial ads
- Banner ads
- Anti-cheat system
- High impact
- Free advertising



Review Apps And Games



Appreview

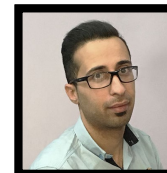
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 www.appreview.ir
 +98 (31) 36639322



Key Players



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Siyamak Sarshogh
 Website administrator &
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Our Expertise

AppReview is the first professional reference for introducing and reviewing mobile applications and games in Iran. It helps users to find the best and the most useful ones and enjoy playing them and facilitate their life using those applications. We do our best to provide precise information that could help users have better and accurate selection and save their time and expenses.

AppReview is also the supporter of developers in our country! Using our experience, we help developers to develop better products and boost their sells and downloads.

Company facts

Review of more than thousand mobile application and game

Key Projects

- Developing the AppReview system

Honors and Awards

- Winner of 6th Iran web festival
- Candidate for 7th Iran web festival



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Bazi Tech

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Key Players

Our Expertise



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BaziTech is one of the main products of Nozha company whose development has started late-2014 and its first release was mid-2015. BaziTech Game Center focuses on providing a backend service for game developers to implement their ideas for online games on web and mobile platforms. Nozha's professional background in enterprise software architecture and animation since 2012 is of great value in this project.

BaziTech acts as a national game center so the developers and gamers can avoid difficulty in reaching foreign competitors. It connects different roles in game industry such as league leaders, game scenarist, developers, graphic designers and gamers. Services such as leaderboards, online matchmaking for multiplayer games, chat and push notification are easily accessible for game developers. The strength of BaziTech, apart from giving gamers the ability to participate in multiplayer games or different leagues, is its social network that enables players to create leagues and invite friends to their own games, making up teams and encourage gamers to play in matches instead of single player games.

Company facts

- Hosted 140 online leagues
- More than 3000 daily active users
- More than 8000 weekly active users
- More than 2 million online matches

Features

- User profiling & management
- Matchmaking & leaderboards
- Chat & push notification
- Online leagues & playoffs
- Virtual currency & In-app billing
- Market and social networks



gapplab.com

- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

GAPP

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Key Players



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Technical Director
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Our Expertise

GAAP Lab was established in 2015 by Iran Computer and Video Game Foundation and its aim is to provide world-class game testing and professional services to Iranian Video Game industry.

To achieve this goal GAAP Lab provides Different Services:

- Special Services for video games: PC, Consoles, Mobiles which includes: Operation testing and Compatibility test.
- Standard Reports: GAAP-Lab will provide different standard reports for developers so they can improve their products quality. These reports include Bug and Compatibility reports on different devices and platforms.
- Standard Certificate: video games and application which are tested and have completed all testing and compatibilities levels will be granted quality approved certificate. This certificate has different beneficial effects for products especially in their presentation in the Iranian market.

Company facts

From the day GAAP Lab has founded, it has provided testing services for many valuable clients and game studios. Until now it has tested over 100 video games and applications and provided the clients standard reports and certificates.

Key Projects

- Medrick Game Studio
- Fan Afzar Sharif
- Arena
- Lipinic
- Heartbits
- Tango



IRAN GAME JOBS

The Best Place to Meet Iranian Talents

PC MMOs Handheld Mobile Console Browser Game

IRAN GAME JOBS

No.32, Corner of ZirakZadeh Alley, West Golzar Alley,
North Mofatteh Ave, Hafte-e Square ,Tehran, Iran
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IRAN GAME JOBS

Key Players



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Our Expertise

IranGameJobs is a newly formed site which is providing new opportunity for both clients and job seekers. IranGameJobs has been created in 2016 by Iran Computer and Video Games Foundation based on the idea to create a large community of developers to help Iran's video game industry growth. The main aim of IranGameJobs is to provide a simple connection between the game studios and the developers who seek to join the gaming industry. To fulfill this goal IranGameJobs have gathered large pool of profiles for both Companies and Clients which can be accessed by all Users. With this amount of information clients and companies can find the needed jobs or talents.

Some of the advantages the IranGameJobs offers:

- A large pool of companies who look for new talents.
- A large pool of talented and experienced clients profile looking for job interviews.
- Creating opportunity for the growth of the gaming industry.
- Finding talents in all the areas of game development from management to technical, art, animation, game design, music and sound effects.
- Look for individuals for your newly created project.
- Customized packages for the best experience in finding the right people.

Key Facts

- More than 100 companies profiles.
- More than 1900 individual Profiles.
- Categorized information based on the talents and field of work.



In-App Ad Service

🏠 www.tapsell.ir

✉ info@tapsell.ir

in [company/tapsell](https://www.linkedin.com/company/tapsell)

e blog.tapsell.ir

o [tapsell_adnet](https://www.instagram.com/tapsell_adnet)

t [tapsell_adnet](https://www.twitter.com/tapsell_adnet)

PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

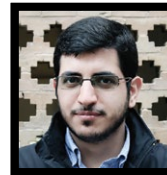
Tapsell

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Key Players

Our Expertise



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Khashayar Etemadi
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Tapsell is an intelligent advertisement platform designed for mobile applications. Advertisers can easily create their campaigns and show them on different popular applications in smartphones for millions of people. Using Tapsell's SDK, developers can include this service in their applications and enjoy the monetary benefits of it. This will be a win-win deal where the audience of the application and the developers both enjoy some benefits.

Tapsell, aside from creating a great advertisement opportunity for branding and marketing activities, creates effective video advertisement and promotions for the applications. Also, taking use of great technologies such as machine learning and data analysis helps Tapsell obtain deeper data mining analysis leading to improvements in advertisement campaign performance. Through the vision of Tapsell, each user will only enjoy advertisements designed and selected in accordance to their preference.

Company facts

Today, Tapsell enjoys more than 12 million unique users and more than 800 applications show Tapsell's ads and earn money. Tapsell's growth over its 4 months of activity has been significant going over 10 million video impressions with more than 70 percent of users watching the ad videos to the end. Also the CTR in this system is than 18 percent meaning that 18 percent of those who watch the ads to the end, click on its final banners.

Key Projects

- Recognition of this product as a knowledge-based service by the department of science and Technology
- 3rd place in Sharif's 7th festival of business opportunities VCCup7

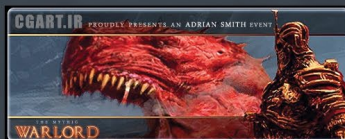
Organizations & Communities

CGART	171
DIREC	173
Entesharat	175
ESRA	177
IGDA	179
Iran Computer and Video Games	181
Kanoon	183
Tehran ACM SIGGRAPH	185
Tebyan	187



CGART.IR

PERSIAN CG COMMUNITY



PC MMOs Handheld Mobile Console Browser Game

CGART

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+98 (912) 5087842

CGART.IR
PERSIAN CG COMMUNITY

Key Players



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Our Expertise

The Website of Digital Arts started its activity in 2007 with its prior focus on serving the artist society of digital arts in Iran. After a decade of performance, this website is now home to experts of digital arts.

