

THE TECHNOLOGIES OF VIDEO GAME INDUSTRY IRAN - 2017



3D

**In The Name Of
God**



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Technology
Development
Council**

Vice Presidency for Science and Technology

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{ post-production }

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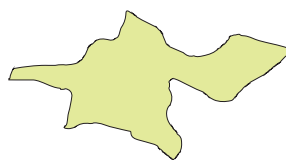
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Isfahan

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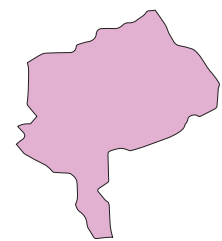
Tehran

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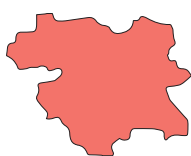
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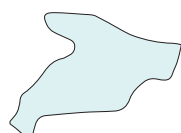
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Foreword

The video game industry is one of the most profitable cultural and creative industries. According to Newzoo reports, the revenue of video game industry will reach to 108.9 billion dollar in 2017, out of which 42 percent belongs to mobile games.

According to the latest research by Iran Computer and Video Games Foundation in 2016, there are now more than 23 million gamers in Iran, who play more than an hour a week. Among these people, the average time of a day spent on gaming is more than 79 minutes. In average, each Iranian family has a gamer on its own. The most important issue is that video games are no longer the sole media for children and teenagers; video games have now become an inclusive media for adolescents with an average age of 21 years old too. The sale of this industry in Iran in 2015 amounted to 140,000,000 Dollars (including hardware and software), which unfortunately only 5% of it belonged to Iranian games. All of these statements indicate the importance and potential of this industry.

According to the Iran Computer and Video Games Foundation's estimation, the cost of creating a job in video games is between 7,500 and 9,500 Dollars, indicating a faster cycle of job creation. Also, in this industry, a wide range of specialists, such as experts in the areas of art, game design, programming, sounding, publishing, distribution, management, etc., are involved in this industry. This fact confirms the entrepreneurial potential of this field and also reflects the complexity of production and management of huge game development projects which sometimes include staff members of over 200 different types of specialties.

According to the abovementioned explanations and because of its profitability and cultural impact, the video game industry has always been considered as a strategic industry and its development seems necessary for the government. Given the fact that the development of the game industry requires the development of technology, paying attention to the comprehensive and integrated technology development, localization, and commercialization is of great importance.

Accordingly, due to the importance of video games technology and overall governmental plan to advance the video game technologies, the Soft technology development council of the Vice Presidency for science and technology of Iran after identification and study of different technologies and design of a technology tree, has decided to publish a book on video game technologies. In this book, besides the classification and introduction of advanced technologies of world in the field of video game, Iran's technological capabilities in this industry are explained in the form of introduction of practitioners of this industry.

The purpose of this book is to introduce existing capabilities in the video game industry for private sector investors both inside and outside the country. On the domestic side, the existence of a comprehensive database of the companies active in the field of video game will allow private sector investors to attract attention to the technological capabilities of active companies and the profitability of the video game industry and to more practically facilitate investment.

In the foreign side, by presenting the companies' information and their capabilities, appropriate information is provided about the technological capacities of the country to create economic and technological cooperation.



A review of the technologies of video game industry

As shown in the figure below, in video game industry, the production stage is the most complex and longest segment of the value chain of video games. At this stage, the game comes from the idea to the final product. Due to the complexity of the game development process, it is divided into three parts of the pre-production, production and post-production. In the pre-production stage, the game idea becomes the game design document. In the production stage, the game design document will become the final product. At the stage of post-Production, testing and localization of the game is done. There is also a section for other technologies related to the game industry, which are generally not developed by development teams.

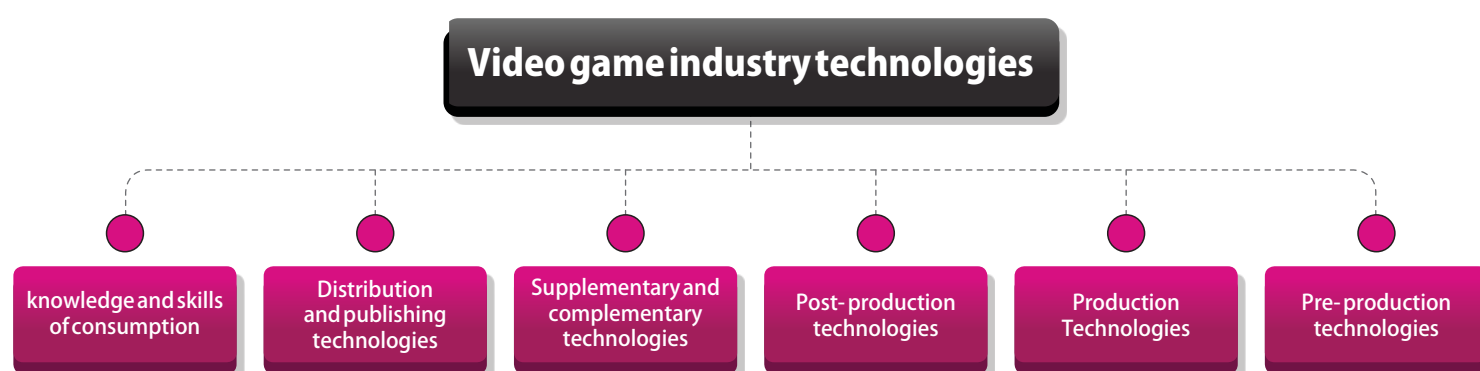
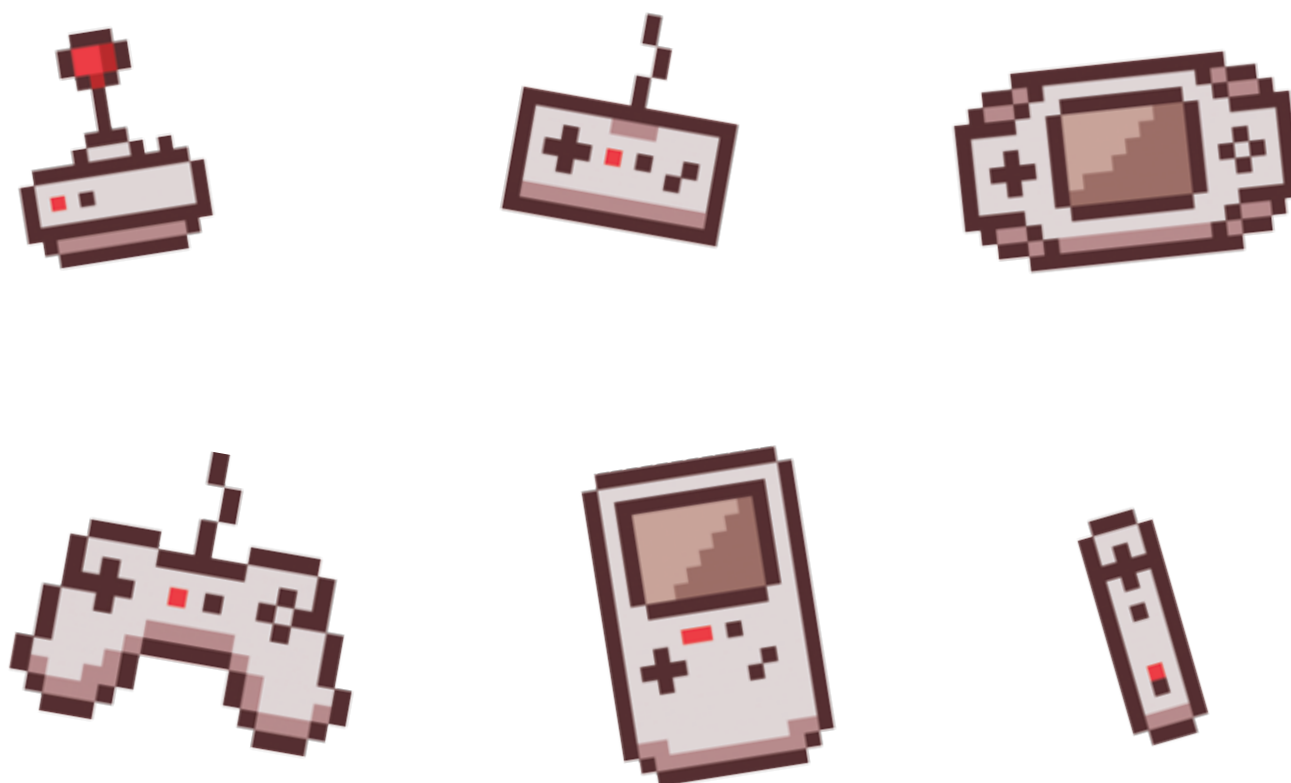


Figure. 1. General technologies of video game industry

In the following sections, explanation of the sub-technologies of each of the main areas is discussed.



Pre-production Technologies

Knowledge of creativity and ideation: The first thing that is needed in the design of the game is a good idea. This idea must not necessarily be constructed and formed at the outset. There are many different points to get ideas and game designs, some of them are brain storming, decision trees, market researches, and the Delphi method.

Technical knowledge of game (art, design, and technical) documents creation: When the game's pre-production section is finishing, its documents must be ready for all parts of the game. These documents include the art document, design document, and game technical document. Game documents at the time of production allow the developer team to get on the right track to develop the game through reading the document without a need to meet owner of the idea. When a game project is proposed to the game developer team, the development team will prepare a game design document and then with the publisher consent they will be responsible to complete all parts of the game according to the document. Game documents can include text, images, charts, sketch, or any other medium that better reflects the design team's decisions. No standard format for game documents is described and this is provided in different ways in the game developer companies. The three main technological items in this area are as follows:

- Knowledge of art document creation
- Knowledge of game design document creation
- Knowledge of technical document creation

Production technologies

Knowledge of game production: The project manager is responsible for ensuring the delivery of the project in due time, control on financial and other kind of resources, as well as guaranteeing the product quality. Due to the complexity of producing a game in terms of timing and coordination of different teams including software developers, designers, artists, writers, etc., management knowledge is very important. During the game development process, the project manager while overviews the progress of the production, communicates with publishers and marketers and performs public relations management.

Game designing technologies: All parts of the game design document must be implemented technically. Accordingly, various technologies are used to implement the game design document.

Technical and artistic knowledge of creating games: This section is divided into two areas of visual and sound. Visual design is done with 2D and 3D art design styles. An artist designs basic outlines of the game for storyboard, items in the game, characters, etc. Also, in the visual arts section, visual effects of the game will be implemented. The sound and audio technologies of the game include music editing technologies, sound skills, sound editing technologies and more.

Technical knowledge of game engineering: This area is divided into three parts of the technologies to use platforms and tools, technology of using the existing game engines, and knowledge of developing engine software.

Technologies to use platforms and tools

The technologies to use platforms and tools include:

■ **Technical knowledge of choosing game hardware platform:** The player needs to have a hardware device to communicate with the game and send the necessary commands. This can be considered during the game production process to provide different tools for this platform.

■ **Technical knowledge of choosing game execution platform:** based on the game's target audience, genre, financial targets, and technical, art, and design limitations, the game execution platform should be choose.

■ **Technical knowledge of choosing the communication platform:** Video games are played offline or online. Online video games are the ones that require a local area network or internet connection to run it.

Knowledge of developing engine software: The game engine is a software designed to develop computer games. Developers use game engines to create console, mobile phones, and PCs games. Game engines usually include rendering engine, physics and collision detection engine, audio, scripting, animation, artificial intelligence, networking, memory management, threading, localization support, and scene graph. As a rule, a game engine can be used to produce several different games.

Some of the knowledge and skills necessary for engine development are: knowledge of game engine production management, technical knowledge of game engine core development, knowledge of AI design and its software implementation, knowledge of game user environment software development, knowledge of physic design and its implementation, knowledge of game engine sound software development, and knowledge of game engines graphic software development.

Technology of using the existing game engines: There are excellent engines like Unity, Unreal, CryEngine, and the like, which are very flexible and can be used for any type of games. There is almost no need to design the game engine from the beginning. Possible reasons for writing the game engine from the beginning can be one of the following:

- The game has a specific feature that does not feature in the engines.
- The technical team can design and implement a better and faster engine.
- The game developer wants to have all the control in the game.

The following figure shows the game production sub-technologies.

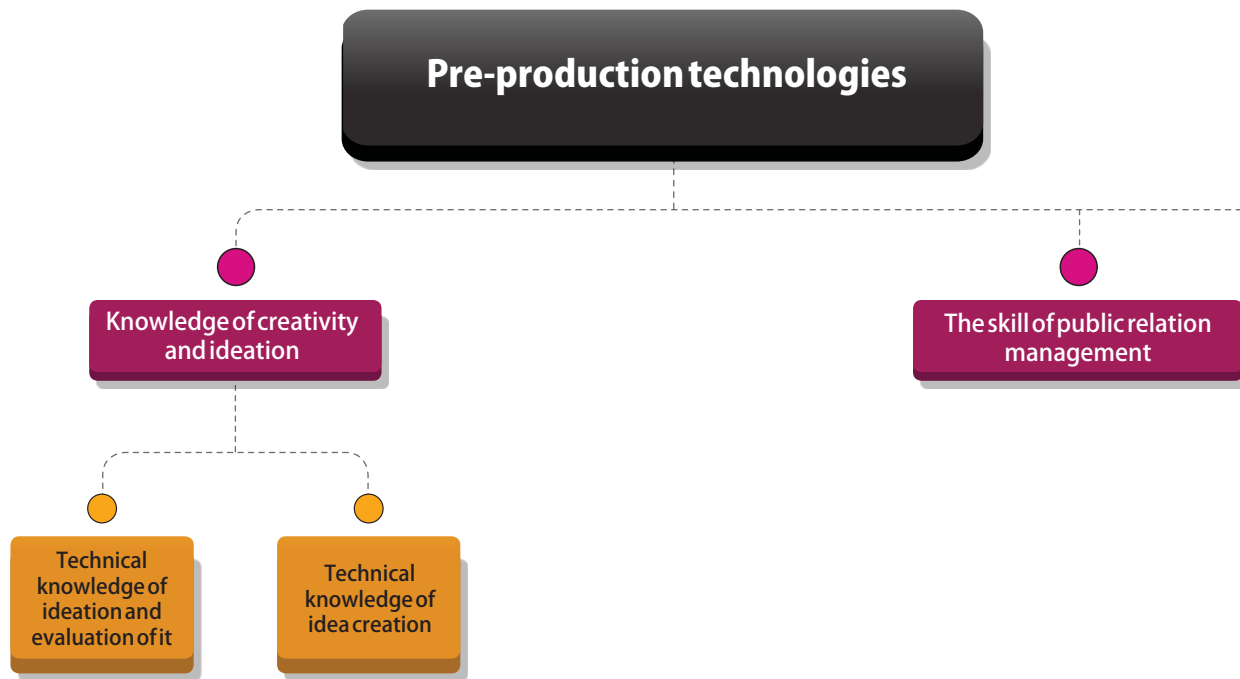
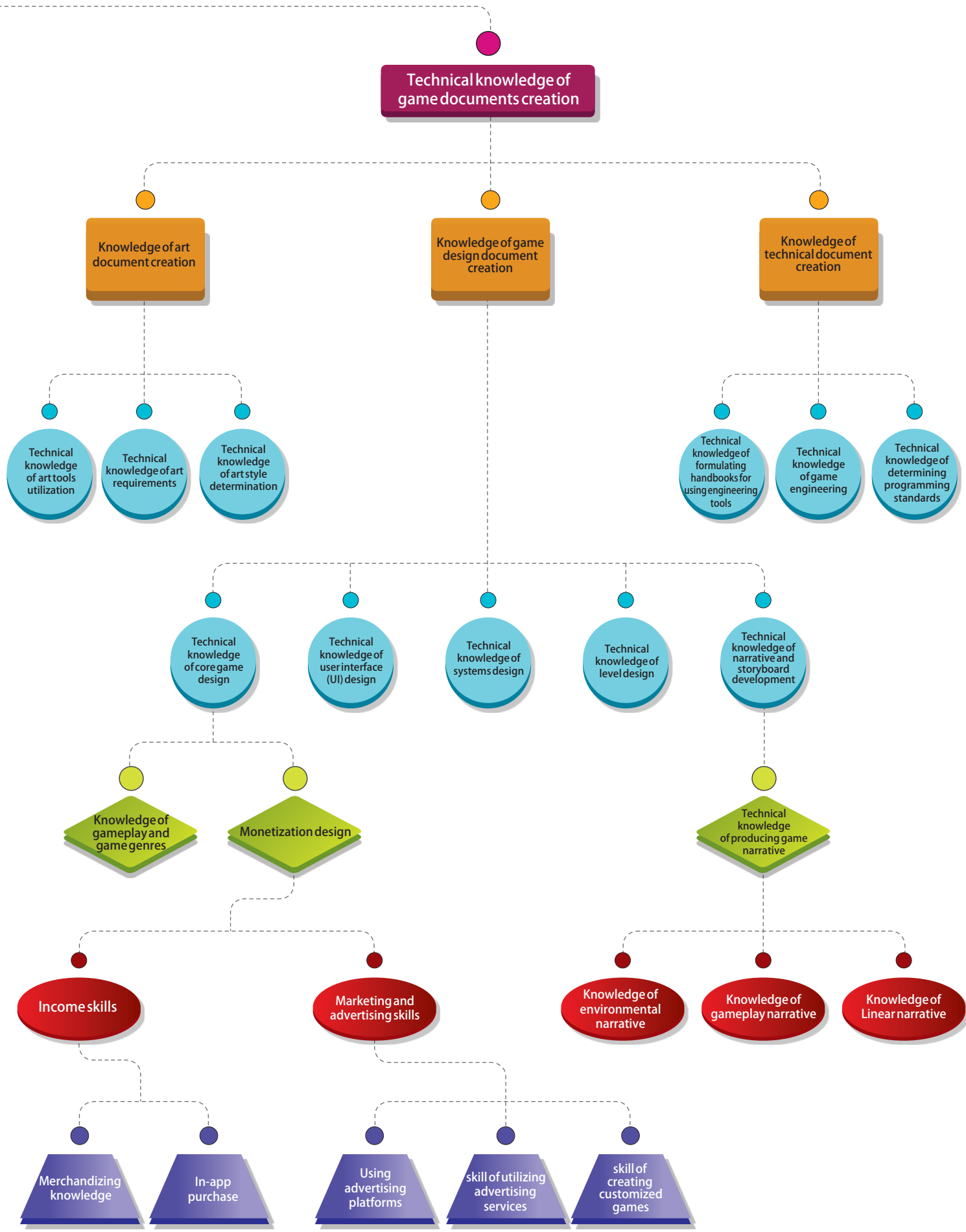
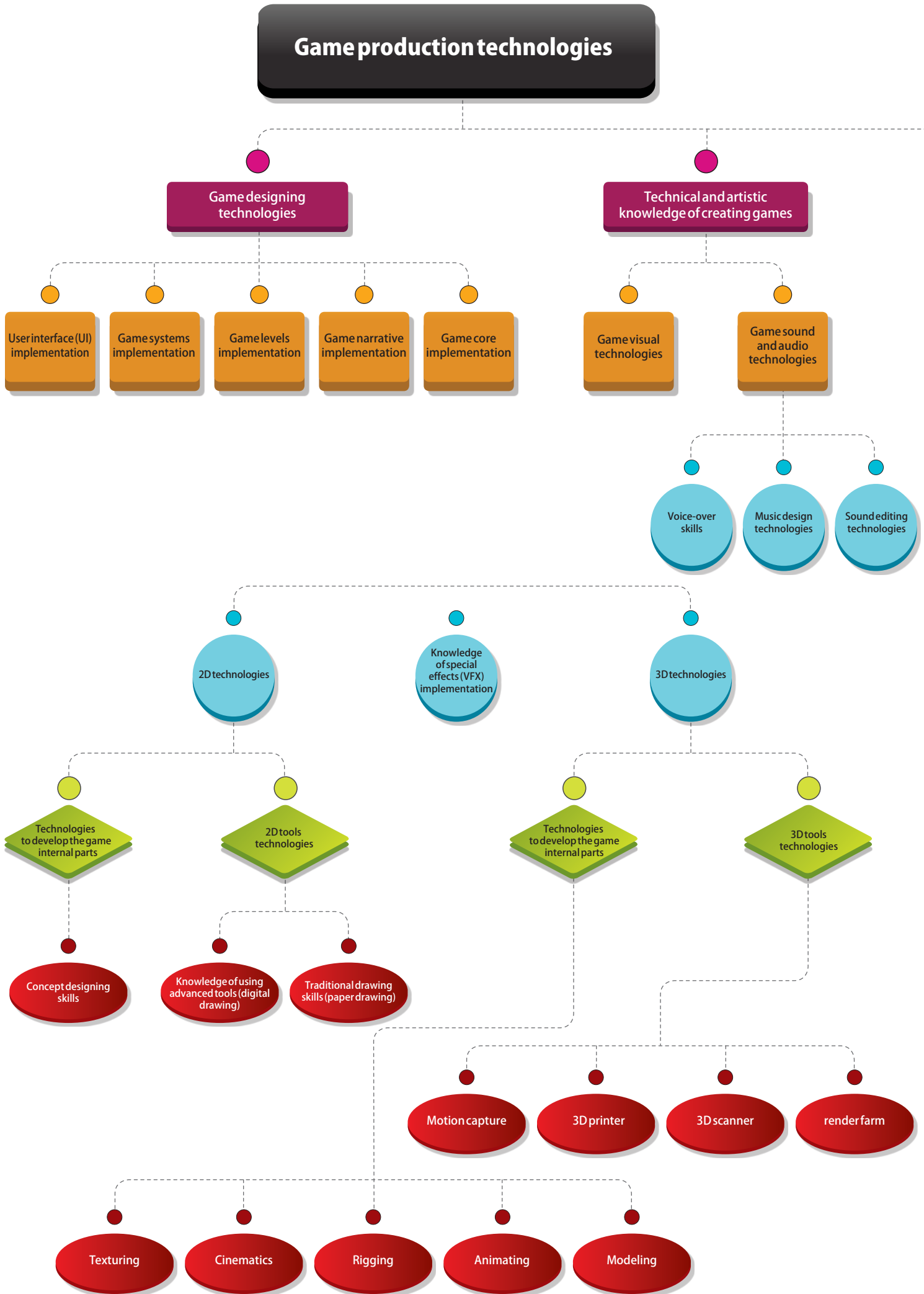