The main activities of CGart.ir are holding events, workshops and seminars, exhibition of digital arts and convention of international art competitions, Job opportunity networking and introduction of Iranian artists in prominent exhibitions of computer, graphic and digital arts. Another mission of CGart.ir is to improve the educational quality of academic courses held in universities and institutes in graphic design and computer graphic fields in compliance with the standards of Iranian digital arts.

Key Projects

- Holding international competitions for digital arts.
- 80+ workshops in different fields of digital arts.
- Interviewing of more than 50 artists specializing in digital arts and development of educational articles.
- Exhibition of the 26000+ works from 3000+ artists.
- Creating connections between artists and project holders in more than 1200 occupational opportunities.
- Attendance in 2011, 2012, 2013 SIGGraph annual conference.



- Landscape of Iran's digital games industry
- Triple reports of gaming platforms
- Market info reports
- Gamers clustering report
- Online gaming report
- Tehran exclusive report
- Comparative reports on Iran's 11 metropolises

info@direc.ir / www.direc.ir



Top 5 Favorite Media among Gamers



Television



Music



Digital game



Book



Movie Theater

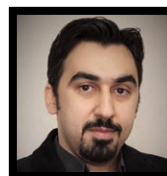


DIREC

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Key Players



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Our Expertise

A spinoff of the Iran Computer & Video Games Foundation, DIREC was founded in 2014 to gather in one place the research cores made up of finest university graduates as well as industry experts in different aspects and fields of digital games industry.

DIREC's mission is to promote and advance its research and analytical goals, mostly in marketing, communications, psychology, and sociology through definition and execution of multiple research projects with their main focus on behavior studies and market research.

Company facts

- Main research center specializing in marketing, communications, sociology and statistics.
- Cooperation with the Iran Computer & Video Games Foundation.
- The benefit of 15000+ statistical samples throughout the country.
- Adequate information, covering all metropolises, cities, towns and residential areas in the country.
- Cooperation with 100+ researchers in the country.
- Generalizability of information.
- In- depth analysis of reports by the industry scholars and experts.

Key Projects

- Landscape of Iran's digital games industry.
- Triple reports of gaming platforms (Mobile, PC & Console).
- Market info reports (Trending games, Top brands, popular hardware etc.).
- Gamers clustering report.
- Online gaming report.
- Tehran exclusive report.
- Comparative reports on Iran's 11 metropolises.



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

Entesharat

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Key Players

Our Expertise



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Iran Technical Publications co. was founded in 1981 and started its activity by publishing Technical and Engineering handbooks. 1991 marks the shift of focus in Iran Technical Publications co., and publication of environment, lifestyle and pre-school books. Nardeban was the first book published for Kids and Young learners. In 2013, Iran Technical Publications co. launched the department of application and computer games production.



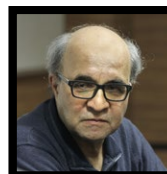
Haydeh Karoobi
Deputy CEO
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Company facts

- Publication of environmental and lifestyle books.
- Publication of pre-school education handbooks.
- Sepidar Festival of kids and children's publications on environment.
- Interactive books for kids & young adults.

Key Projects

- Sabzestan
- Pooze Oghabi
- Behrang & The Color Monster



Ali kafi
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Honors & Awards

- Best publisher award by the Environment Publications Festival.
- Second prize by National Environment Committee.
- Best publisher award by 5th Roshd Festival of Educational Publications.
- Best publisher by Roshd Festival of Educational and Training Publications.

Entertainment Software Rating Association



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ESRA

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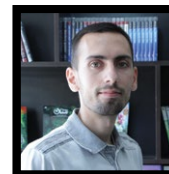
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Our Expertise

Ever since the establishment of the Iran Computer and Video Games Foundation, one of the main objectives and quests of the foundation has been the “culture of proper use” of computer games. The reason behind such an objective in Iran, is benefiting from the educational potential and influential role of computer games and the need to avoid the disadvantages of mental and spiritual deficiencies resulting from the misuse of computer games. Therefore, one of the most significant aspects of such culture design would be the issue of age ratings for computer games, which has been assigned to ESRA. ESRA principle, the result of a one-year investigation and research on different harmful content of computer games from three aspects of sociology, psychology, and Islamic teachings, launched its rating system in 2009 in five categories of 3+, 7+, 12+, 15+ and 18+ years of age.

One of the most important reasons of the observed necessity for ESRA principle is the lack of a proper pattern of use for computer games and the negative physical and mental effects of computer games caused by misuse and the concern of patterns regarding such issues due to their lack of information about the improper and inappropriate content of such games.

Key Projects

6500+ computer and mobile games rated according to ESRA rating principles in the short period from the date it was founded.



www.igdairan.com

PC MMOs Handheld Mobile Console Browser Game

IGDA

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Key Players



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Our Expertise

Iran Chapter is one the Chapters of the International Game Developers Association with the responsibly to connect Iran's society of game developers to the international network. This chapter, founded in 2014, aims at education and improving the educational quality of workshops and courses in game development.

Currently, Iran Chapter is actively pursuing various academic undertakings such as refereeing international festivals, academic syllabus creation for game design courses for universities worldwide and evaluation of technical articles in the field of game development. All the activities of Iran Chapter is performed by volunteers and the long-term goal of Iran Chapter is the global acknowledgment of Iran as an active member of the computer game development society.

Key Projects

- Holding independent game festival in Tehran.
- Affiliation with IGDA Academic Forum as the support force for the Iran Game Development Institute.
- Contribution to the curriculum design for university courses based on IGDA educational framework.



**IRAN
Computer &
Video Games
Foundation**



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Iran Computer and Video Games Foundation

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Our Expertise

Iran Computer and Video Games Foundation is a non-profit organization with the mission to support, audit and incubate the growth and development of gaming industry in Iran. Founded in 2008, the foundation is the main regulating and policy making agency supporting production, marketing, research and supervision of video games in Iran. The support department of the foundation, Iran Game Development Institute, DIREC, and ESRA are the main arms of the foundation regarding the growth of the gaming industry.

- The support department with the responsibility to support the production and marketing of video games.
- Iran Game Development Institute with the responsibility of educating the enthusiasts and making them ready to join the game development companies.
- DIREC with the responsibility to research and analyze data in different fields of game development industry.
- ESRA responsible with the supervision and evaluation of game contents.

Company facts

- Co - production of more than 40 game titles and supporting the Iranian game developers.
- Holding 3 video games exhibitions in Tehran.
- Holding 5 video games festivals.
- Holding 127 workshops with the presence of local and foreign instructors.
- Holding 50 Gamejams in affiliation with Iran Game Development Institute.

Institute For The Intellectual Development Of Children & Young Adults

KANOON GAMES
since 1996



Kanoon

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Our Expertise

The Center for constructive entertainment was founded in the institute with the mission of designing and producing products in compliance with the mission of the institution In 1981.1996 marks the foundation of the department for computer software production as Iran's first game development center.

Company facts

- Production of 26 Computer products since 1996.
- More than 15 honors and awards from software exhibitions and festivals.