Figure.2. Video games pre-production sub-technologies





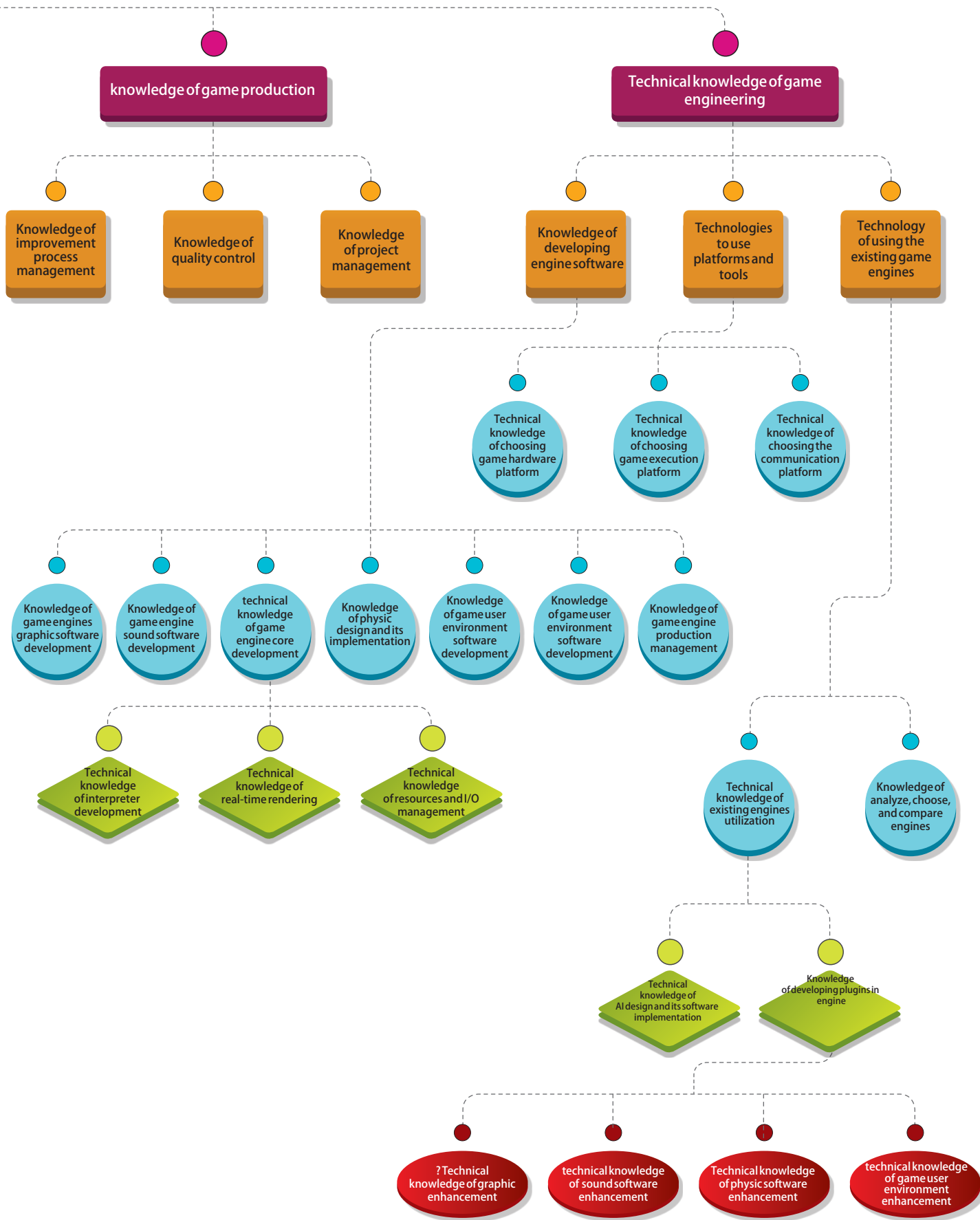


Figure.3. Video games production sub-technologies

Post-production Technologies

Game testing technologies: After the game is ready, it must be tested internally or by testing algorithms, which is called an alpha test. It is then tested by professional gamers for all game parts, and if a malfunction is detected, the error will be reported, and after the problem is resolved by the responsible department, the game is again tested by the gamers and ultimately will be approved.

Game localizing technologies: Localization of games is generally performed in order to enter and sell the game within a market in a new region or country (action such as translating, reprinting booklets, labels, etc.). In addition to the aforementioned activities, in some cases, due to different cultural considerations, it is necessary to rebuild some parts or to remove them from the game.

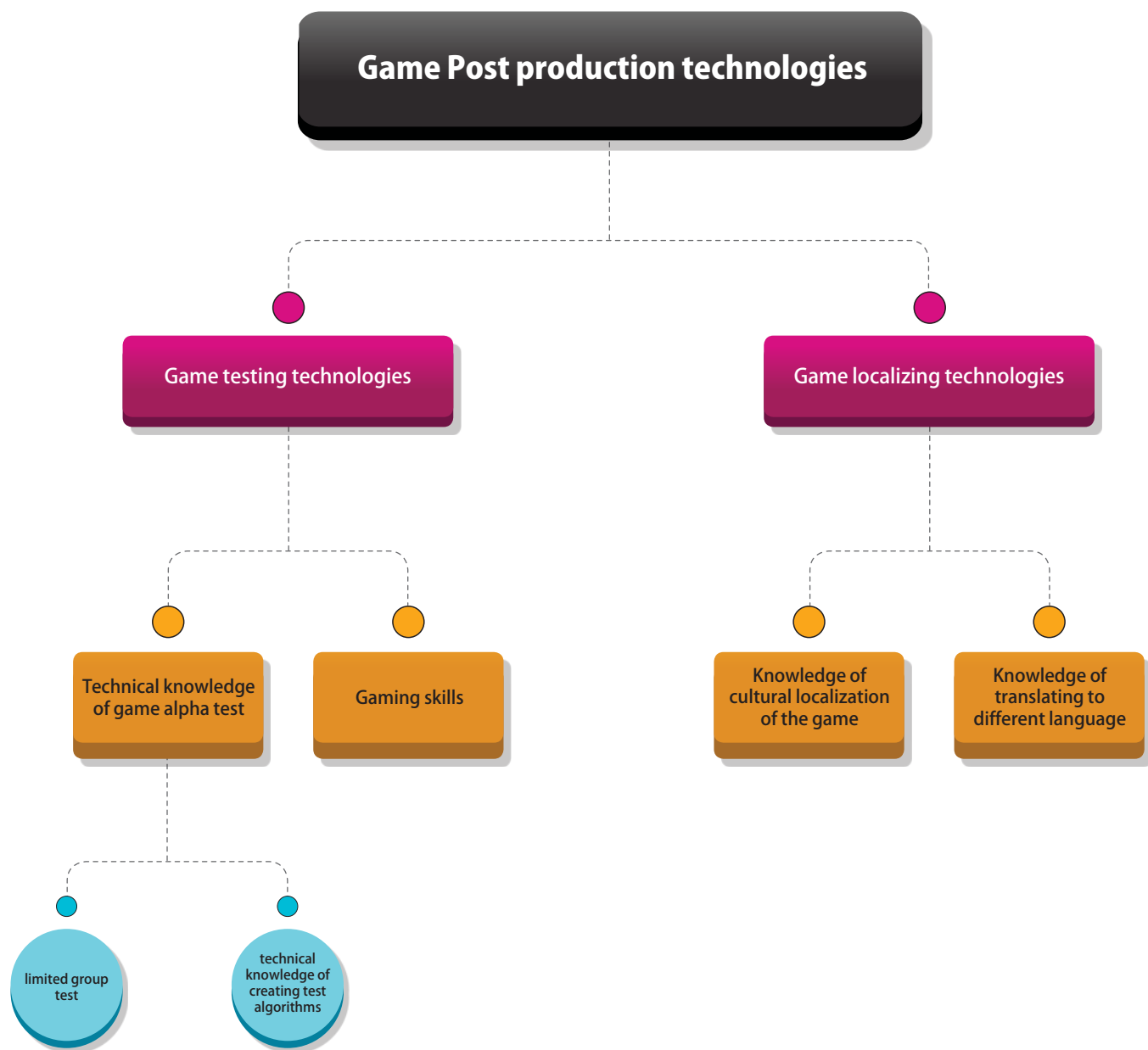


Figure.4. Video games post-production sub-technologies

Supplementary and complementary technologies

In the game industry there are some components that cannot be done by game developer teams.

Technical knowledge of Payment methods: The creation of payment method is always not carried out by game development teams.

Technical knowledge of firmware development: The firmware is a software component that connects to a game and performs some of its specialized activities, such as server side tasks, analytics, and so on.

Technical knowledge of creating gaming platforms: The process of producing game platforms, such as computers, consoles and gadgets, is separate from the game development process. Generally for game development, one or more platforms are chosen by game developers.

Technical knowledge of gaming tools production: The gaming tools have already made remarkable progress. Future generations of this tool will be augmented reality and virtual reality. In the augmented reality, the physical environment directly or indirectly adds items such as sound, video, graphics, and more. Virtual reality as a multi-media allows the user to interact in the virtual world. The user can experience sensations including sight, hearing, taste, smell, and touch when using virtual reality.

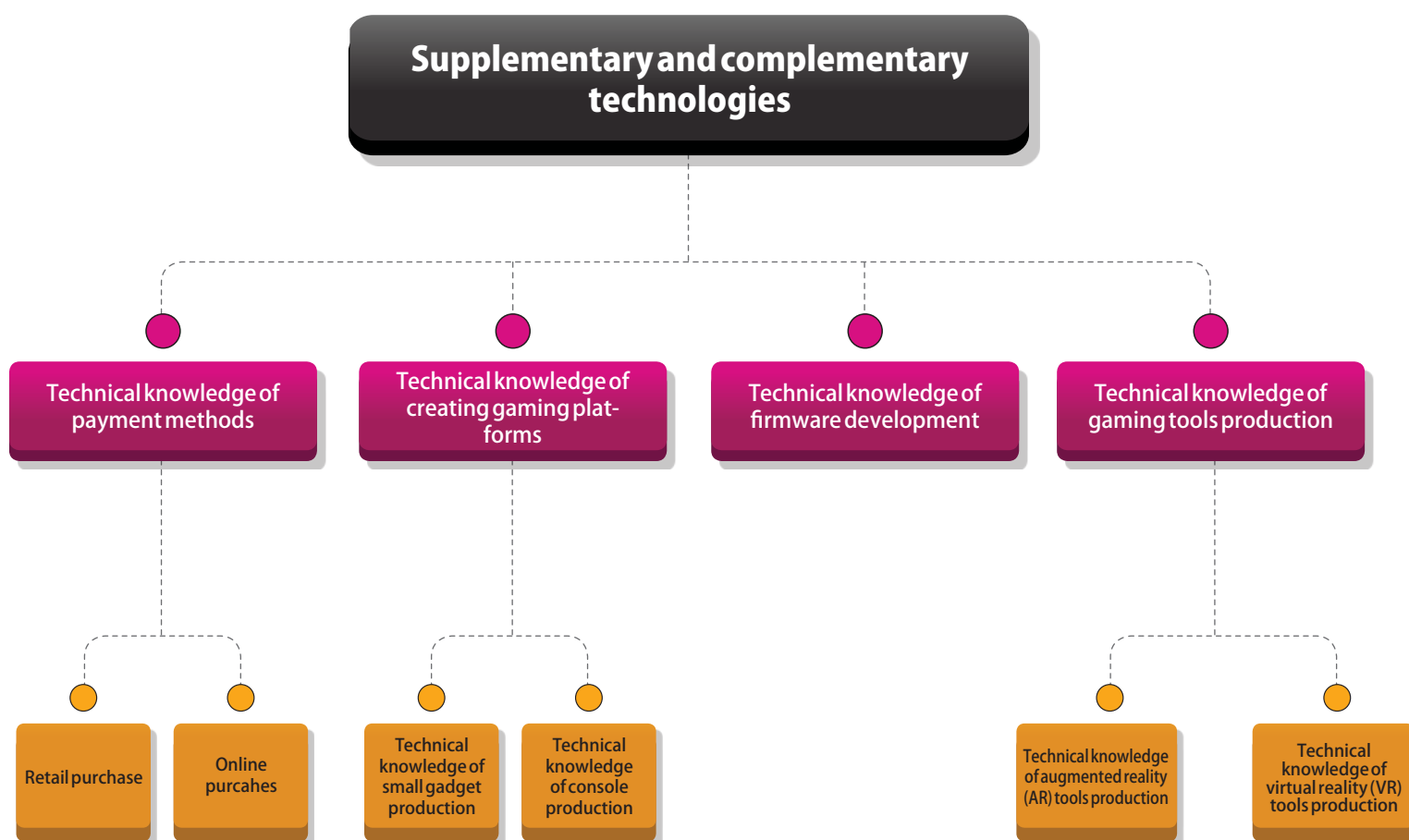


Figure.5. Video games supplementary and complementary sub-technologies

Distribution and publishing technologies

Technical knowledge and technologies of publishing: Since publisher is the sponsor of a game developer team in action, he usually manage game development risks. For this reason, publishers use a project manager at the development team to get information of the progress of the project.

Technical knowledge and technologies of game distribution: Successful distribution of a game requires special knowledge and technical skills. For example, the distribution of the game at the wrong time can fail a high quality game project. The best time to distribute video games in Iran, due to the closure of schools and universities, is early summer. Due to the expansion of the Internet and the widespread use of the global network, the digital distribution of video games is increasing. In this method, due to reduced cost of reproduction, the printing of labels, and physical distribution of the game, publisher's profit also increases. At the present time, the main digital distribution systems for video games are the app stores, and in the future cloud services will also be added to digital distribution.

Figure.6. Video games distribution and publishing sub-technologies

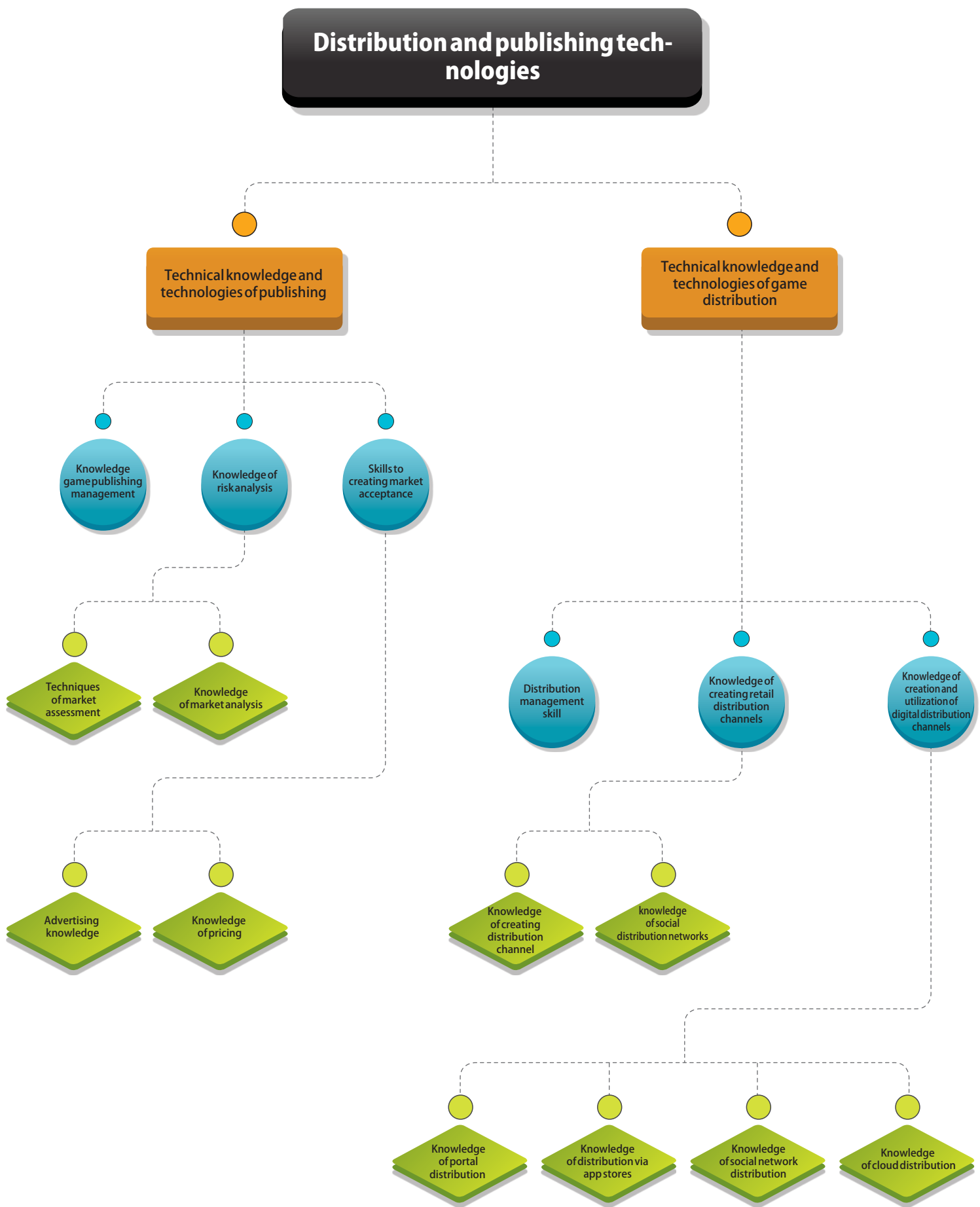


Figure.6. Video games distribution and publishing sub-technologies

Knowledge and skills of consumption

Technical skill of critics and analysis: the critical procedure is the science of evaluating and assessing the degree of scientific credit in a works which like any other discipline have scientific rules and principles of his own.

Knowledge of age classification and rating: The age classification of computer games is done based on the developed game content. Most of these systems are developed by the public sector and are often based on the rating of contents of moving images.