Key Projects

- Puzzle Game (First project).
- Puya and Khalil's Touring of Iran (2006, 3 prizes).
- The story of Friends game.
- The Island story (2007, first Iranian strategic game).
- Rouzbeh's myth.
- Rat and snake.
- Hidden treasure game.
- Amoo Nowruz and the dream of the snowman.
- Playful sheep.
- The peasant and the prince.

TEHRAN ACMSIGGRAPH PROFESSIONAL CHAPTER

tehran.siggraph.org



PC MMOs Handheld Mobile Console Browser Game

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Key Players



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Our Expertise

Founded in 1969, SIGGRAPH is one of the most validated scientific organizations under the supervision of ACM with its core activities related to computer graphics and digital arts (both in Technical and artistic fields).

The Tehran chapter of ACM SIGGRAPH aims at cultivating the digital art community of Iran in both the technical and artistic sides of this exciting field.

Key Projects

- Post SIGGRAPH 2014 conference in Amir Kabir University
- Technical seminar of visual effects in the Iran Game Development Institute.
- Virtual Reality event in Tehran University.
- Parametric Animations seminar in Tehran University.
- Look Development seminar in the Iran Game Development Institute.
- The seminar of HFSM and its applications in game development in Tehran University.
- Virtual Reality event in Sharif University of Technology.
- Tehran V-Ray Day 2015 in the Iran Game Development Institute.
- Post SIGGRAPH 2015 conference in Tehran Technical University.
- SIGGRAPH Animations Festival in Pardis Cinema.



TEBYANGAME

www.tebyangame.com



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- PC
- MMOs
- Handheld
- Mobile
- Console
- Browser Game

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Our Expertise

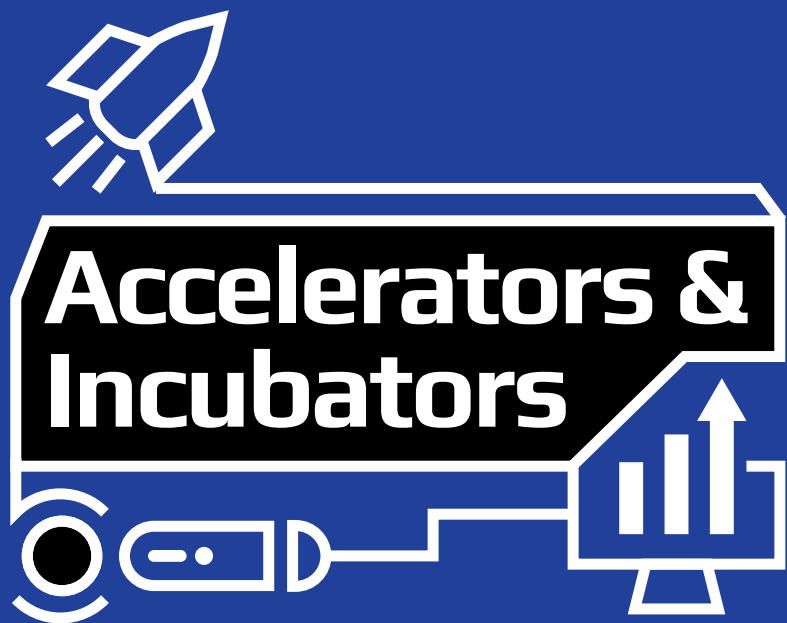
With the mission to have powerful and prominent presence in IT in Iran, Tebyan was founded in 2002. Today, with more than 300 personnel and 30 offices all over the country, Tebyan is one of the biggest IT companies in Iran. Some of the most significant activities of Tebyan are software and game production, data center services, Internet service providing, Customized portal design, Tebyan's information website, Social websites etc. . Tebyan's website is ranked 30 in Iran by Alexa Internet Analysis.

Company facts

- 2 million+ active users on Tebyan's main website.
- Agreement with Iran's mobile phone operators for distribution and marketing of mobile games.
- Possession of one of the biggest data centers in Iran.
- Production and distribution of 35+ computer game titles.
- 11 honors and awards in different computer games festivals and exhibitions.
- 26 honors and awards for multimedia applications and software.
- 2012 Best Game of the Year award in Iran.
- 2009 and 2011 Best Game Developer of the Year award in Iran.

Key Projects

Mountaineer, Alibaba, Special Agent, Saving the port, warriors of the jungle, Zigu, Vigi, Speedy Snake, My land, The earth 2124, The conquerors of the sun, Guerrilla War, Catch the Monster



Accelerators & Incubators

Ara Ertebat	191
Avagames	193
FANAP Innovation Center	195
Iran Game Development Incubator	197
Sharif Accelerator	199



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ARAVAS

Key Players



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Our Expertise

Appololo Game Publishing was founded in 2015 as a subset to Ara Ertebat Company. Alongside introducing Iranian games to the domestic market, Appololo now publishes these games in other markets such as Persian Gulf, North Africa (MENA), Portugal and Brazil.

Appollo's next activity is publishing foreign-made games in Iran's market. The third field of activity for Appololo is Investment in game development, acceleration and providing required facility and advisory contributions for financial prospects of game development and publication in and outside the country.

Key Projects

- Shootrun
- Bilingo
- Sankour
- Crazy Astronaut (O2)
- Tricorn
- Transit Mania
- Fantastica
- Kharwar



PC MMOs Handheld Mobile Console Browser Game

Avagames

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Key Players

Our Expertise



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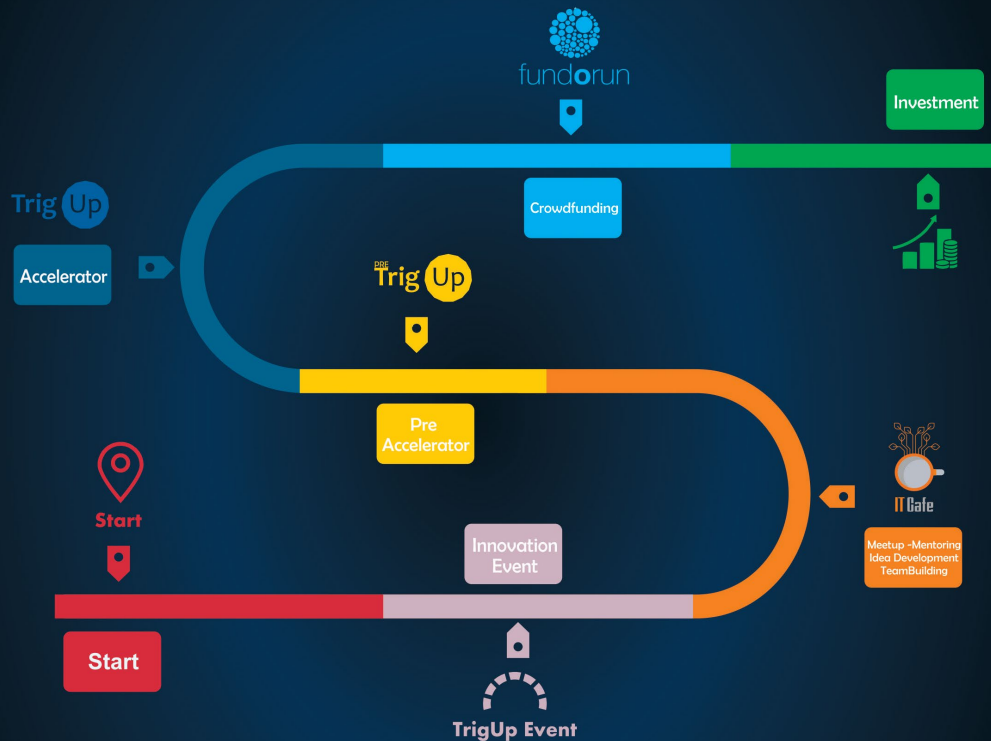


Zeinab Zarei
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Avagames is the first Iranian game accelerator and investment channel, in which we try to find the talented game developers and help them to grow; there is also a huge interest and support from the key players of Iranian gaming industry to achieve this goal. Avagames is supported by Avatech (a Leading tech startup accelerator in Iran) and Sarava Pars (Leading VC in Iran). We have a network of national and international mentors and publishers to help young Iranian game developers to improve and present their games internationally.



Fanap Innovation Center

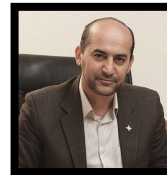


FANAP Innovation Center

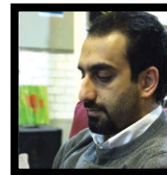
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Seyed Hamid Reza Alavi
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Iman Mohammad Ali
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Our Expertise

Fanap Innovation Center was founded in 2014. Our mission is to create a Local Innovation Value chain and support Startup to create values in 5+1 Fanap Strategic fields. The First value chain in Fanap Innovation Center is Entrepreneurship and startup events such as Game and Fintech events.

ITcafe, Trigup Acceleration Center and Crowd funding Platform are of other parts of Value chain of Fanap Innovation Center.

Company facts

- + 6000 Active User
- + 9 startup support
- +3 startup investment
- Registering more than 300 startup in Acceleration web site.
- Funding the more than 20 Campaign in Crowd funding platform.
- Organizing two innovation Events with 223 attendant.
- Organizing more than 200 workshop and Entrepreneurship Events in IT Cafe.

Key Projects





- Trigup Event
- IT cafe
- Trigup Acceleration center
- Fundorun
- Investment
- Active team of game development (innerself)



irangdi.ir

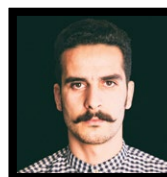
 PC
  MMOs
  Handheld
  Mobile
  Console
  Browser Game

Iran Game Development Incubator

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Key Players



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 CEO
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 irangdi.com

Our Expertise

Around the same time as the foundation of Iran Computer & Video games Foundation, The Game Development Incubator started its activity as a supporting center serving small and independent game development groups. The main mission of the center is to provide facilitation for the newly formed teams by providing both a loving hosting environment and expert level mentorship in order to turn ideas into games and earning the necessary experience in game development.

Company facts

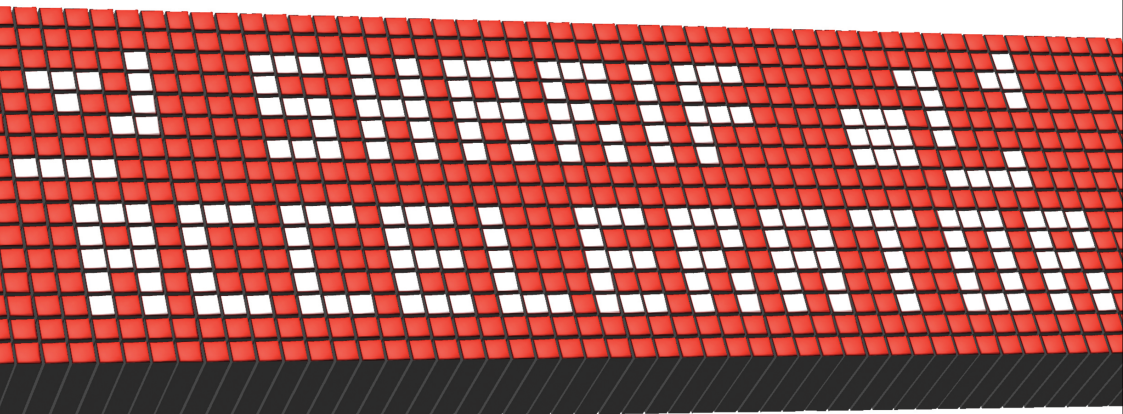
4 years of activity, Total of 36 teams, 128 members, 11 active teams, 48 developed games, 22 published games

Key Projects

Hate the Sin Love the Sinner, Bloody Streets, Granny and Grim, Blue Waters, Castel Masel, Rot Gut, Mutants Hunter, Thirinity Islands

Honors & Awards

- Best game award by Game Connection for Hate the Sin love the sinner: 2013
- Best game award by Tehran's Festival of independent games for Granny and Grim: 2014
- Best game award by Tehran's Festival of independent games for Bloody Streets: 2013
- Best Strategic game of the year by the 4th Festival of Video Games for Blue Waters: 2014



Sharif Accelerator

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Key Players



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Our Expertise

Sharif Accelerator is a non-profit program contributing to Sharif Start-ups (teams with at least half members from Sharif University) in 2-6 months to help them reach their final product in the minimum time and with the highest possible quality. Sharif University's backbone relies on 15 years of job creation and today this program actively accompanies Sharif's other job creation systems in its chain of values.

Sharif accelerator provide various services such as financing, consultation, technical workshops, workspace, contact to job creators and investors etc.

Sharif Accelerator has supported more than 30 start-ups an more than 10 percent of these projects have been accelerated with the help of private sector investments. Novak, Torb and Hamtak are some of these successful outputs.

Company facts

Acceleration of 25+ IT/ICT start-ups in fields of health, music, games, education with 4 teams in class A investments.

Key Projects

- Abrstudio (Soltan)
- Boojic (zirgonbadkabood)
- Leogames (Borojelo)
- Hexino (Bazuka)



Education

Iran Game Development Institute	203
University of Isfahan Center of Video Games	205
Iran University of Science and Technology (IUST)	207
Azad University of Kashan	209
Tabriz Islamic Arts University	211
University of Tehran Game Club	213



IRAN GAME DEVELOPMENT INSTITUTE

IRANGDI.IR

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Iran Game Development Institute

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Key Players



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Our Expertise

With the advancement of game development in Iran, the needs for more up-to-date technologies of the field is more tangible. Of the most significant requirements of this field would be human force specialized in game development and its related fields.

The aforementioned need led to the foundation of the Iran Game Development Institute by the Iran Computer and Video Games Foundation in 2011 with the mission of training expert human force in the field of game development and production.

Company facts

- Holding educational programs (virtual and face to face classes): 2 online courses, 15 face to face courses.
- Curriculum development: 54 hours.
- Game development incubator: 25 games, 36 Teams.
- Holding regular Game Jams: 50 games jams.
- Holding game development events: 20 game development events.
- Workshops: 126 workshops.