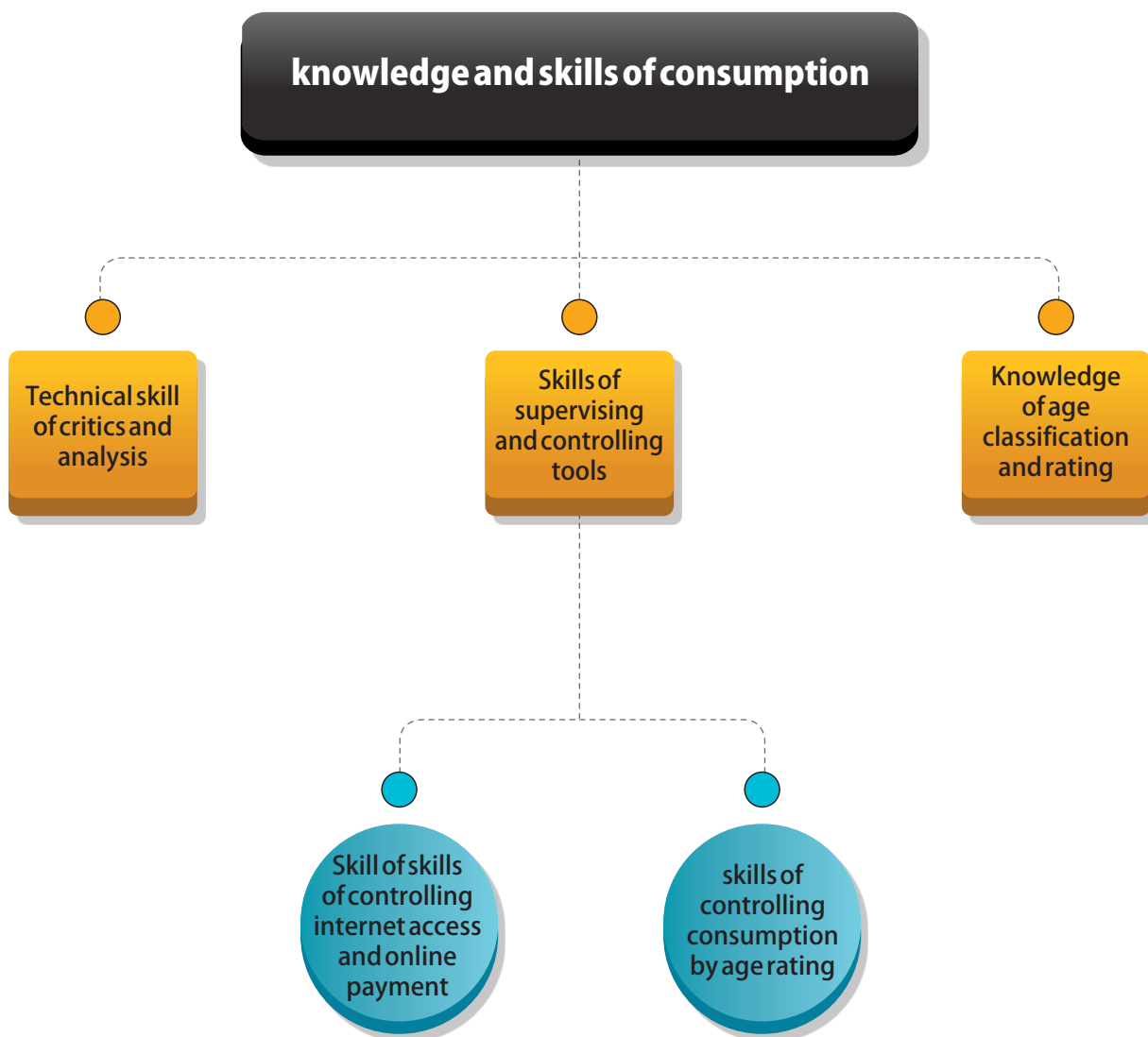


Figure.7. Video games knowledge and skills of consumption

The bookguide

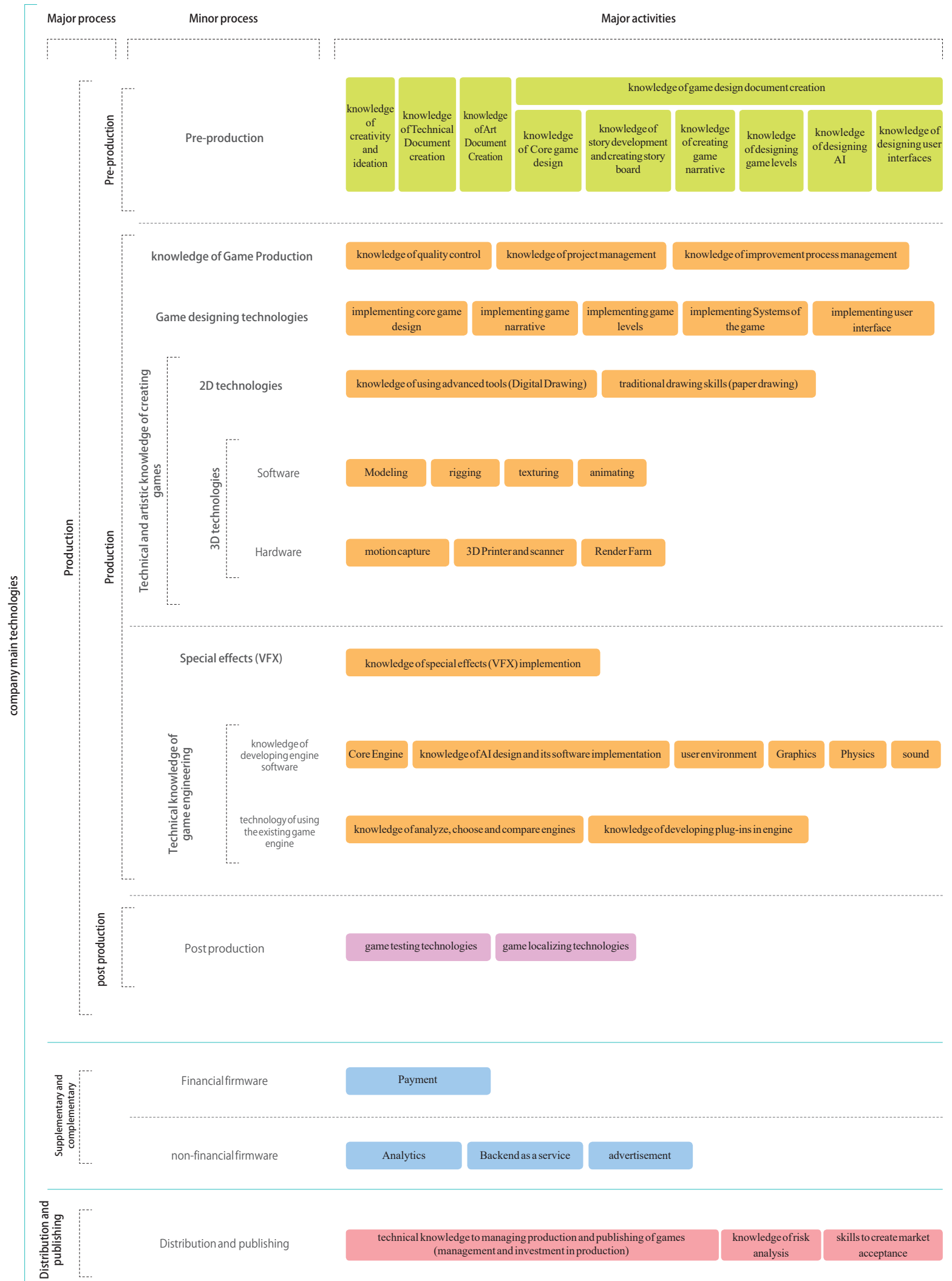
The book “Technologies of video game industry – Iran 2017” includes the technology tree of this industry. Besides, this book presents the local and commercialized information on day-to-day applications of the video game industry in six fields of pre-production, production, post-production, supplementary and complementary, publishing and distribution, technical and consumption skills. Accordingly, in the present book, while presenting a category of technologies, the companies and institutions active in Iran`s game industry have been introduced. This book is now applicable to policy-makers and decision-makers and provides a good picture of the industry`s existing capacities and status. The book also applies to private sector investors and shows the investment capability in the video game industry.

This book contains the information of active Iranian companies and institutes in the video game industry. The information is as follows:

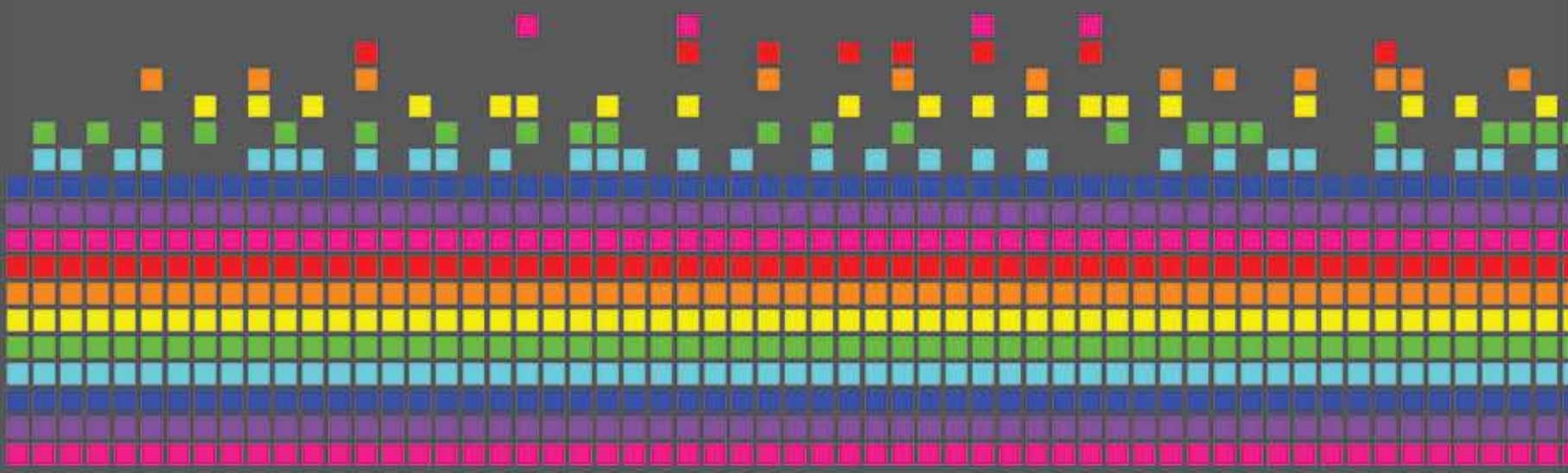
- Company`s name and logo
- The name of the CEO and other key personnel
- The main missions and activities of the company in the video game industry
- Picture and specification of the productions
- Full company`s contact information
- The technologies collected in this edition of the book can be categorized according to the figure next page.

This must be said that the introduced companies have been found through field researches, search in specialized exhibitions in this field and using the exhibitions catalogues. After some investigations, the needed information acquired from these companies through self-introductory documents.

We hope that this book could be a step (though maybe small) in development of the video game industry and its international position.



***Technological
Capabilities of
Game Industry
of Iran***



■ Independent game developer

Achronicle of Studio 229

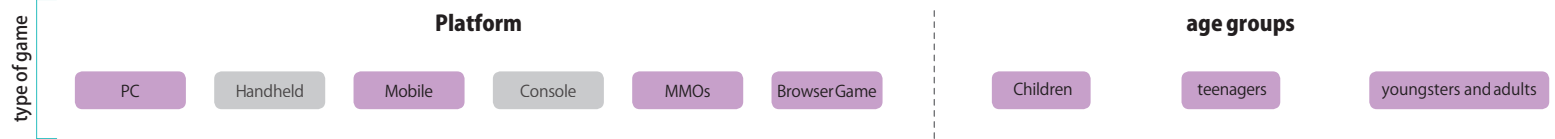
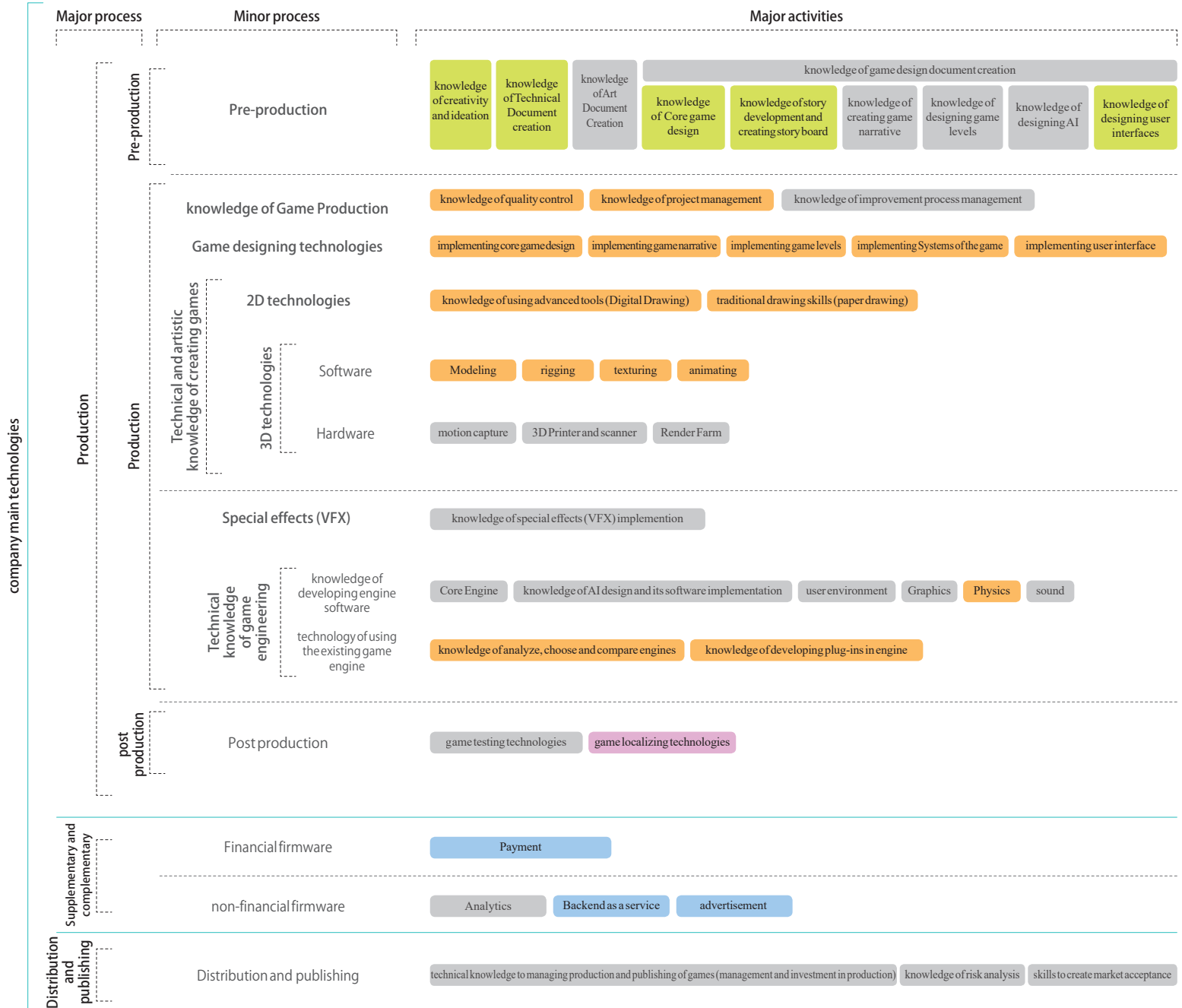
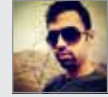
229 videogaming team started its projects as a private and independent game developer in early 2012. After having experienced a challenging year, in order to more vastly develop its area of work in accordance with the aims and goals of it, this game designers team changed into a computer games development department of Javanan-Sharq Co. and commenced its official work.

With regards to the day-by-day development of the computer games industry in the world, Studio 229 intends to establish the first place for Iran by producing and developing computer games meeting the world's standards. It also intends to prepare an online and national platform to distribute computer games to gamers and game developers.

Mostafa Amini
Director and Producer



Shahriyar Bazaei
Senior Programmer



Introduction of some of the released productions



Moshio



Azaran: The Stones



The Last Battle

Company's contact info:

Tel: +98(912)2469001
Website: www.2-29.ir
Email: studio@2-29.ir



Yasaman Farazan
Game Designer

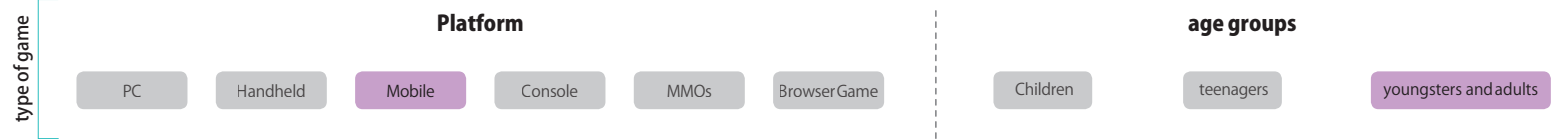


Reyhaneh Alesheykh
Game Artist

■ Independent game developer



Acid Green Games



Introduction of some of the released productions



Live TV Tycoon



Delavaran-e Kohan



Garden of Silence

Company's contact info:

📍 No 12, Unit 15, Shayegan Alley, Cheraghali Alley, Habibollah St, Azadi St, Tehran, Iran

☎ Tel: +98(937)2870956

🌐 Website: www.acidgreengames.com

✉ Email: info@acidgreengames.com



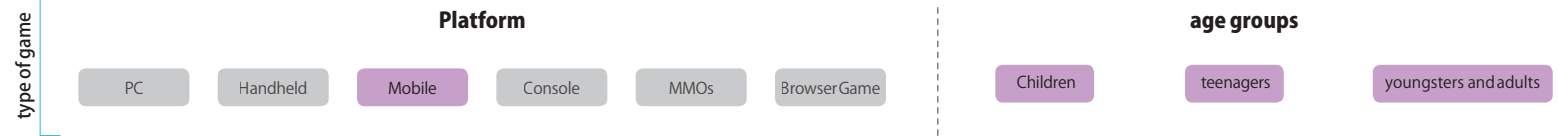
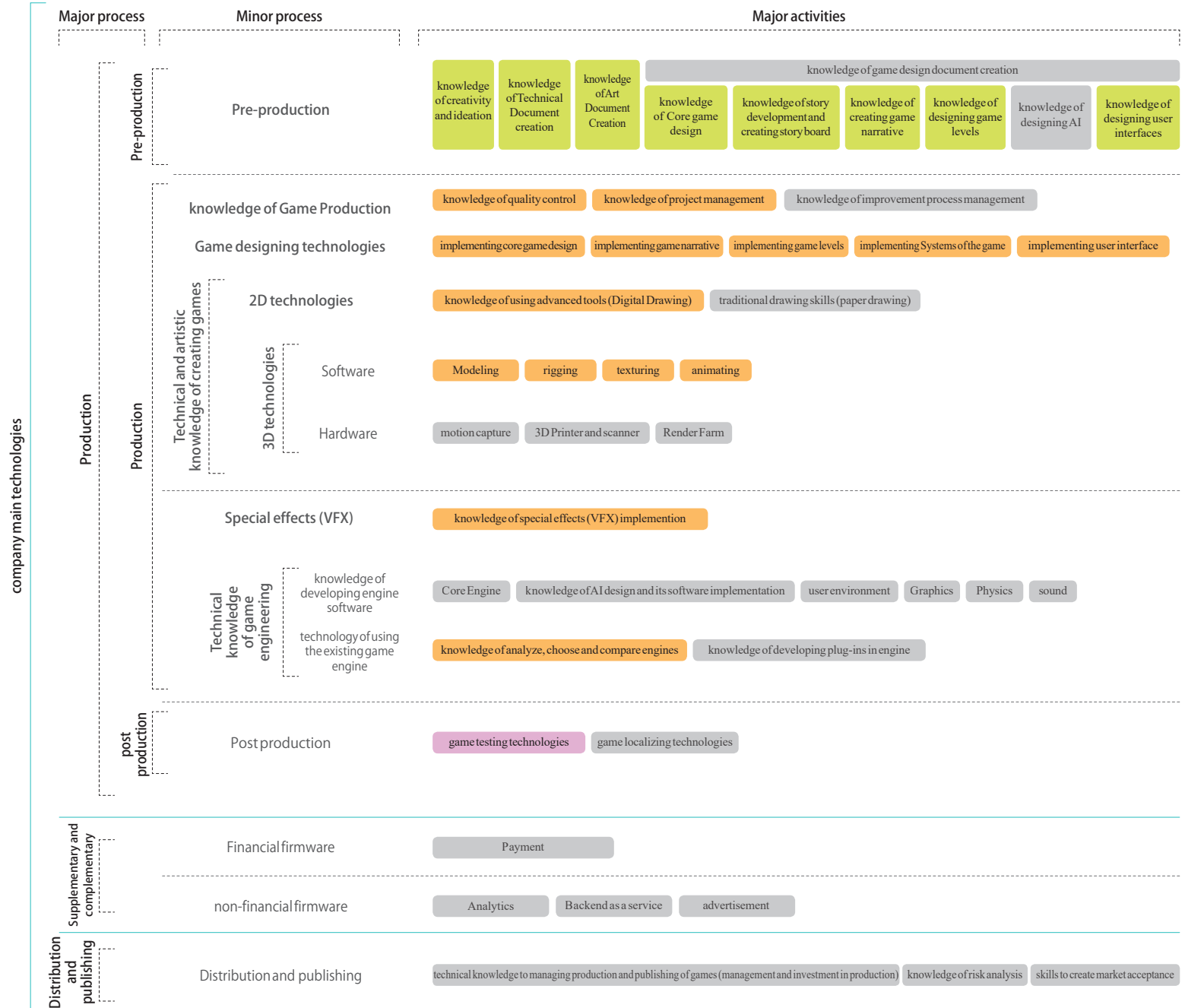
ALM
(Art of Light and Motion)