Key Projects

- The Sword of Darkness
- The Black Madness
- Top Gear: Wanted
- Brawler
- zero to hundred







 <http://cvg.ui.ac.ir>

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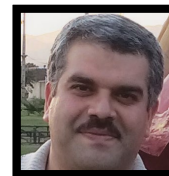
 PC
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Our Expertise

University of Isfahan was established in 1946, and currently has about 15000 students in 13 faculties and 60 departments. University of Isfahan launched a research workgroup in 2013, including faculty members in various fields of video games. The first national conference on "Computer Games, Challenges and Opportunities", organized by University of Isfahan on February 2016, was the result of collaboration between this workgroup and Iran Computer and Video Games Foundation. Recently, the Center of Video Games has been launched in University of Isfahan, focusing on training, research, and entrepreneurship in the area of video games, and organizing various workshops in an equipped laboratory.

Company facts

- The first national conference on "Computer Games, Challenges and Opportunities" was jointly organized, on February, 2016.
- Workshops on video games and animation development.
- Workshops on cultural and social effects of the video games.
- Memorandum of cooperation with Iran Computer and Video Games Foundation.

Key Projects

- Behshad game-therapy belt
- Behvarz excer-game

Honors & Awards

Sponsorship by MCI, Vice-Presidency for Science and Technology, Municipality of Isfahan, Isfahan Science and Technology Town, and Iran Computer and Video Games Foundation to organize conferences on video game and equip the game development laboratory.

FARMULER ONLINE



PC
 MMOs
 Handheld
 Mobile
 Console
 Browser Game

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Center For Research and Technology
Video Games Development

Key Players

Our Expertise



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The year 2011, marks the agreement between the University of Science and Technology and the Iran Computer and Video Games Foundation, based on which the center of Research and Development was founded in the university with the mission to research on the current technologies in the field.

With regards to the potential of the center and its activity background, it was later expanded into the Center of Research and Technology of Computer Games in 2013.

Company facts

- Scientific and practical research and analysis.
- Game development.
- Educating and connecting the gap between the academia and industry.
- Holding game Development Conference in Iran University of Science and Technology.
- Participating in the Development Festival in University of Mazandaran.
- Holding Training courses and educational programs for the students.

Key Projects

- Development of 2D physics engine using JavaScript for HTML5 Web-based game development
- The Sunken City.
- Mantis, a game plus a framework designed to act as a platform for strategic games.
- Cube, an Open Source game based on OGRE rendering engine which became widely popular making it Iran's first Linux-Based 3D game with more than 4000 copies sold.
- Bamidele, a Browser game based on JavaScript and HTML5.



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PC MMOs Handheld Mobile Console Browser Game

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Our Expertise

IRANGDC (Iran Game Development Competitions) is the first 48-hour game development competition in Iran, courtesy of Kashan Azad University in affiliation with the National Foundation of Video Games with 3 competition series held. Every year, IRANGDC brings together enthusiastic teams from around the country in this 48-hour competition of game development, whose main topic is announced in the opening day of the ceremony. This magnificent and prestigious event is held every year by Kashan Azad University. IRANGDC 2016, the 4th national competition of game development, will be held 2017 March 9.

Company facts

- Headhunting and talent discovery in the field of game development
- Counterbalancing the Western media effect by producing domestically developed games in accordance with Islamic-Iranian values and culture.
- Providing financial and administrative support for commercialization of domestically developed games and export of such games into other countries.
- Encouragement of game production and educational games in accordance with the social and cultural values of the country.
- Exhibition of Iranian youth talent and potential in game production in just 4 hours.



University of Tehran Game Club



A place for computer and art students to learn game development process and have game creation experiences



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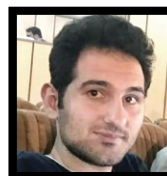
University of Tehran Game Club

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Key Players

Our Expertise



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The game world is a world full of attractions and amusement, which is in need of more attention in our country. University of Tehran as the most comprehensive university in Iran enjoys all the technical requirements of game development, and has a high potential for such activities. UT Game club officiated its activity in 2013 with its mission to create a link between different academic fields of expertise studied in the university and help students to develop their first game.

Key Projects



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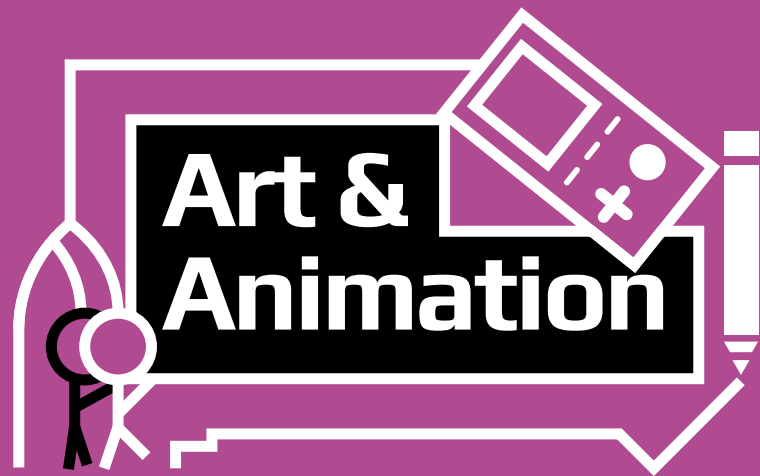
- 7th Sign, a 2D Platformer action game, adapted from Doom, Quake, Abuse and Painkiller.
- Babakan, The Valley of the Lost Key, a point-and-click adventure 5-level game enriched with puzzles on the way of Ardeshir, the main character of the game.
- 2 Series of workshops on game development in affiliation with the faculties of Electric engineering and Computer science. The workshops are held every summer for 3 months, linking students of different majors, helping them form groups and design their first game under the supervision of the club advisors.
- Weekly sessions of game review and introduction focusing on independent games



Naime Pakniat
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Honors and Awards

- Iran Game Developers Cup, Iran Computer and Video Games Foundation:
 - Ranked 3rd for "Div o Dib" game, April 2013.
 - Ranked 2nd for "Fosk journey" game, April 2014.
 - Ranked 1st for "Pigeon Impossible" game, March 2016.
- Game Development Marathon, University of Esfahan, March 2016. Best Advertising Based Revenue Model for «Master Shaolin» game.




Art & Animation

Harekate-e-Kelidi	217
NAS Animation Studio	219



 PC
  MMOs
  Handheld
  Mobile
  Console
  Browser Game

Harekate-e-Kelidi

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Key Players



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CEO and Producer
golpayegani@art.ac.ir



Siavash Zarrinabadi
Manager and Director
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Our Expertise

HAREKAT-E KELIDI Founded by Siavash Zarrin-abaadi and Alireza Golpayegani in 1999, this studio started its first project Olympics (the title changed to Zebr-o-Zerang later), a one-hundred episodes animation produced to be aired as an interlude for television. Each episode shows a comic match between two rival athletes. The series entered ANNECY's competition in 1999 and also won best animation film's prize in Sport Movies and TV Festival of Milan in 2002. The studio also made tens of commercial and industrial films. The commercial for Sahel Tuna Fish won the best commercial animation from Tehran's 4th animation festival.