- Production of high-quality 3D cellphone games
- Production of high quality trailers and cinematics for video games

Alireza Ranjbar Shrabi
CEO



Behzad Rajabipour
head of board of directors



Introduction of some of the released productions



Police patrol



Open cactus



the snake and ladder

Company's contact info:

📍 No. 13, Unit 11, Pezeshkpur Alley, after the Zartosht st., Vali-e Asr St., Tehran, Iran

☎ Tel: +98(21) 88805552

🌐 Website: www.almgames.com

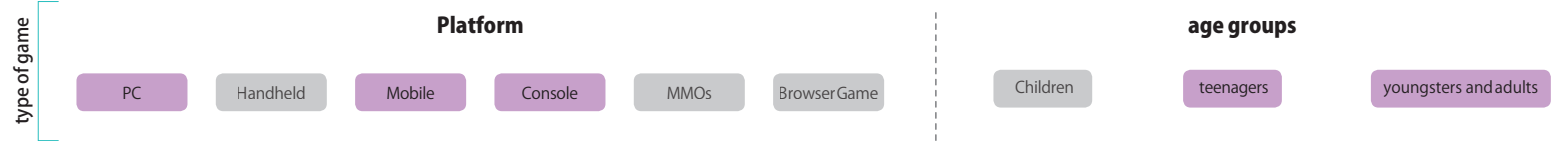


Shahin Sayad Haghghi
CEO

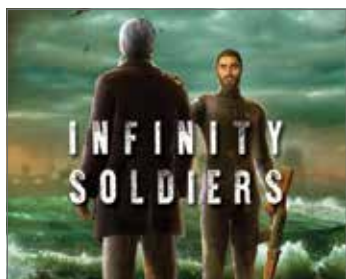


Javad Mahdizadeh Lima
Art Supervisor and Art Director

- Mobile Developer
- PC & Consoles Developer



Introduction of some of the released productions



Infinity Soldiers



Fighting in Aden Gulf



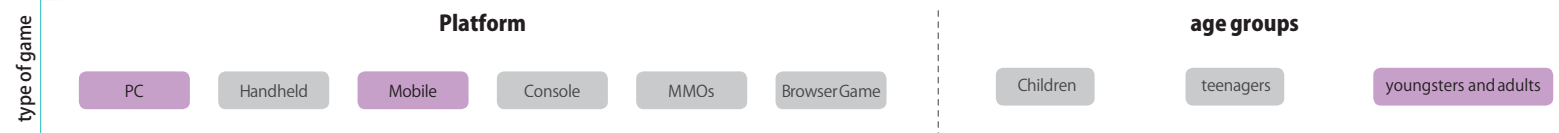
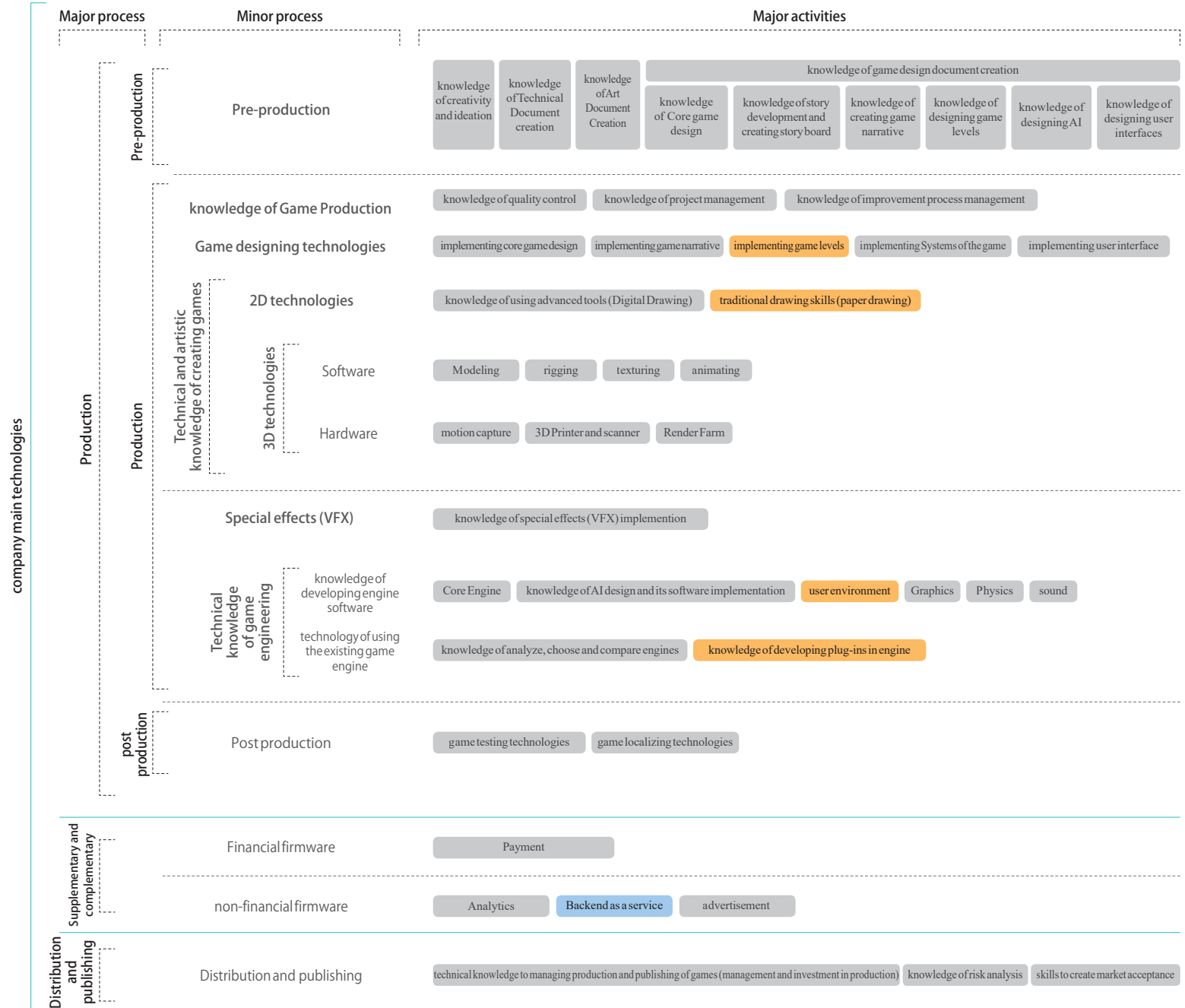
Company's contact info:

📍 No. 49, Unit 6, Farahani Alley, Ejarehdar St., Police st., Tehran, Iran

☎ Tel: +98(21)77529861

🌐 Website: www.amytisgames.com

✉ Email: info@amytisgames.com





Introduction of some of the released productions



JiringLand is an idle management game where each player takes on the role of the city mayor in which they shall build their city in eight floors. Initially, the mayor starts first with a «Laboo forooshi» and will gradually expand his business. In game you can hire managers, being investors and competing with others via weekly leagues.

Company's contact info:

 No. 15, Unit 402, 10th st. Ghaem Magham Farahani st., Beheshti st., Tehran, Iran

 Tel: +98(21)86031889

 Website: www.anashidgames.com

 Email: info@anashidgames.com

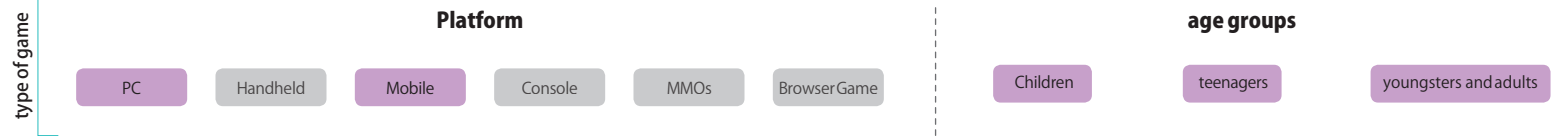


Seyed Mostafa Keyvanian
CEO



Mehrdad Kordijavan
Design Management

- PC & consoles developer
- mobile developer
- service provider
- publisher/buyer



Introduction of some of the released productions



Grandom Overdrive



We Need A Hero



Heros Of Ash

Company's contact info:

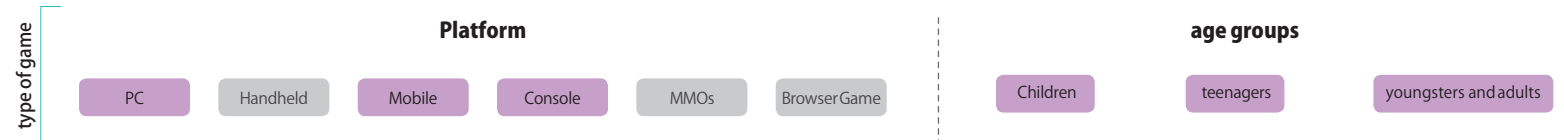
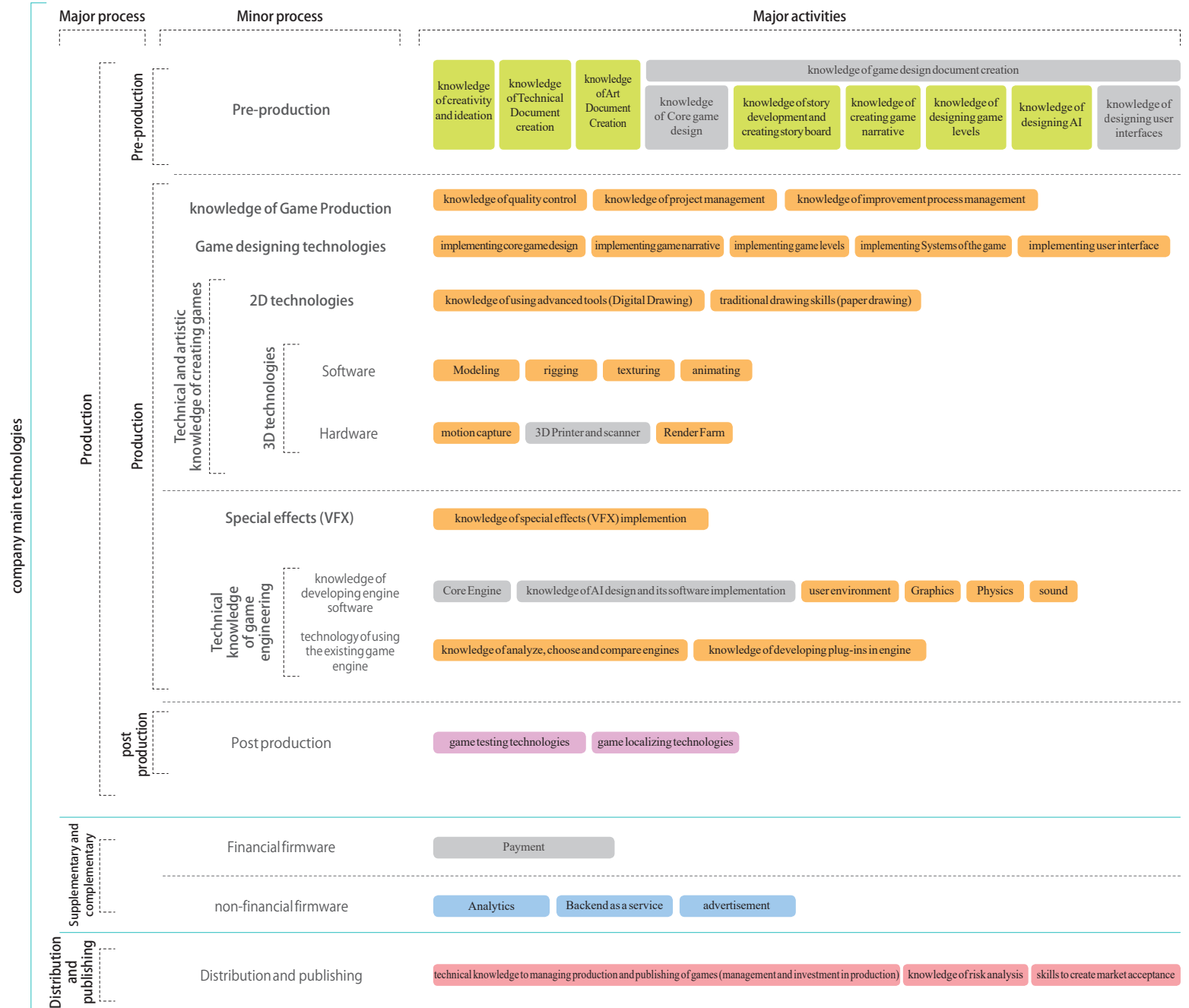
-  No 5, Emamzaman alley, Nabovat sq., Tehran, Iran
-  Tel: +98(912)4578612
-  Website: www.anugamestudio.com
-  Email: m.keyvanian@anugamestudio.com



Arikeh parsii

- PC & consoles developer
- mobile developer
- publisher/buyer
- education centers and institution
- Producing Animation & Commercial teasers
- Facial & Body Motion Capture

Hadi Nodahani
CEO



Introduction of some of the released productions



Company's contact info:

📍 No. 61, Unit 7, 4th floor, Madar sq, Mirdamad blvd., Tehran, Iran

☎ Tel: +98(21) 22252868

🌐 Website: www.arikehparsii.com

✉ Email: arikehparsii.r@gmail.com



Mohsen Akbari Moayed
CEO

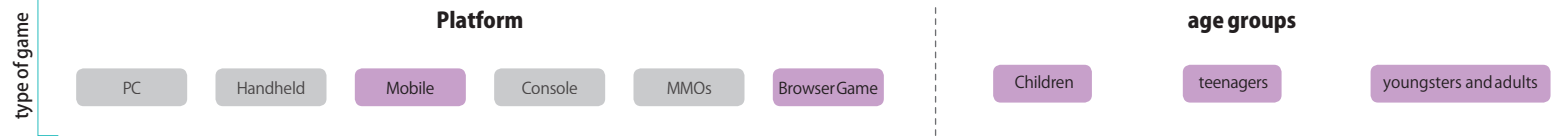


Ehsan Kamali
Game Producer

- Game Development, Mobile and Web-Based Game Localization and Publishing
- Providing BAAS Services for Online Video Games



Arna Studio



Introduction of some of the released productions



Ashoub (rebellion)



Q-Bang



Babapaz

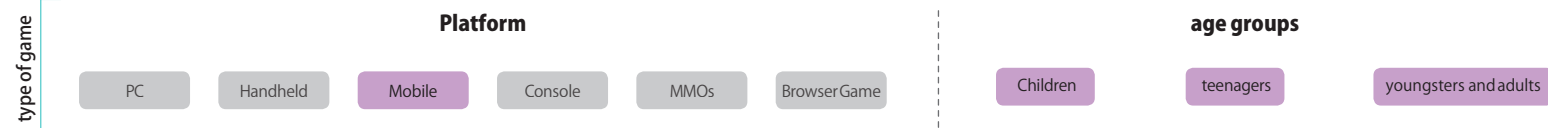
Company's contact info:

No.94, Unit 5, Sohrevardi Junction, Motahari st, Tehran, Iran

Tel: +98(21) 88823305

Website: www.arna.ir

Email: game@arnatech.ir



Introduction of some of the released productions



Clash of Brains



Guns N' Heroes

Company's contact info:

Unit 12, No.3, Ershad Dead End, Shariati Ave., Tehran, Iran

Tel: +98(21) 6700680

Website: www.arvandstudio.com

Email: info@arvandstudio.com



Mohammad Mahdi Mousavi Faraz
CEO

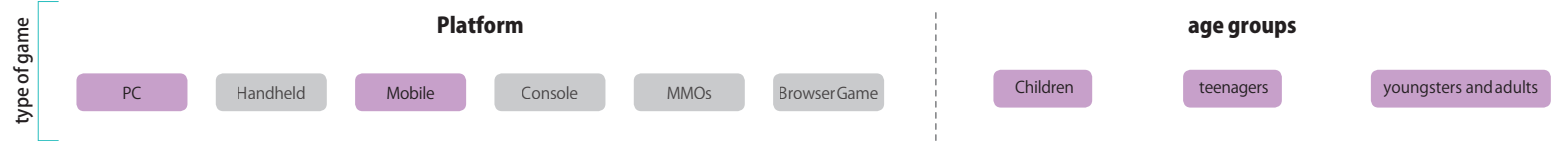


Hamid Fattah
technical manager

■ design and implementing cellphone games, applications and also providing mobile backend as a service