Key Projects

Pahlevanan (The Heroes) 2D Animation Series
 Shojaan (The Brave-hearted) 3D Animation Series
 "Mr. Kind" TV Animation Film

Honors and Awards

- Best Video Film of Isfahan Child Film Festival for "Story of The man and The Sea" – 2000
- Best Animation Film of Jam-e-Jam Television National Film Festival for "Mr. Kindman" - 2014
- Best Directing and Producing of animation Series in Jam-e-Jam Television National Film Festival for Pahlevanan (The Heroes) – 2015
- Best Game Script of the 4th Video Game Festival of Iran for The Brave-hearted Game.

تهران 1500

Tehran1500

www.tehran1500.ir

Directed by: Bahram Azimi



PC MMOs Handheld Mobile Console Browser Game

NAS Animation Studio

4th floor, No.5, Noor ALY, Southern Moffateh St., Haft-e-Tir SQ, Tehran, Iran
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Key Players



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 Head of Board
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Mohammad Hossein Attaran
 CEO
 mh.attaran@yahoo.com

Company facts

- Production of 2000+ episodes of cultural animations for more than 30 organizations and ministries.
- Production of Iran's first industrial animation "Dirin Dirin" which are produced and distributed daily about various social issues.
- Investment and production of Iran's first cinematic animation "Tehran 1500".
- Implementation of Animation live streaming platform released in ABU.- Creation of vast distribution network in social networks with a capacity for more than 4 million visitors daily.

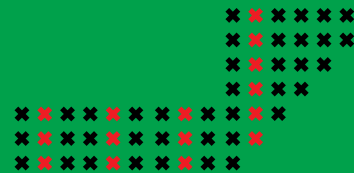
Key Projects

- WildLife Animation series.
- Tehran 1500 cinematic animation.
- Daily episodes of "Dirin Dirin" animation series.
- Cinematic animation in affiliation with China.
- Gigool Animation encyclopedia with more than one million entries.

Honors and Awards

- Best cinematic achievement for Tehran 1500.
- Dirin Dirin as a top brand among top 100 brands.
- Highest level of satisfaction for WildLife animation series by Cinema House Festival.
- Best cinematic animation for Wildlife animation series.

INVEST IN IRAN



FOLLOWING THE NUCLEAR ACCORD BETWEEN IRAN AND THE WORLD POWERS, KNOWN AS THE JOINT COMPREHENSIVE PLAN OF ACTION (JCPOA) IN 2015, IRAN'S WORKING STATUS IMPROVED AND THE COUNTRY HOPES FOR THE RETURN OF INTERNATIONAL INVESTORS & FOREIGN BUSINESS PEOPLE.

Invest in Iran

Iran has recently attracted a significant amount of direct foreign investment, particularly in technical and artistic interdisciplinary fields, thanks to the low production costs in the Iranian market compared to many other world states and also for having a creative young population.

Following the nuclear accord between Iran and the world powers, known as the Joint Comprehensive Plan of Action (JCPOA) in 2015, Iran's working status improved and the country hopes for the return of international investors and foreign businesspeople.

Characteristics and advantages of Iran's economy



Foreign Investment Objectives

Financing Projects, Upgrading Technological & Management Skills,

Sharing Benefits and Risks on Equal Term without Discrimination,

Advantages in Enhancing Products and Output Quality, Increasing Employment & Exports.

Foreign Investment Promotion and Protection Act (FIPPA)

The law protecting foreign investment in Iran is the Foreign Investment Promotion and Protection Act ratified in 2002, which is referred to as FIPPA.

The scope of applicability of the FIPPA extends to the territory of the Islamic Republic of Iran under which all foreign investors may invest in the country and enjoy available privileges.

Types of Investment

Direct Investment

(Equity Participation):
in all areas open to the Iranian private sector without any limitation on the percentages of foreign shareholding

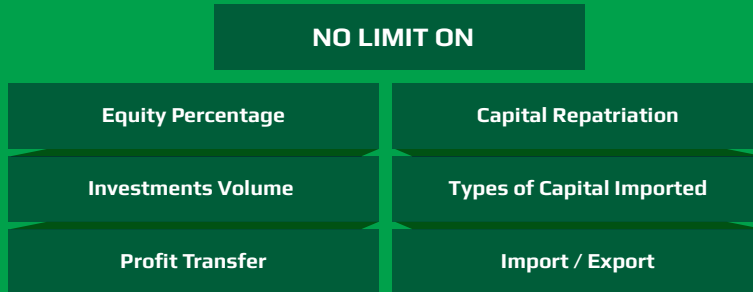
Investment through Contractual Arrangements

(Non-Equity Forms):

- Buy Back Arrangements
- Civil Partnership
- BOT Schemes

Invest in Iran

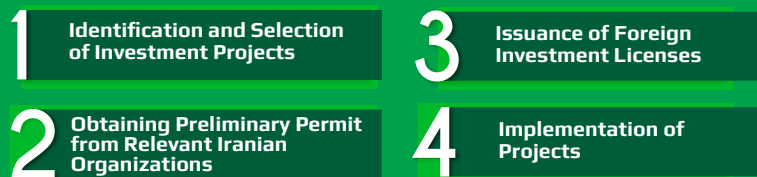
Scopes of Investment under FIPPA



Risk covered under FIPPA



Procedure for Foreign Investor (Phases 1 to 4)



Organization for Investment Economic and Technical Assistance of Iran (OIETAI)

The Organization is legally empowered to represent the central investment promotion authority of the Government of the Islamic Republic of Iran by providing legal protection and full security to foreign investments by facilitating the flow of capital into the country under the new Foreign Investment Promotion and Protection Act (FIPPA) ratified in May 2002.

www.investiniran.ir

OIETAI is responsible to

Receive all investment applications,

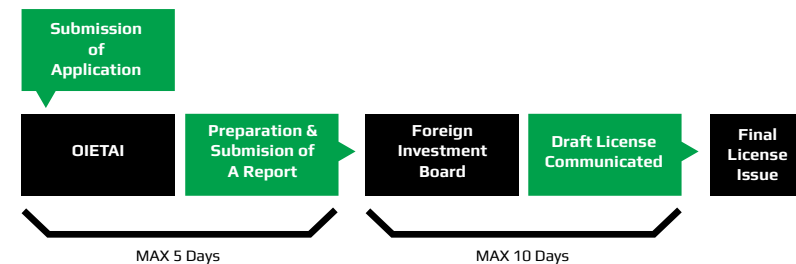
Issuance of licenses,

Conduct affairs and safeguard all rights and entitlements of foreign investors in approved investment projects,

Serve the investors by assisting, coordinating and facilitating all issues pertaining to their investments throughout the licensing process and future affairs.

Investment Licensing Procedure

A Simplified Shot



Invest in Iran

Current Legal Banking Interactions

Following the Joint Comprehensive Plan of Action agreement and consequently Iran's relief from U.S., European Union, and United Nations Security Council nuclear-related sanctions, the more-than-ever possibility for international financial trends have placed Iran in the path towards more international cooperation.

Considering the newly blossomed possibilities for international cooperation, two common financial transaction processes for international companies and game developers and computer games service providers are introduced

Common Procedures Based on the Removal of Banking Sanctions

- Open Account Trade.
- Clean Draft.
- Documentary bill of exchange.
- Full Advance Payment.
- Letter of Credit.

Payment Procedures for Sanctions Conditions

- Brokerages of Iranian Banks.
- Brokerage of International Banks.
- Currency Exchangers.
- Transfer from a Third Country.
- Purchase of Debit Cards from Foreign Countries.
- Establishment of Branches in Other Countries.
- Telegraphic Transfer (T/T).

Contacts for More Information

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ROAD TO



VENUE: MILAD TOWER COMPLEX

**29-30, APRIL, 2017
TEHRAN, IRAN**

TEHRANGAMECONVENTION.COM

Road to TGC

Intro

In April 2017 an international B2B event called Tehran Game Convention (TGC) will be held in Iran with the collaboration of Game Connection.

This would be the best opportunity for the international companies to meet the Iran's growing game industry. TGC will be the best place to learn about the Iranian video game market as the biggest market in the Middle East.

TGC's primary purpose is to bring together the publishers, developers, service providers, organizations and education centers either active or interested in this region.

The opportunities TGC can create



Bridging the gap between the international game developers, publishers and service providers with the vast and untouched market of Iran.



Creating a new meeting and marketing location in a geographically and demographically important place.



Introducing investment opportunities.



Creating an opportunity for Iranian game developers and service providers to introduce their games and services to the international businesses.

Road to TGC

What Can TGC Offer?



A new target audience and emerging market



B2B meetings in the heart of the Middle East



Developers Conferences and gatherings



Publishers day, where Iranian game developers pitch their projects to publishers

TGC Layout

DURATION OF THE EVENT: 2 DAYS

SECTIONS

- B2B AREA
- DIGITAL ART EXHIBITION
- STUDENT'S GAME EXHIBITION
- GAME DEVELOPERS CONFERENCE

FREE CITY TOURS AND ENTERTAINMENT ACTIVITIES

For more information regarding this event please visit TehranGameConnect.com

Date and Place

Venue: Milad Tower Complex
29-30 April, 2017
Tehran, IRAN



A

Abdollahiha | Vahid
Arvand Studio **55**

Abedini | Amir Reza
RSK Entertainment **109**

Abolhassani | Mohammad
NAS Animation Studio **219**

Afraz | Peyman
eWalk **75**

Afrougheh | Ali
NOA Games **91**

Afsari | Hamid
Mehadrasaneh **89**

Aghaei | Kevin
Sourena **143**

Ahmadi | Ahmad
Dropfun **137**

Ahmadi | Hossein
Arvin Studio **57**

Ahmadi | Reza
ESRA **177**

Ahmadi | Maryam
Iran Computer and Video Games
Foundation **181**

Ahmadvand | Vahab
Incubatore **197**

Akbari Moayed | Mohsen
Arna **51**

Akhbari | Mehdi
Azad University of Kashan **209**

Akhoondi | Mohammad
Anu Game Studio **49**

Alavi | Seyed Hamid Reza
FANAP Innovation Center **195**

Alinezhad | Neda
Tosan Game **119**

al-sadat Kholghi | Akram
Mehadrasaneh **89**

Amini | Niloofar
Cafe Bazaar / Adad **147/155**

Amiri | Fouad
eWalk **75**

Amlah | Hamid Reza
eWalk **75**

Anjidani | Mahdi
TSIT Games Studio **123**

Anjidnai | Hadi
TSIT Games Studio **123**

Anvari | Amir Reza
Papata **95**

Arabzadeh | Ali
Hexino **79**

Armandehi | Hessam
Cafe Bazaar / Adad **147/155**

Asgarian | Masoud
Dream Rain **73**

Ashtiani | Mehrdad
Medrick Games / Medrick FZE / Iran
Computer and Video Games Foundation /
Iran University of Science and Technology
87/141/181/207