Aseman-e-sobh-e-farda



Introduction of some of the released productions



Abring



Racing



Tanks' battle

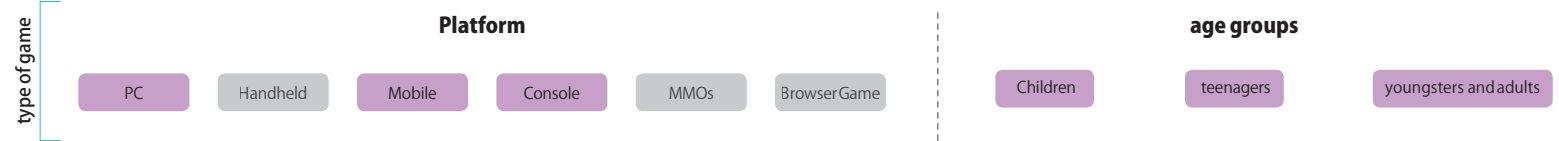
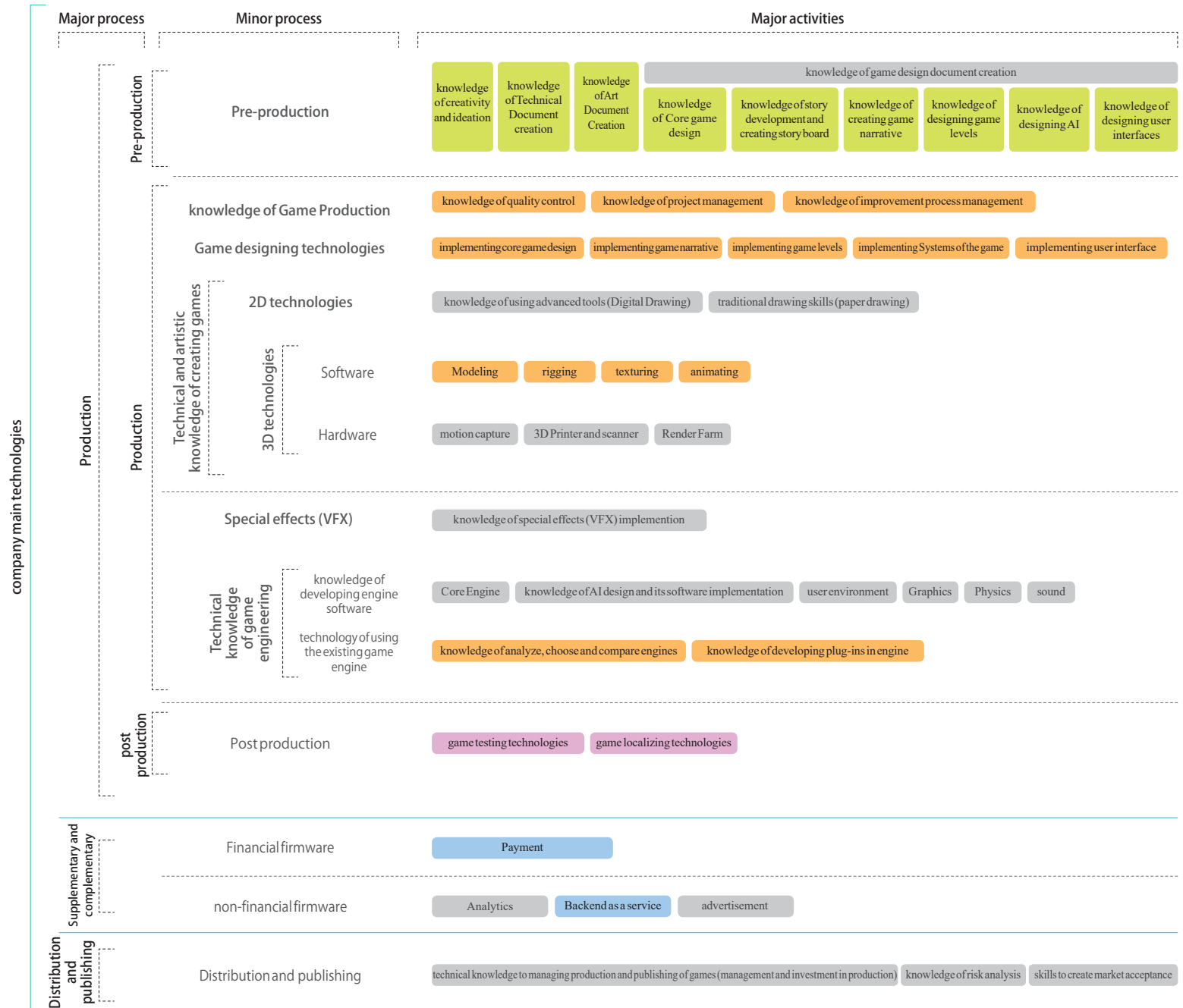
Company's contact info:

Unit 2, Unit 56, Jovebar St., Fatemi Square, Tehran, Iran

Tel: +98(21) 88391764

Website: www.asemanvas.com

Email: ceo@asemanvas.com



Introduction of some of the released productions



Tower builder



Voice of generations



Do not let yourself to fall!

Company's contact info:

- Location: No. 29, Mollasadra St., Vanak Square, Tehran, Iran
- Tel: +98(21) 88875636
- Website: www.atitel.com
- Email: info@atitel.com



Amin Sahidi
Team leader, animator
game designer

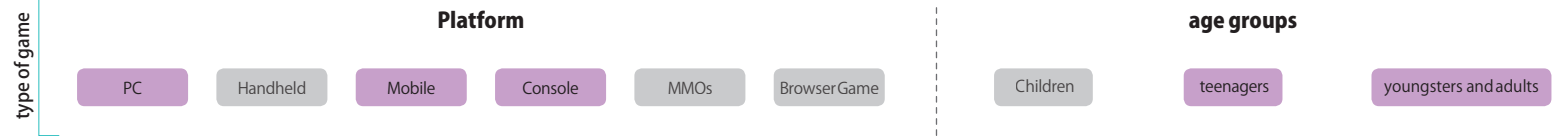
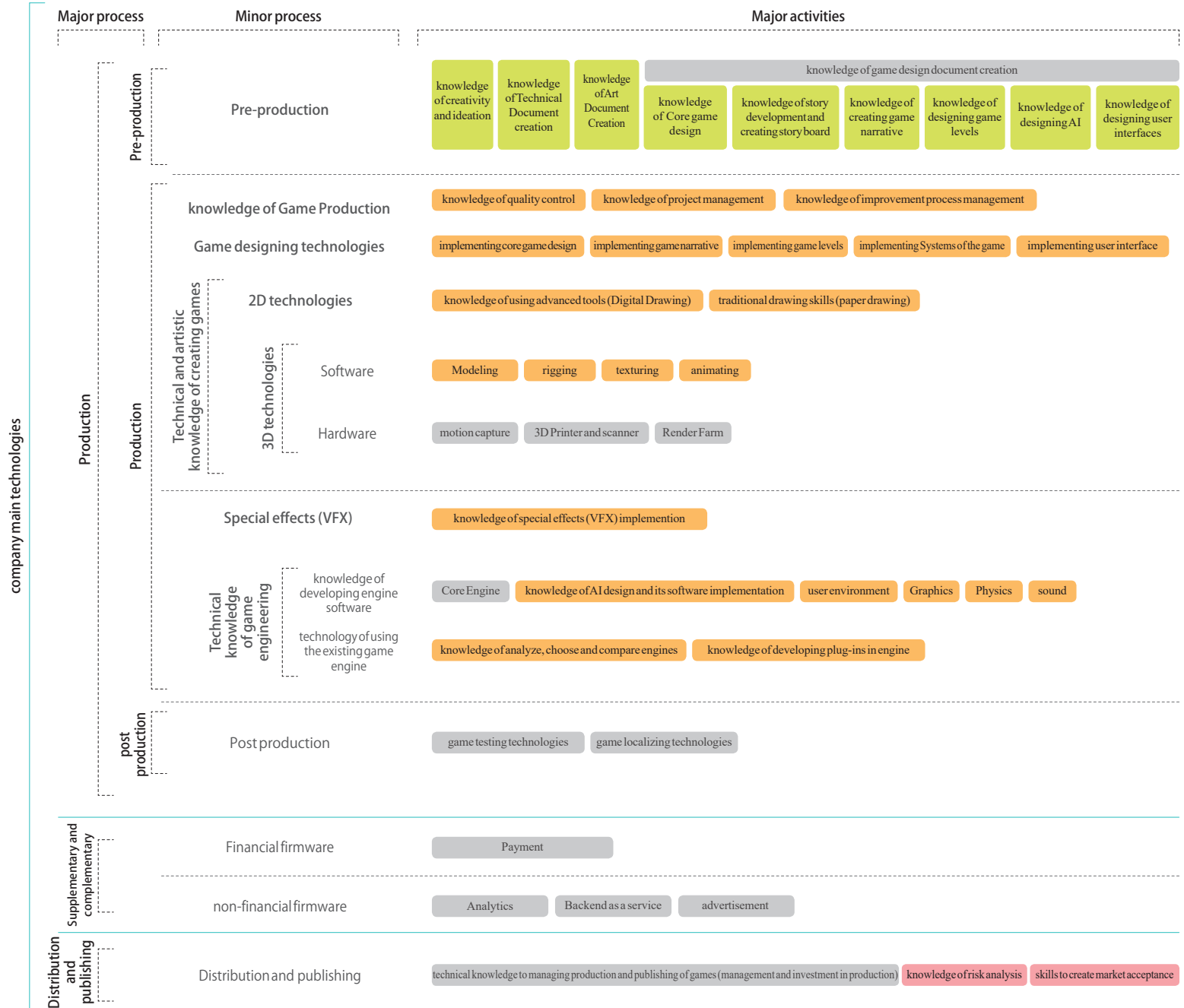


Navid shadrokh
Concept artist

The Black Cube Games team began its work as a studio with out source art projects. After completing several successful projects and adding some other members to the programming and designing departments, now this company is actively pursuing the goal of producing games for PC and console.



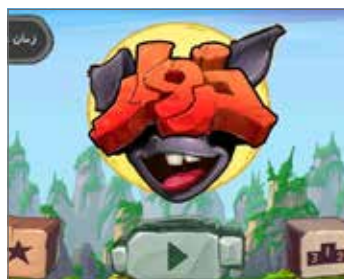
BLACK CUBE GAMES
Black Cube Game



Introduction of some of the released productions



Shadow Blade 2



Khar War



Moomin House

Company's contact info:

No. 1012, 2nd Floor, Before Valiasr St., Enghelab St., Tehran, Iran

Tel: +98(21) 66702514

Website: www.blackcubegame.com

Email: info@blackcubegame.com



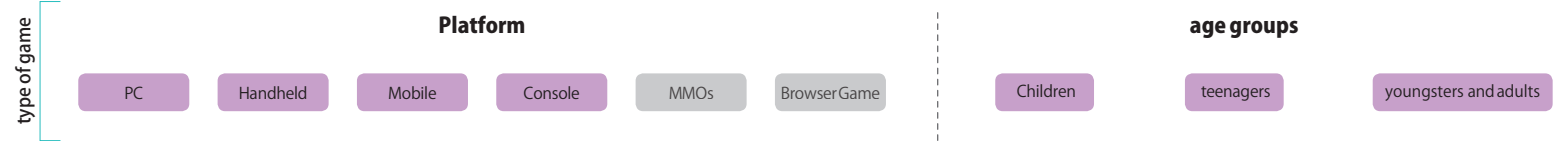
Blazingfall

independent game developer

Hamidreza Karamian
CTO



Abouzar Pourranjbar
CEO



Introduction of some of the released productions



The Little Red One



Trinity Islands



Chale Meydon

Company's contact info:

- Unit A-1, No.5, Tandis St., Africa Av, Tehran, Iran
- Tel: +98(912)6785901
- Website: www.blazingfallgames.com
- Email: info@blazingfallgames.com

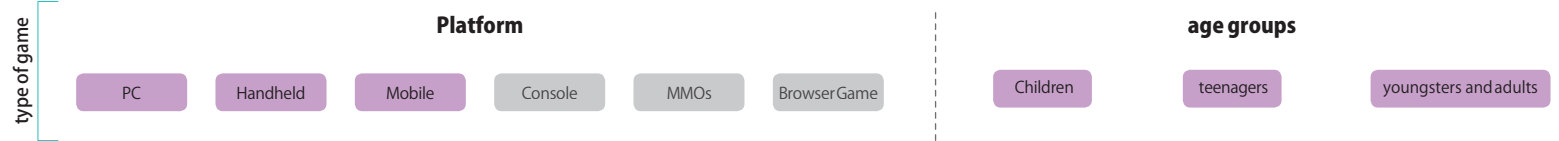


Sayed Ahman
Dadashnejad Sootch
CEO & PR



Mahdi Sadri
Technical

Independent game developer



Introduction of some of the released productions



Lip Reading (Lab Khani)



Shadow Seeker



Company's contact info:

No. 98, 3rd Floor, Safi Alishah St., Baharestan Sq., Tehran, Iran

Tel: +98(21) 77613586

Website: www.boomeranggamestudio.com

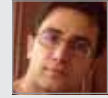
Email: boomeranggamestudio@gmail.com



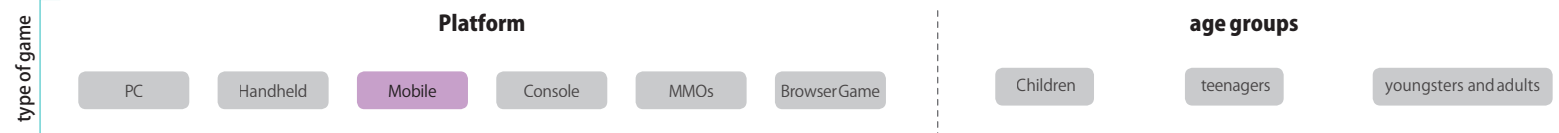
Caspian game laboratory

Independent game developer

Kaveh Najafy
Leader



Hamed Rasam Fard
Consultant & Member of the team



Introduction of some of the released productions



Konkoorwar



windcatcher city

Company's contact info:

Syntech Technology Center, Azad Islamic University, Nokhbegan Boulevard, Qazvin, Iran

Tel: +98(937)3438954

Website: www.konkoorwar.com

Email: kaveh.najafi@gmail.com



Neda Masnavi
CEO



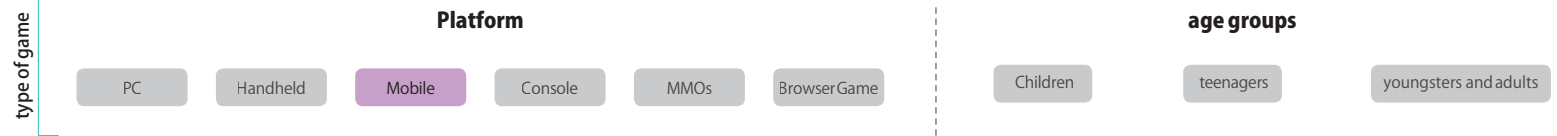
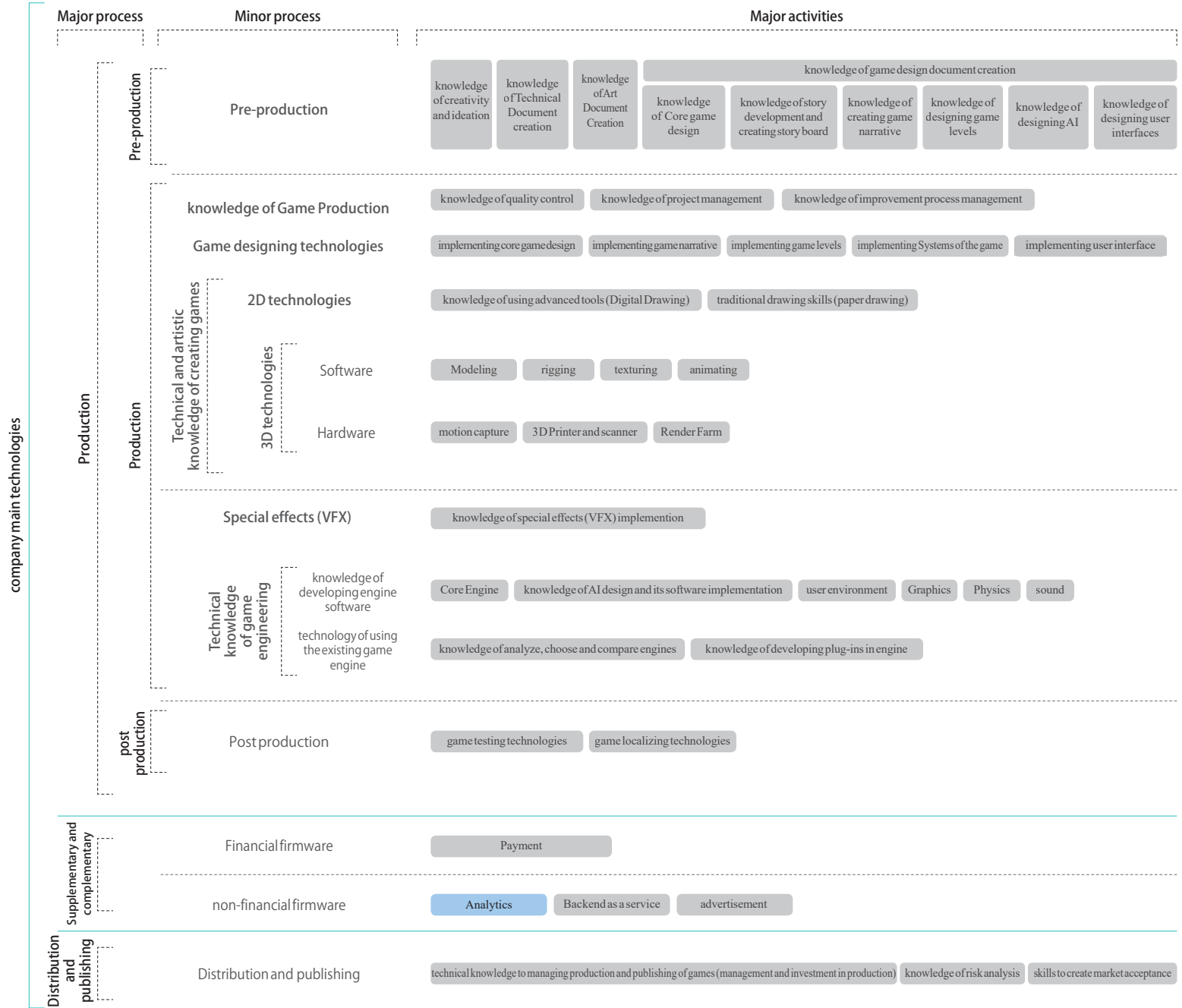
Mahdi Yazdi Rad
Product Manager

■ DATABEEN is the first application analytics tool in Iran.

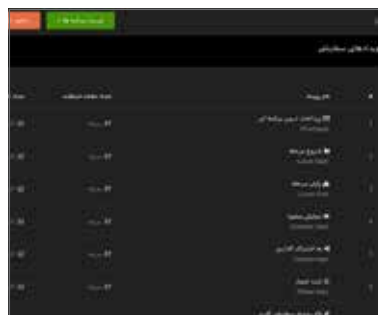
■ analyzing the data for understanding the behavior of users- improving the game designs - earning more income



DATABEEN (Dade Neshan-e Parsian)



Introduction of some of the released productions



DATABEEN helps you to:

1. Helps to build an efficient mobile marketing strategy.
2. Discover which parts of your app people are using, and which parts they aren't.
3. Learn which parts of your app drive valuable conversions
4. See if people actually use the app. Detect the mobile device

Company's contact info:

4th Floor, No 14, 5th Alley, Khajeh Abdollah Ansari St., Shari'ati Ave. Tehran, Iran

Website: nabetgroup.com

Email: info@nabetgroup.com



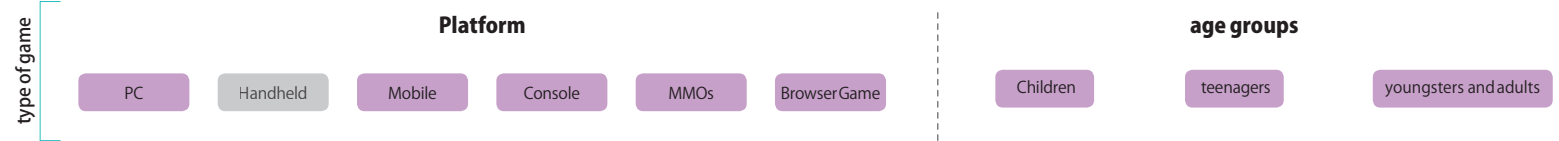
EksirTech

- The software group of EksirTech is active in the field of computer games and software for about 12 years
- Mobile j2me to android and ios
- windows , mac , linux
- Combining the power of programming languages and frameworks, channels of communication, and different systems with each other, such as php, java, action script, C#, unity, flash, android, web, ...
- Innovation and research and creation
- A variety of products such as: Online-mmo game - Adventure game - Multiplayer game - Action game - Casual game - 2D-3D game and software - Augmented reality, AR - Real time game - Image Processing - 2D, 3D Multimedia and Learning software - 2D-3D Animation - motion graphic - stop motion - ANE - Robotic - BMS , ...