Attaran | Mohammad Hossein
NAS Animation Studio **219**

Azad | Hamzeh
BaziSazanJavan **61**

Azhdary | Mohammad
Myket **151**

B

Balali | Mahmoud
BaziSazanJavan **61**

Bashokouh | Behnam
Art of Light and Motion Studio **53**

Behfarrad | Mahdi
Medrick Games **87**

Behshid | Seyed Iman
Superior Sun **113**

Behshid | Seyed Omid
Avid Studio/Parseh Game
Superior Sun **113**

Beigi | Ramin
TOD Game Studio **117**

Beigjani | Sajad
Avid Studio/Parseh Game
Studio **59/99**


Biglari | Reza
Abr Studio **47**

Boroumand | Ali
Black Cube Games **65**


D



Dashti | Hamid Reza
Arvand Studio **55**



Dastani Benisi | Habib
Benisi **63**



Davoodi | Mohammad
IRAN GAME JOBS **165**




Derakhshan | Saman
Raspina Studio **103**


E



Ebrahimi | Keyvan
Raspina Studio **103**




Eftekhari | Mohammad Hossein
Ara Ertebat **191**



Erfani | Amirhossin
CGART /
Tehran ACM SIGGRAPH **171/185**



Esmaili | Mohammad Reza
Tebyan **187**



Esmaili | Shohreh
Credo Soft **71**




Esrafilian | Aria
Raspina Studio **103**



Etemadi | Khashayar
Tapsell **167**

F



Faili | Fariborz
Fanafzar **139**



Fassihi | Amir H.
Fanafzar **139**




Fathalian | Hamid Reza
Iran Apps **149**




Foroughi | Amin
Avid Studio **59**

G




Ghaffari | Abbas
Tabriz Islamic Arts University **211**



Ghamarani | Amir
University of Isfahan
Center of Video Games **205**



Ghanad Tavakoli | Erfan
Vira Gostar Honar Hashtom **125**



Ghanbari Adib | Mohammad Reza
Tractrix Game studio **121**




Ghannadan | Sarah
White Designers **127**



Gholizade | Saeid
Wooden Wings **129**



Golkar | Iman
Credo Soft **71**



Golpayegani | Alireza
Harekate-e-Kelidi **217**



Goodarzy | Hanieh
Anu Game Studio **49**


H



Hadei | Anushirvan
AHURA Software **135**



Hadei | Amir
AHURA Software **135**




Hajian zadeh | Alireza
Kanoon **183**




Hamidi Esfahani | Mohamad
Adward **157**



Hashemi | Aryan
AHURA Software **135**



hassani | saeed
Paezan Studio **93**




Heidari | Mohammad
ZhooriMaang
Entertainment Designers **131**




Hoseini | Mohammad
Papata **95**

I




Izadshenasan | Mohammad
Pooya Nova System Inc. **101**


J




Jafari Monfared | Hadi
Tosan Game **119**



Jafari Monfared | Hooman
Tosan Game **119**




Jafarzade | Siavash
Paezan Studio **93**



Jafarzadeh | Arash
Red Cap Games **105**





Jahangiri | Mahdiyar
RSK Entertainment **109**

 **Jalalnezhad | Mojtaba**
Vira Gostar Honar
Hashtom / IUST **125/207**

 **Jamshidi | Morteza**
DIREC **173**


 **Javadi | Mansur**
TOD Game Studio **117**

 **Javadi | Ehsan**
TSIT Games Studio **123**

 **Jazem | Ehsan**
GAPP /
IRAN GAME JOBS **163/165**


 **Jebelli | Sadegh**
White Designers **127**


K

 **kafi | Ali**
Entesharat **175**


 **Kamali | Ehsan**
Arna **51**

 **Karamian | Hamidreza**
Blazingfall **67**

 **Karamooz | Mohammad**
Avid Studio **59**


 **Karimi Ghodoosi | Hassan**
Iran Computer and Video
Games Foundation **181**


 **Karimian | Hamid**
Wooden Wings **129**

 **Karoobi | Seyed Reza**
Entesharat **175**

 **Karoobi | Haydeh**
Entesharat **175**

 **Kazemi | Saman**
Lexip Games **83**


 **Keshavarz | Shahab**
Royagaran LLC/ Iran Game
Development Institute **107/203**

 **Keyvanian | Mostafa**
Anu Game Studio **49**

 **Khadem | Sepehr**
Myket **151**

 **Khaleghi | Mohammad**
NOA Games **91**


 **Khalili | Hamidreza**
GAPP **163**

 **Khanbabaee | Ali**
Bazitech **161**

 **Khankeshlou | Maysam**
Lexip Games **83**


 **Khazaf Moghadam | Mehdi**
BaziSazanJavan **61**

 **Khodadad Kani | Kianoosh**
Arvand Studio **55**

 **KianiFar | Omid**
Tractrix Game studio **121**


L


 **Labanian | Soroush**
Dream Rain **73**

 **lamian | ramin**
Paeazan Studio **93**

M

 **Mahabadi | Mohammad Reza**
Tebyan **187**

 **Mahmoodian | Afshin**
Vira Gostar Honar Hashtom **125**

 **Malayeri | Mohsen**
Avagames **193**


 **Malek Mohamadi | Keyvan**
GunAy Studio **77**


 **Mansourian | Vaneni**
Appreview **159**

 **Mazrooei | Hossein**
Avagames **193**

 **Mehdiasl | Hassan**
Sourena **143**


 **Mehrmanesh | Aboozar**
Myket **151**


 **Mehrtash | Behzad**
Hexino **79**


 **Memari | Nima**
Raspina Studio **103**

 **Minaee Bidgoli | Behrooz**
IUST **207**

 **Moallemi | Mohammad**
Cafe Bazaar / Adad **147/155**

 **Mofakhami | Mehrzadeh**
Boojik Studio **69**

 **Mohamadrezae | Amir**
Median Game **85**




Mohammad Ali | Iman
FANAP Innovation Center **195**



Mohammad Jafari | Sanaz
Boojik Studio **69**



Molk ara | Farzam
Simulator Developer **111**



Monadjemi | S. Amirhassan
University of Isfahan Center
of Video Games **205**




Montazeri | Alireza
Iran Apps **149**



Moradi | Hadi
Pars Cognition **97**



Moshtaghian | Mousa
Tafavot Studio **115**



Mottaghi nejad | Ali
ESRA **177**




Mousavi | Taha
Leo Games **81**



Mousavi | Ahmad
Red Cap Games **105**



Mousavi | Mohammad Mehdi
Red Cap Games **105**



Mowlaei | Sajad
Pars Cognition/University
of Tehran Game Club **97/213**

N



Nadalizadeh | Ali
TOD Game Studio **117**



Naeimi | Hamid
NOA Games **91**



Naghilou | Anahita
Bazitech **161**



Naghipourfar | Mostafa
FANAP Innovation Center **195**



Najafi | Mohammad
Black Cube Games **65**



Naseri | Mona
Sharif Accelerator **199**



Nasiri | Hamed
DIREC **173**



Nejadi | Pouyan
DIREC **173**



Nematollahi | Mansour
ESRA **175**

O



Ojaghian | Behrooz
Arvand Studio **55**




Omid | Sam
Tractrix Game Studio **121**




Orouji | Ali
Leo Games **81**

P



Pakniat | Naime
University of Tehran
Game Club **213**



Pezeshkzade | Masoud
Papata **95**



Pourrabi | Hamid
Abr Studio **47**



pourranjbar | Abouzar
Blazingfall **67**


R



Rahmani | Majid
Black Cube Games **65**




Rahmani | Emad
RSK Entertainment **109**



Rajabipour | Behzad
Art of Light and Motion Studio **53**




Rangani | Armin
Abr Studio **47**



Ranjbar Shourabi | Alireza
Art of Light and Motion Studio **53**




Rasouli | Seyed Taha
IGDA **179**



Rasti | Javad
University of Isfahan
Center of Video Games **205**



Rezapour | Tara
Pars Cognition **97**




Romoozi | Morteza
Azad University of Kashan **209**



Roohi | Samad
Tabriz Islamic Arts University **211**

S



Saadat | Mohsen
Azad University of Kashan **209**



Sabouri | Esmail
Pooya Nova System Inc. **101**



Sadeghi | Saeed
Tapsell **167**



Sadeghian Haghghi | Arash
Boojik Studio **69**



Salamzadeh | Amirhasan
Kanoon **183**



Salehi | Milad
Adward / Appreview **157/159**



Samadi | Moin
Wooden Wings **129**



Saremi | Alireza
Lexip Games **83**



Sarshogh | Siyamak
Appreview **159**



Sekhvat | Yoones
Tabriz Islamic Arts University **211**



Seyyed Hosseini | Seyyed Mohamed Ali
DIREC **173**



Shad | Navid
ZhooriMaang Entertainment Designers **131**



Shaghayeghi | Mohammad Mahdi
MehadRasaneh **89**



Shahbazi | Omid
Simulator Developer **111**



Shahidi | Amin
Black Cube Games **65**



Shahinfar | Pouya
Sourena **143**



Shahini | Parsia
Hexino **79**



Shahrabi | Javad
Tebyan **187**



Sistani | Masood
Credo Soft **71**



Tahmouresi | Alireza
GAPP **163**



Tavakoli | M. Hossein
Boojik Studio **69**



Tehrani | Kasra
Fanafzar **139**



Vahedi | Mohsen
Bazitech **161**



Vahidkhal | Peyman
University of Tehran Game Club / Pars cognition **213/97**



Yahyapour | Manaf
Kanoon **183**



Yektapour | Sara
Medrick FZE **141**



Zarei | Zeinab
Avagames **193**



Zarrinabadi | Siavash
Harekate-e-Kelidi **217**



Zehtabi | Mohamad
Paezan Studio **93**



Zeraatgar | Nahid
Tafavot Studio **115**