Benyamin Salari
CEO of the Institute



Fariba Salari
Vice Chairman of the Board



Introduction of some of the released productions



online game - MMO



Strategic online game - MMO



Smart mosquito

Company's contact info:

- Location: Facing Imam Khomeini Institute, Beginning of Islamic Republic Boulevard, Qom, Iran
- Tel: +98(912)2530350
- Website: www.EksirTech.ir
- Email: contact@EksirTech.ir



Arghavan Ansari Alamdari
Programmer

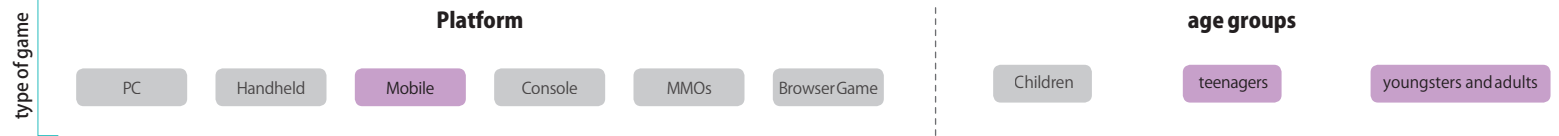


Zeynab Sadatmousavi
Game Designer / Artist

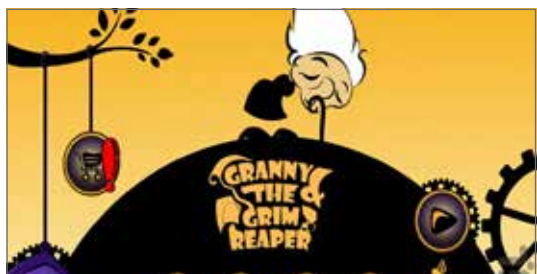
■ Mobile developer



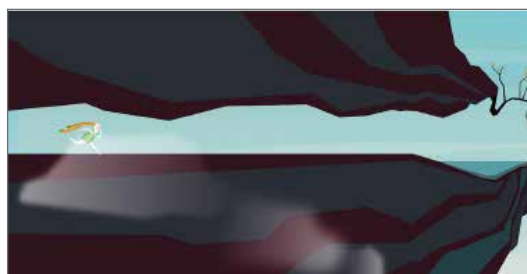
Fanoosgames



Introduction of some of the released productions



Granny And Grim



Linn

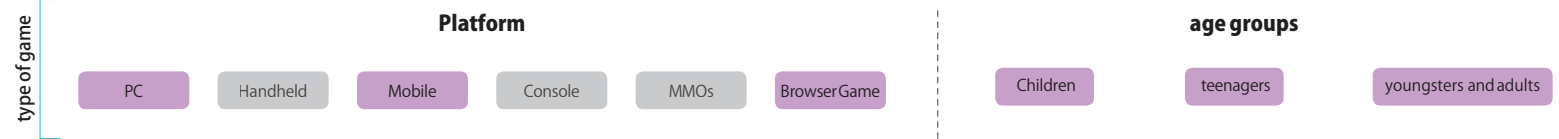
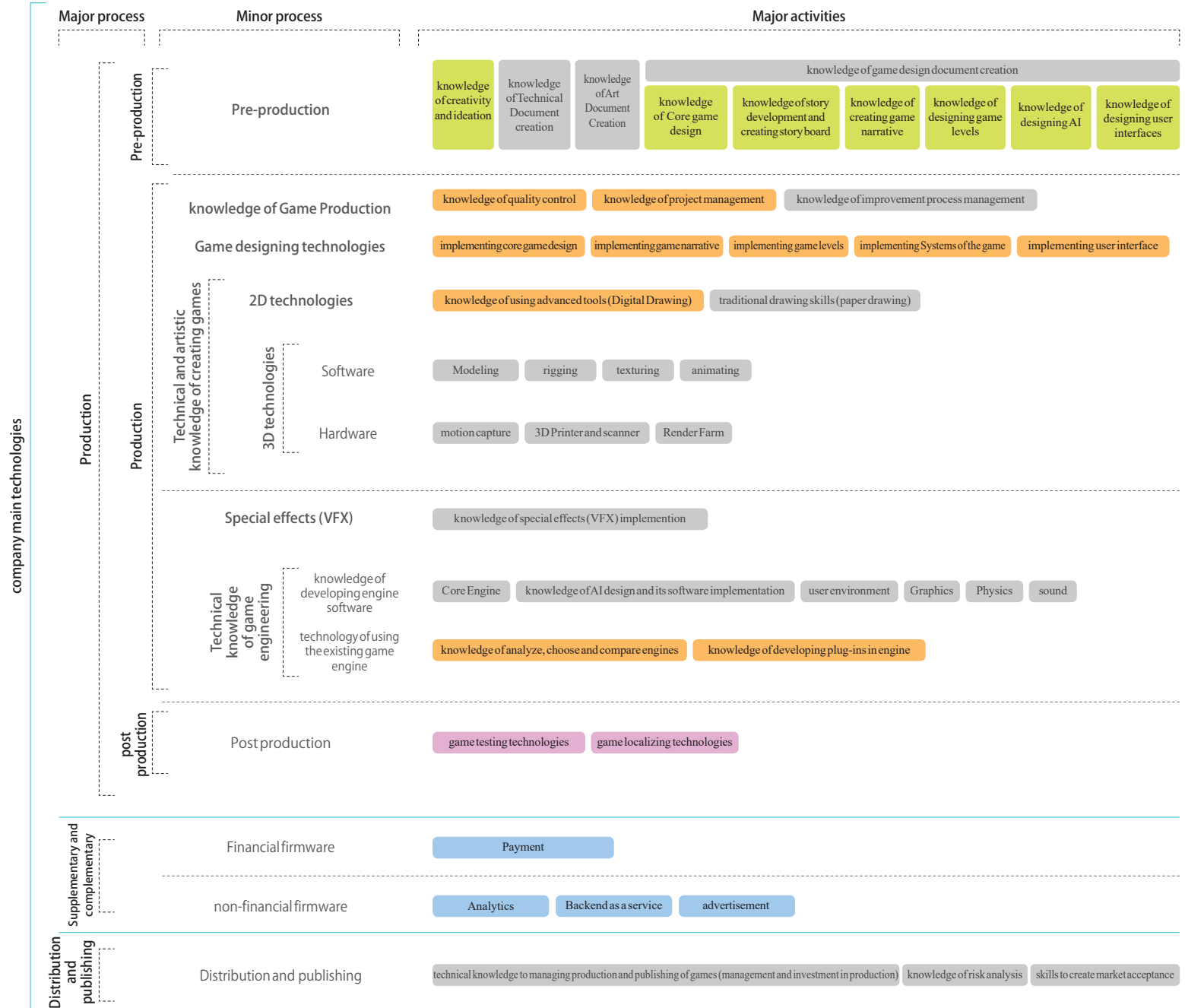
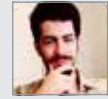
Company's contact info:

📍 No.7, Zanbagh street, Shahid Araghi street, Tehran, Iran

☎ Tel: +98(21)22303856

🌐 Website: www.fanoosgames.com

✉ Email: fanoosdev@gmail.com



Introduction of some of the released productions



Armor War



The Inner Self



Super Sea Star

Company's contact info:

5th floor, University of Tehran
- Faculty of Engineering Kargar
Shomali st, Tehran, Iran

Tel: +98(919)2380154

Website: www.gilaasgames.com

Email: contact@gilaasgames.com

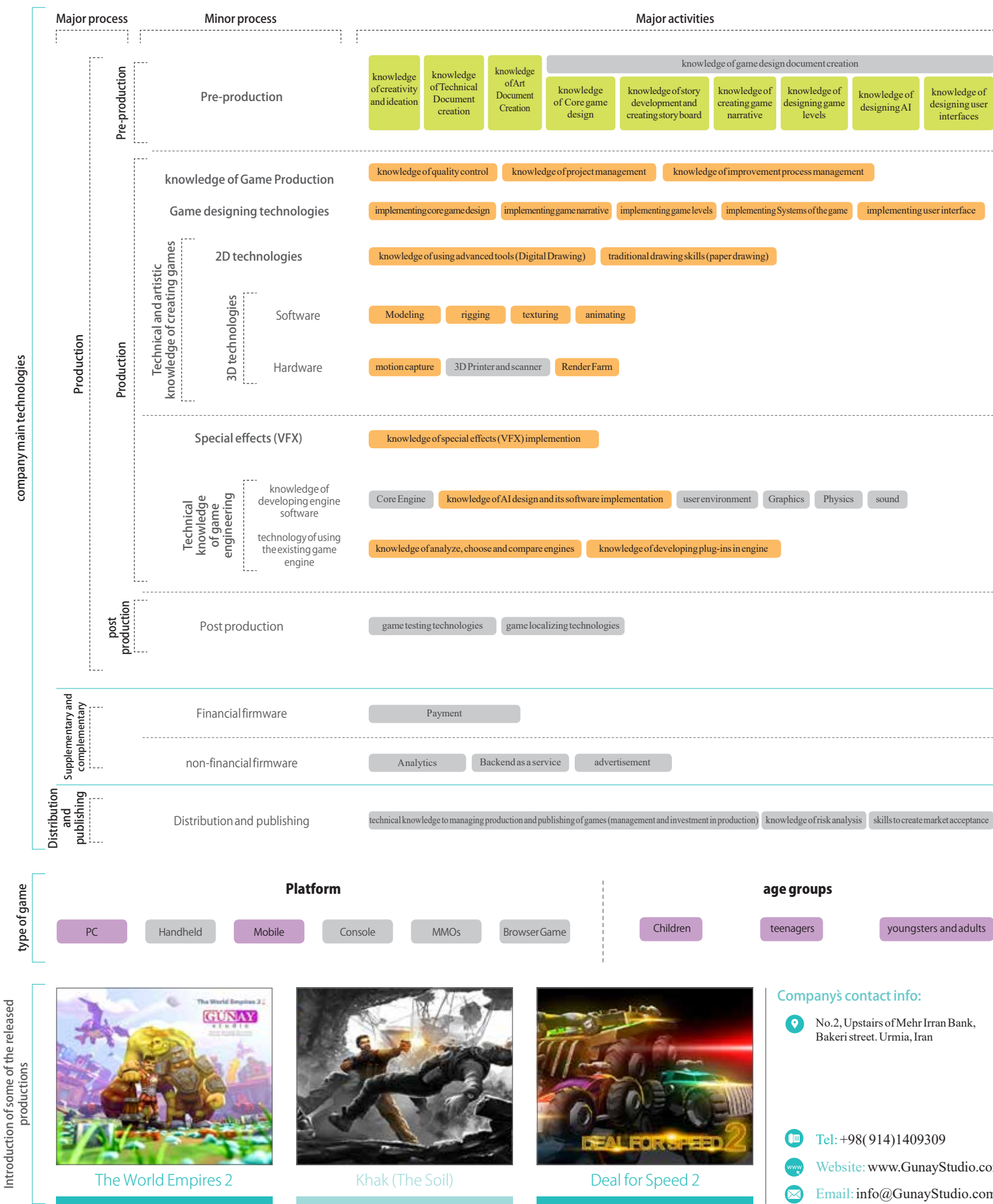


Keyvan Malek Mohammadi
CEO/Founder

- 3D and 2D game producer in various Genres and platforms
- With more than 10 produced games
- Interested in Co-Production of new titles



Gunaystudio





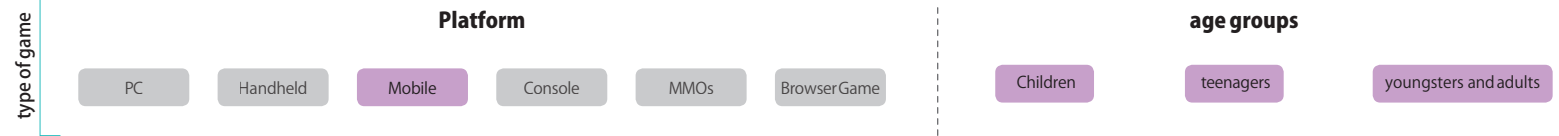
HaftSang Game Studio

Mobile developer

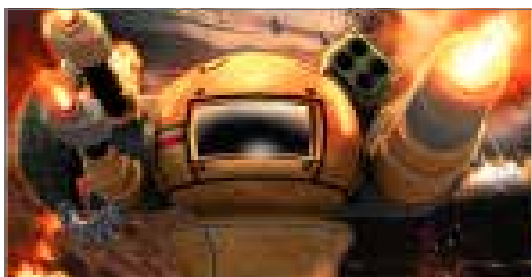
Saeed Mehdigholikhani
Studio manager



Mehrdad Moradi
Programmer & Public relation



Introduction of some of the released productions



Marzban



Chakaad Crossword Puzzle

Company's contact info:

No. 25, Moshtagh bld., Razi st., Haft-Tirave., Karj, Iran

Tel: +98(263)2401156

Website: www.haftsangstudio.ir

Email: haftsangstudio@gmail.com



Yousef Zareie
CEO

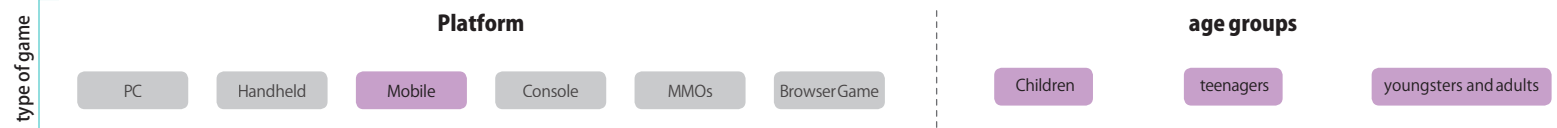


Abolfazl Bazi
Assistant CEO

Independent game developer



HAST Kurdistan
(HAST Games)



Introduction of some of the released productions



pro volleyball

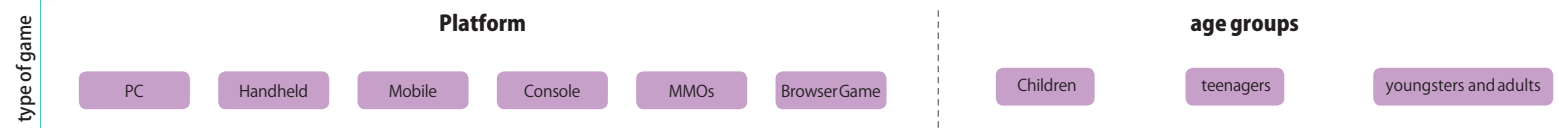
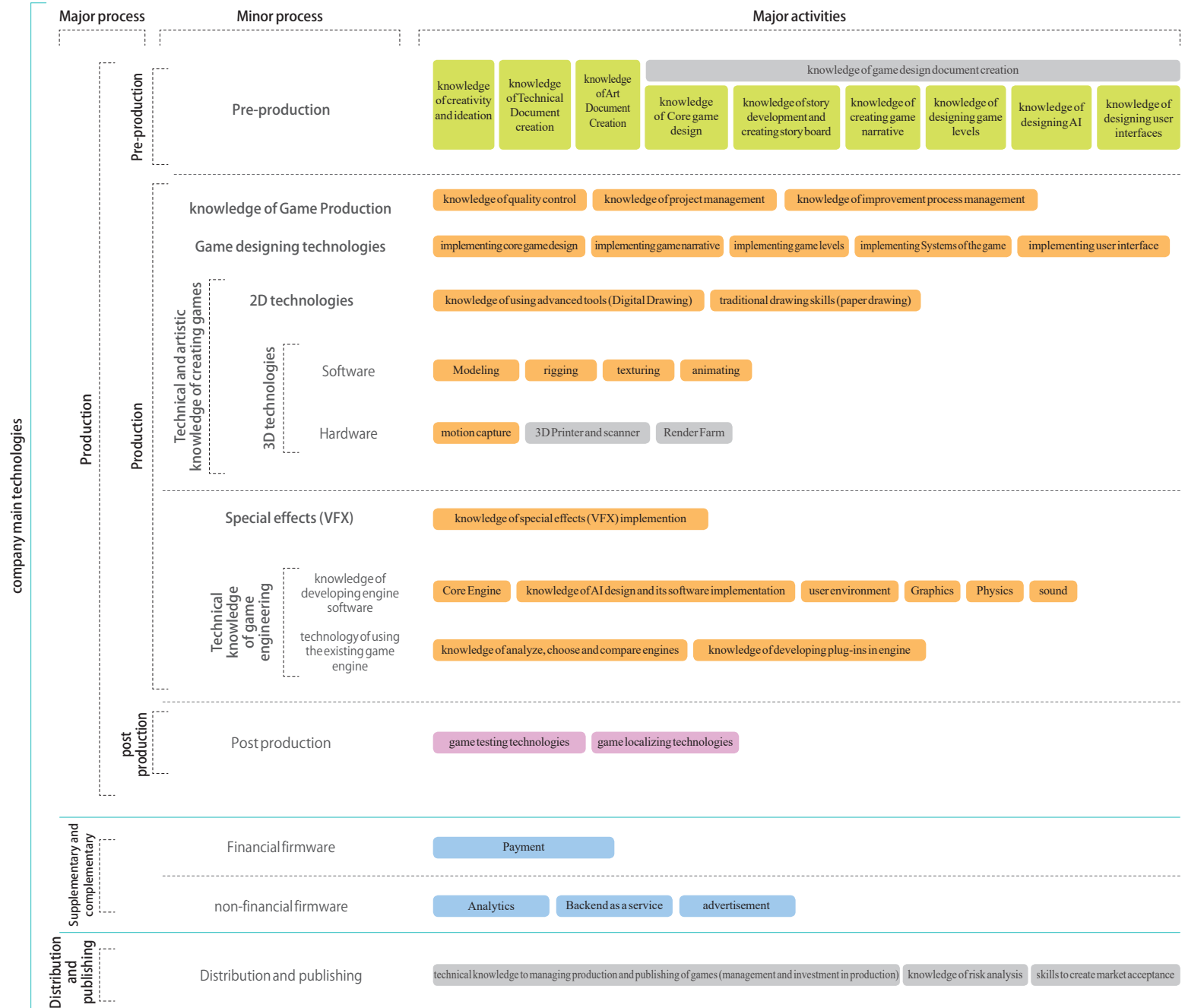
Company's contact info:

Gashbin 1 Alley, Shahid Ebadat Blvd, Marivan, Kurdistan, Iran

Tel: +98(87)34529106

Website: www.hastgames.ir

Email: hastkurdistan@gmail.com



Introduction of some of the released productions



Immortality



The End of Dreams: Awakening



Inertial Motion Capture

Company's contact info:

NO,15, 41 Alley, Revolutionary 81, Qom, Iran

Tel: +98(919)8868760

Website: www.hesanco.ir

Email: info@hesanco.ir



Behnam Kashani
CEO

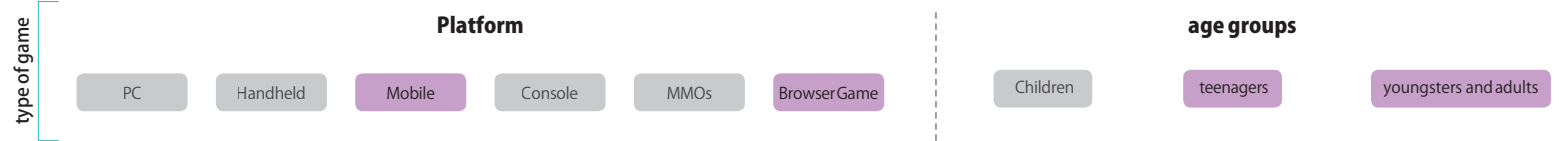


Farzaf Farazmand
technical manager

- production of Online games
- game export
- game publishing
- investing on game-producing companies



Idek (Ideh Pardazan-e Kusha)



Introduction of some of the released productions



Boom



Five



Company's contact info:

- 📍 No. 14, Southern unit, Davazdahom-e Saheghi St., Arzhanin St. Tehran, Iran
- ☎ Tel: +98(21) 88873606
- 🌐 Website: www.idek.co
- ✉ Email: info@idek.co



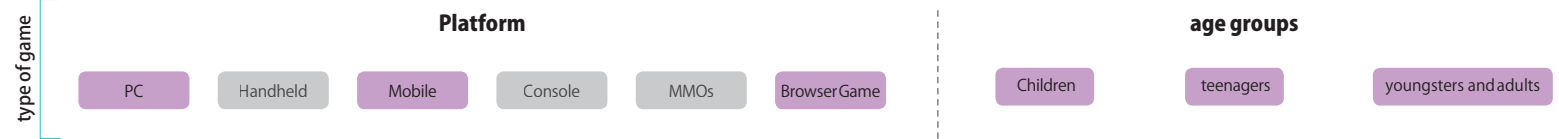
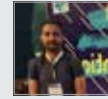
Learning Home

- Serious Game design and development (PC/Mobile)
- Communicating with people in different areas especially psychologists, psychiatrics and education to get informed about markets requirements
- Supervision of students interested in computer game industry
- Act as consultant to companies for content provision, knowledge base management, artificial intelligence in games and choosing appropriate educational strategy in game design and process

Atefeh Ahmadi Olounabadi
CEO - Content Provider - Researcher



Ehsan Golahmadi
Game Programmer - Game designer - Project Manager



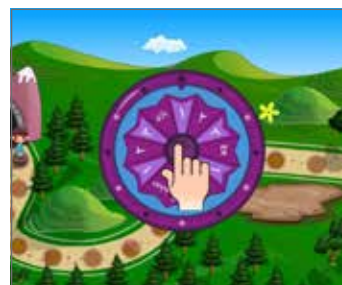
Introduction of some of the released productions



Tarlan



Dikte



Keep in Mind

Company's contact info:

Location icon: No. 470, Ground floor flat, 3rd alley, Apadana avval st., Isfahan, Iran

Phone icon: Tel: +98(313) 6632964

Website icon: Website: www.learning-home.ir

Email icon: Email: info@learning-home.ir



Sina Shahbazi
Cofounder and game designer

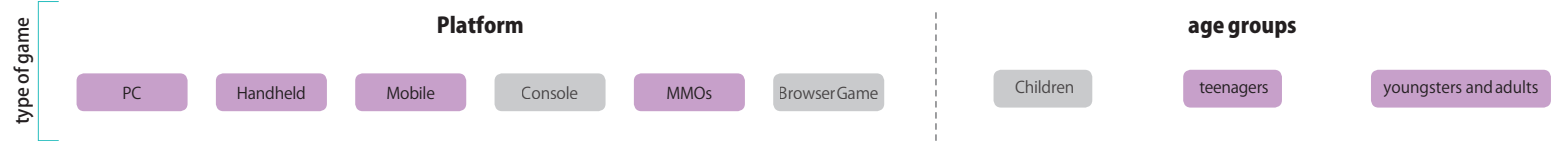


Ali Oruji Aqdam
Cofounder and developer

- production of serious
- profound and modern games for national and international audience



Leo Games



Introduction of some of the released productions



Amazia
a competitive Card Game (picture in the appendix)



Go further
A cellphone game in Arcade Genre

Company's contact info:

- Location: Sharif Accelerator, Sharif Technology Services Complex, Sharif university of Technology, Azadi St., Tehran, Iran
- Tel: +98(935)4221750
- Website: www.leogames.co
- Email: ali@leogames.co



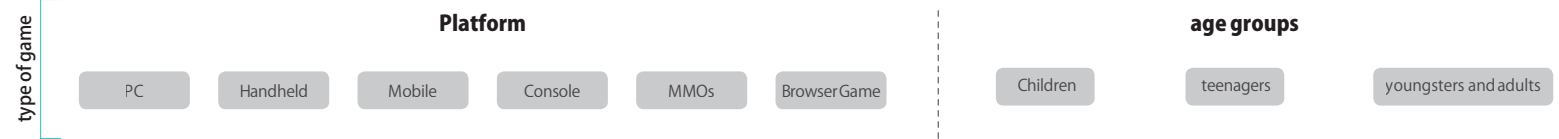
Lexip Games

Persian developer of video games in Iran

Saman Kazemi
Co-Founder / Art Director



Alireza Saremi
Programmers Leader



Introduction of some of the released productions



The Dark Wings (Episode One)



The Ballion - 2016



The Dark Wings (Episode Two) - 2017

Company's contact info:

Refah bulding, 9rd alley, Shaban Street, Shiraz, Iran

Tel: +98(921)7315068

Website: www.lexipgames.com

Email: info@lexipgames.com



Hamid Afsari
CEO/Studio manager/project manager

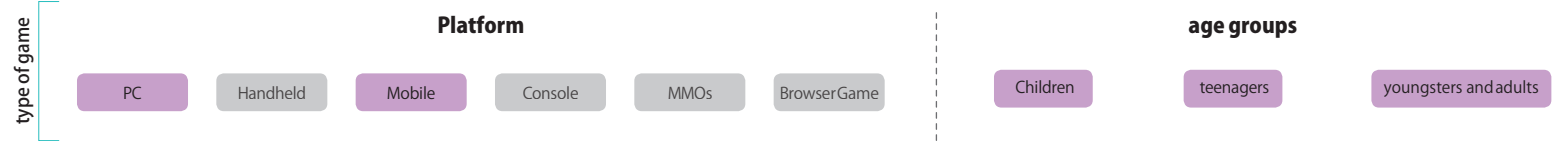


Mohammad Mahdi Shaghayegi
production manager

production of Islamic-Iranian games with a focus on education alongside entertainment



Mahad Resane Pazhu of Shiraz: Game and Islamic



Introduction of some of the released productions



The Hur battle



Bardia



Refreshing neighborhood

Company's contact info:

th Floor, Brin Building, 8th Avenue, 7th Tir Street, Shiraz, Iran

Tel: +98(71)32356315
Fax: +98(21)32355712
Website: www.MehadRasaneh.ir
Email: info@MehadRasaneh.ir

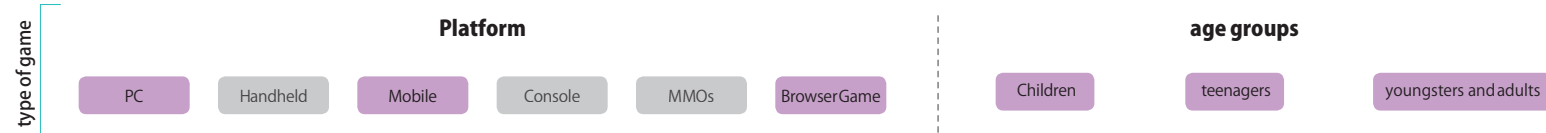


Median Game

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.

Amir Mohammad Rezayi
CEO



Introduction of some of the released productions



Pooya and the Fatman



unexpected guest



The island story

Company's contact info:

- Tel: +98(912)2300084
- Website: www.mediagames.com
- Email: mediagame@gmail.com



Mohammad mehdi Behfar-e Rad
CEO

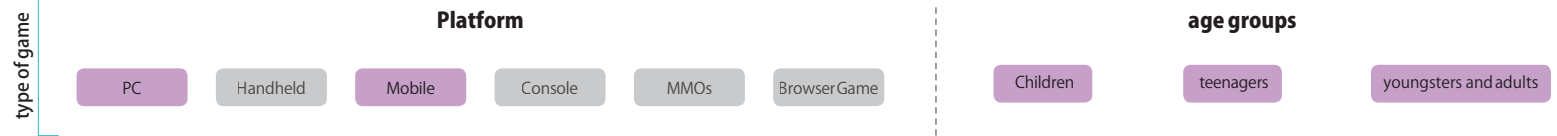


Behrooz Bahrame
server technical manager

Cellphone game builder



Medrick



Introduction of some of the released productions



Brawler



zero through one hundred



Spring Farm

Company's contact info:

No. 1, Malekian St., Kheradmand-e Jonubi St., Karim khan St., Tehran, Iran

Tel: +98(21) 42570000

Website: www.medrik.info

Email: info@medrik.info



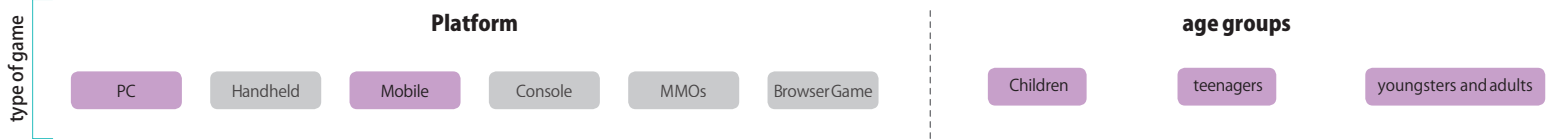
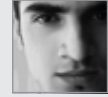
Moon House Entertainment

- Cellphone game builder
- PC and Console game builder
- publisher
- education centers

Mohammad Heidari
CEO



Navid Farshad
level designer



Introduction of some of the released productions



Shofer



Boat horizon



The mayor of the year

Company's contact info:

📍 Moon house (Zhoori Mang) Company, Fajr Cultural Complex, Garshayan boulevard, Sanandaj, Iran

☎ Tel: +98(873)3249517

🌐 Website: www.zhoorimaang.com

✉ Email: contact@zhoorimaang.com



Vahid Rahimian
Executive manager

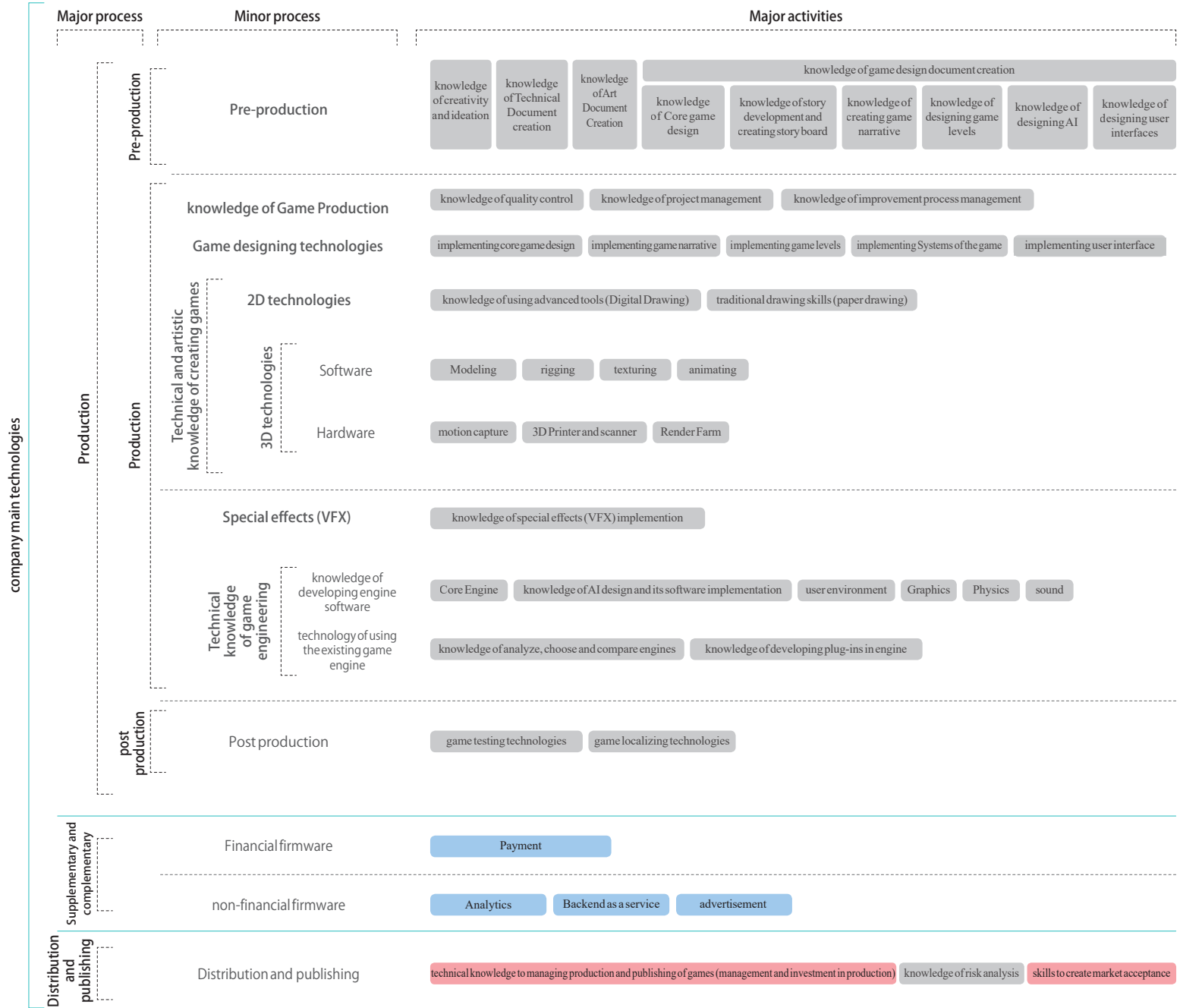


Sepehr Khadem
Marketing manager

digital market



Myket



Introduction of some of the released productions



Market website and application

Company's contact info:

Unit 11, No. 11, Shekarabi Alley, Shari'ati St. after Motahhari, Tehran, Iran

Tel: +98(21) 88438610

Website: www.myket.ir

Email: info@myket.ir



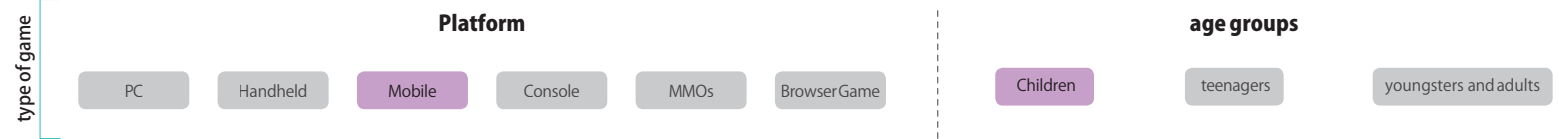
**Nabet System
Developer Group**

- Cellphone game developer
- publisher
- investor
- services: data analysis
- Video streaming
- converting 2D images to 3D ones

Hossein Maleki
CEO and manager of 3D project



Neda Mathnavi
Data analysis projects



Introduction of some of the released productions



Home to Home.



educative



Dalli

Company's contact info:

Unit 3, 3rd floor, No. 14, Fifth block, Khaje Abdullah Ansari St., Shari'ati St., Tehran, Iran

Tel: +98(21)22858862

Website: www.nabetgroup.com

Email: info@nabetgroup.com

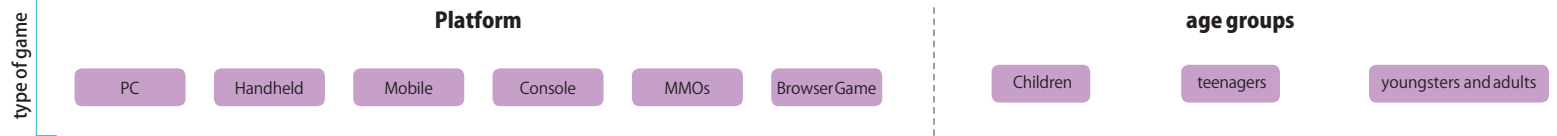


Hamed Aliyari
Founder

- Game analysis_ Checking and recognizing computer games
- Analyzing computer games through brain engineering
- recognizing content elements in computer games
- extracting influential features
- recognizing the elements that trigger these features
- and building targeted games and enhancing specific features.



NeuroGame



Introduction of some of the released productions



Game analyst
Game Researcher

Company's contact info:

📍 NerogameLab-Velayat complex-2th st-Artesh sq-Niyavaran, Tehran, Iran

☎ Tel: +98(910)4562968

🌐 Website: www.neurogame.ir

✉ Email: Neurogame@chmail.ir



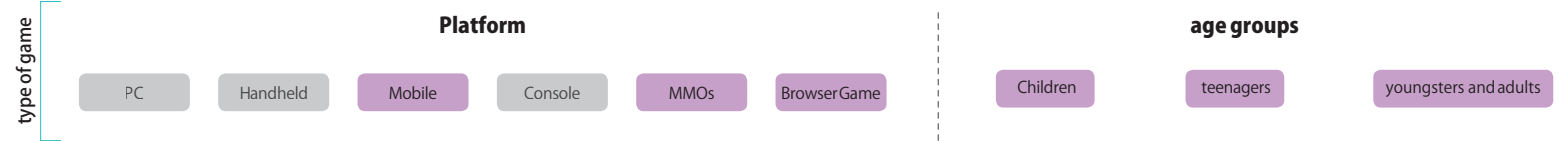
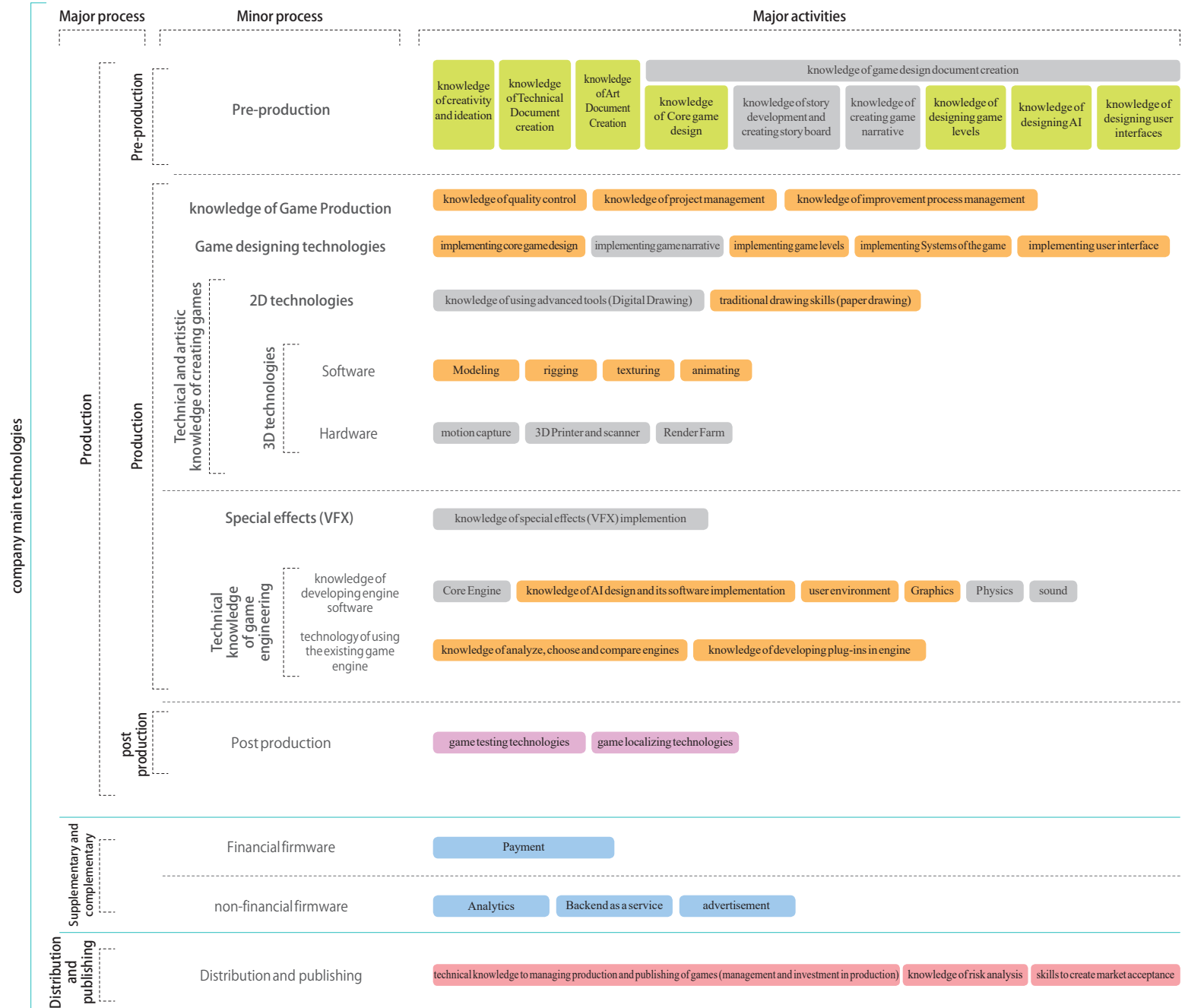
No-Avaran Parsian
Game Builders

A Game development company which have always preferred quality over quantity. We are currently making browser games, mobile games, VR, AR and doing some experimenting with MR projects

Hamid Naeimi
CEO - Founder



Sina Aleali
Co-Founder



Introduction of some of the released productions



introduction of speed up (ver.1)



introduction of speed up (ver.2)



pro fc football clup management game

Company's contact info:
No. 388, Taha building, Unit 18, Next to the Sepah bank, Ferdos Sharghi, boulevard, Tehran, Iran.

Tel: +98(21)44960214
Website: www.noagames.co
Email: info@noagames.com



Esmail Sabouri
CEO & Co-Founder

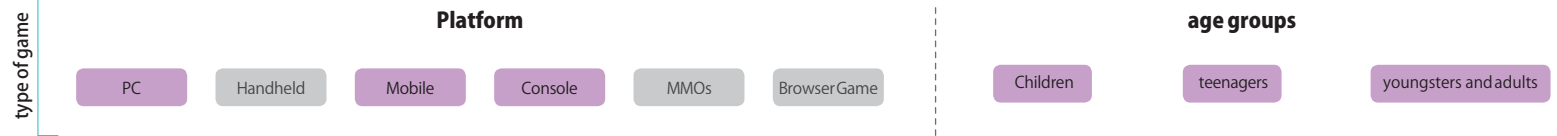


Mohammad Reza Izadshenasan
Co-Founder

■ PC & Consoles games developer

■ Mobile games developer

NOVA
GAME STUDIO
Nova Co. LLC



Introduction of some of the released productions



Ring Mania



Poly Valley



Happy Quantum

Company's contact info:

📍 No. 301, Boulevard 27., 64th st., Yousef Abad, Tehran, Iran

☎ Tel: +98(21) 88607239

🌐 Website: www.novadevelop.ir

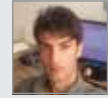
✉ Email: info@novadevelop.com



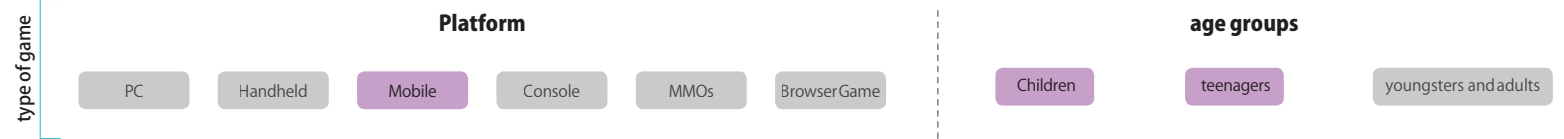
Nujen

independent game developer in Kurdistan

Soleyman Rabiei
developer & CO-Founder



Mohammad Mirzaei
Developer



Introduction of some of the released productions



Bask Eggs



Reeng



Type War

Company's contact info:

Location: Saqez, Kurdistan, Iran

Tel: +98(935)7601479

Website: www.nujen.ir

Email: solyman.rabiei@gmail.com



Mohammadreza Hassanzadeh
Team Leader & Game Designe

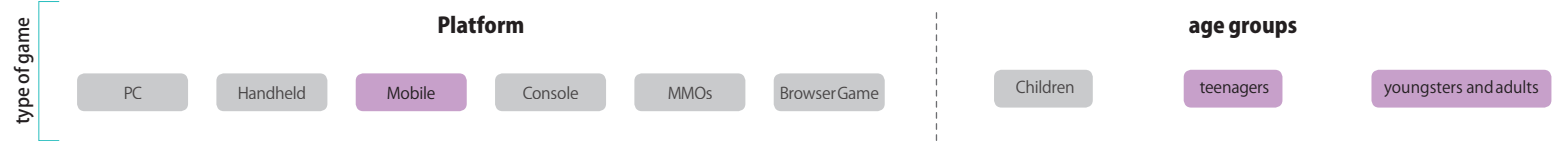


Behnam Jafari
Game Developer & Level Designer

- independent game developer
- Mobile game development



Ordibehesht Studio



Introduction of some of the released productions



Zoobi



Sonjoo Escape



multiplayer race

Company's contact info:

Islamic Azad University Incubator - Qazvin, Iran

Tel: +98(930)5066356

Website: www.ordibeheshtstudio.com

Email: reza@ordibeheshtstudio.com



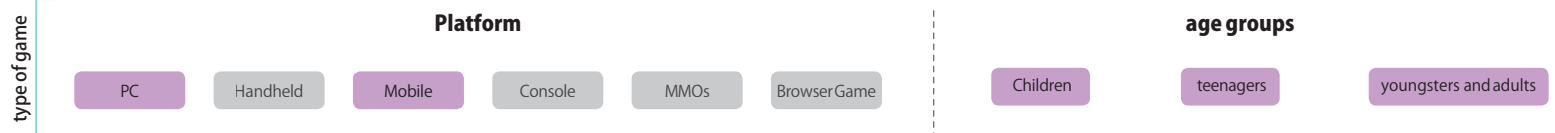
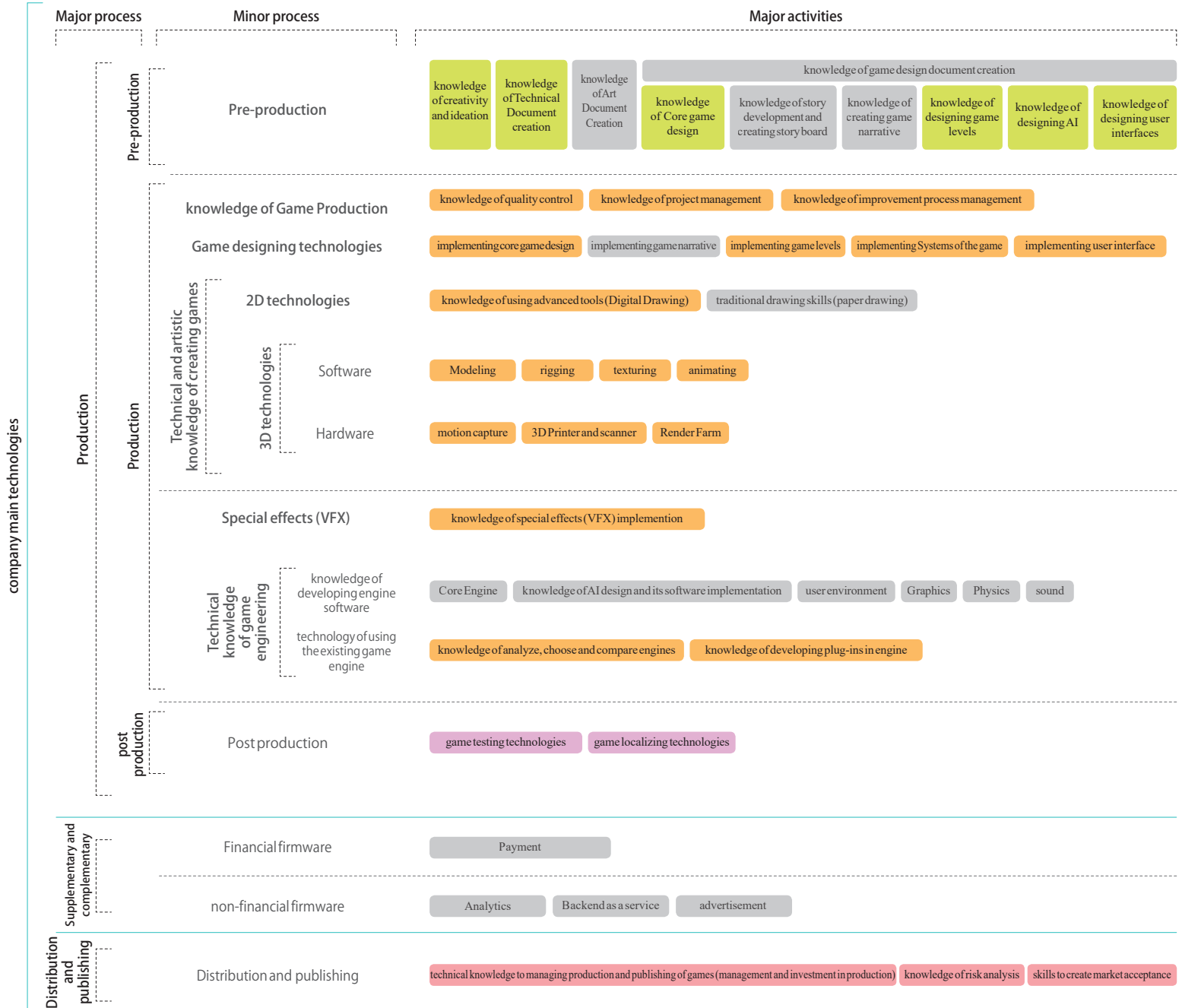
Paezan Game Studio

- PC & console developer
- mobile developer
- publisher/buyer

Mohamad Zehtabi
CEO



Siavash Jafarzadeh
Technical Director



Introduction of some of the released productions



Mafioso



magnis banner1

Company's contact info:

📍 No. 14, 12 Sharghi st., Beyhaghi st., Arjantin sq., Tehran, Iran

☎ Tel: +98(21) 88173205

🌐 Website: www.paezanstudio.com

✉ Email: contact@paezanstudio.com



Hossein Mazroui
Studio manager

- A. missions: 1-conducting research and educational programs according to company objectives
- 2-production, distribution and publication of video games using variety of digital and analogue technologies inside or outside Iran.
- 3-contributing to the growth of game industry and educating capable workforces
- B. Activities: 1- production and distribution of Iranian video games.
- 2-conducting computer game exhibition
- 3-conducting specialized workshops
- 4-conducting specialized conferences and festivals in the field of video games.
- 5-providing technical service and guidance in the production of video games.
- 6-production of films and extracting game contents



Papata
a video game studio



Introduction of some of the released productions



speed up



the eighth attack



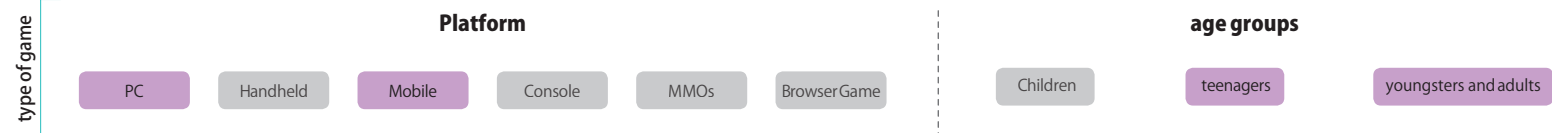
Cut

Company's contact info:

Shaykh Bahadri St., Isfahan, Iran

Website: www.papatalab.ir

Email: hello@papatalab.ir





Introduction of some of the released productions



Xaravan

Company's contact info:

 No.38.1, Unit9, Azarshab alley, 16 metri st, Charbagh Sharghi, Janatabad, Tehran, Iran

 Tel: +98(21) 44620766

 Website: www.parsnip.ir

 Email: info@parsnip.ir

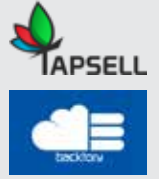


Javad Abedi
Backtory's Product Manager

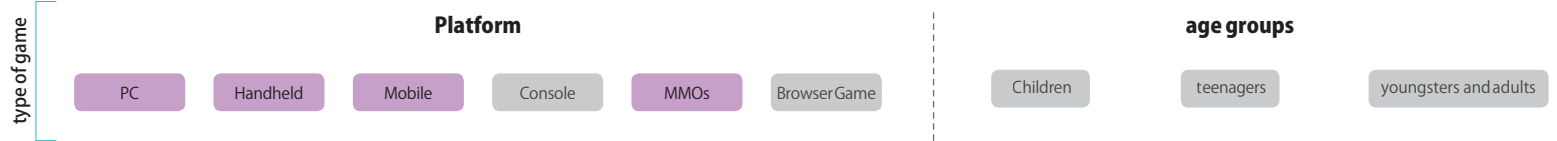
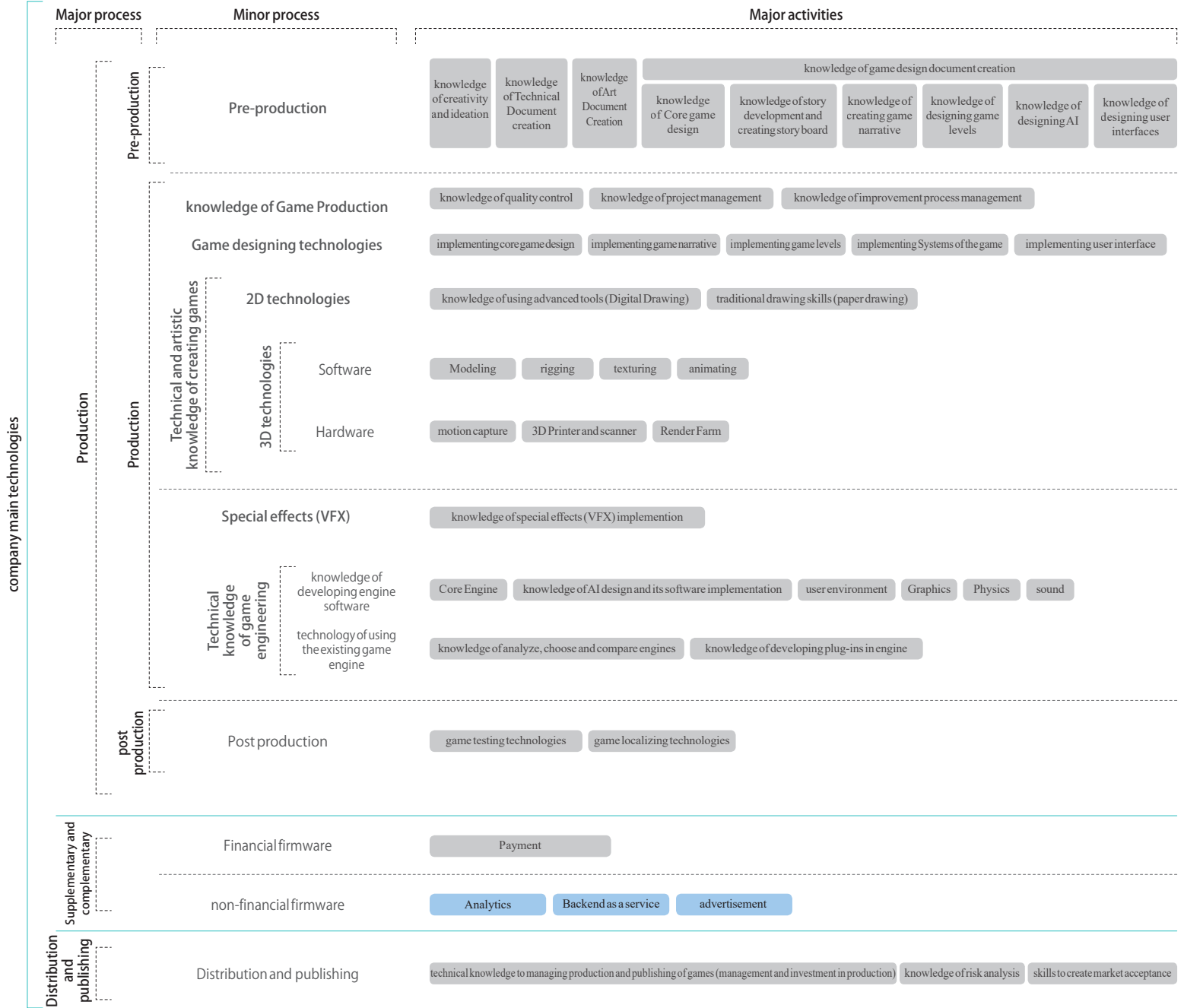


Sobhan Foroughi
Tapsell's CEO

- Backend-as-a-service for games
- Ad network



Pegah Dadeh
kavan-e-sharif



Introduction of some of the released productions

Backtory is a MBAs platform for smart phones and website developers. Backtory has gathered all services needed for server-side in its platform. Developers can leverage any of these blocks based on their requirements, and concentrate on customer attraction on client-side.



Tapsell is a leading mobile ad network in the high-potential market of Iran. Our expert team believes in the value of data and combines latest technologies with innovation to serve the smartest digital marketing platform in Iran. This win-win product also provides monetization to the app industry and most of the Iranian game studios rely on Tapsell for its customer centric strategy.

Company's contact info:

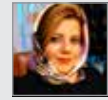
- unit21, first floor, no.69, Habibzadegan st, Azadi st, Tehnan, Iran
- Tel: +98(21)61975651
- Website: www.backtory.com
- Email: info@backtory.com
- Website: www.tapsell.ir
- Email: info@tapsell.ir



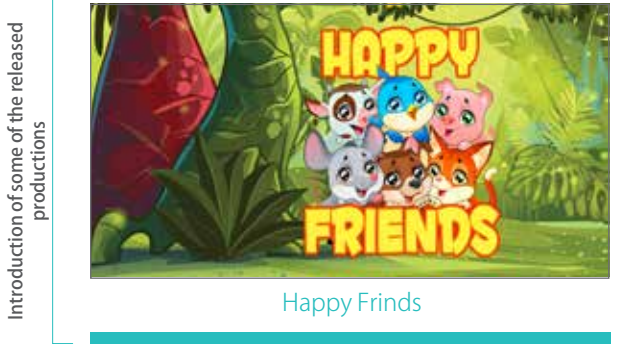
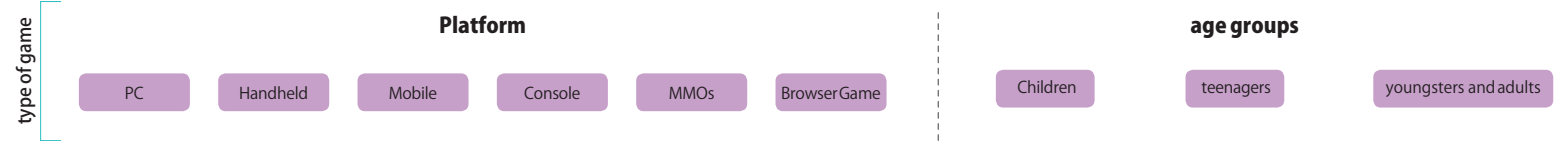
Phoenix Song Studio

Introducing cutting-edge technology and software to the video game market Phoenix Song is now involved in all areas of the video game industry

Somaye Saffar
CEO



Hamid Jalili nejad
TD



Company's contact info:

1, No:1, Shaygan allay, Modares st, Haft-e-tire st. Tehran, Iran

Tel: +98(912)7393638

Email: phoenixsongstudio@gmail.com



Farzin Jahan Bksh
CEO



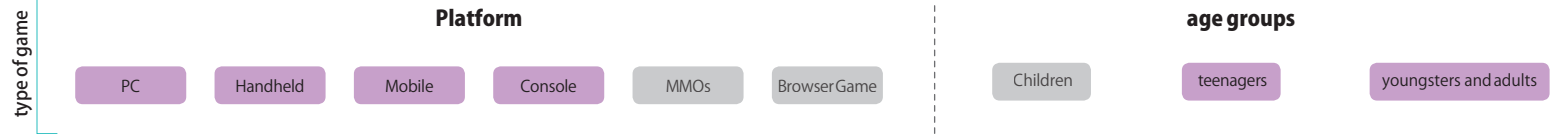
Mohammad Iraj
Technical manager

Cell phone and PC gamebuilder and console

EGG
GOD BLESS YOUR FINGERS™

ELECTRON
GAMERLAB

**Pinkimorgh
processors**



Introduction of some of the released productions



Shahzad



chaos blood



Chic

Company's contact info:

unit4, No. 11, the firs alley, Gisha St, Tehran, Iran

Tel: +98(21) 88290734

Website: www.electrogrypnon.com

Email: farzen@electrogrypnon.com



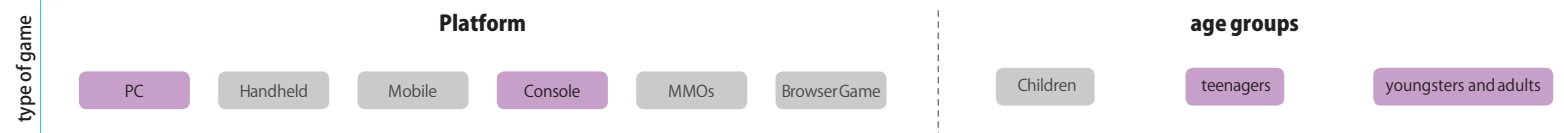
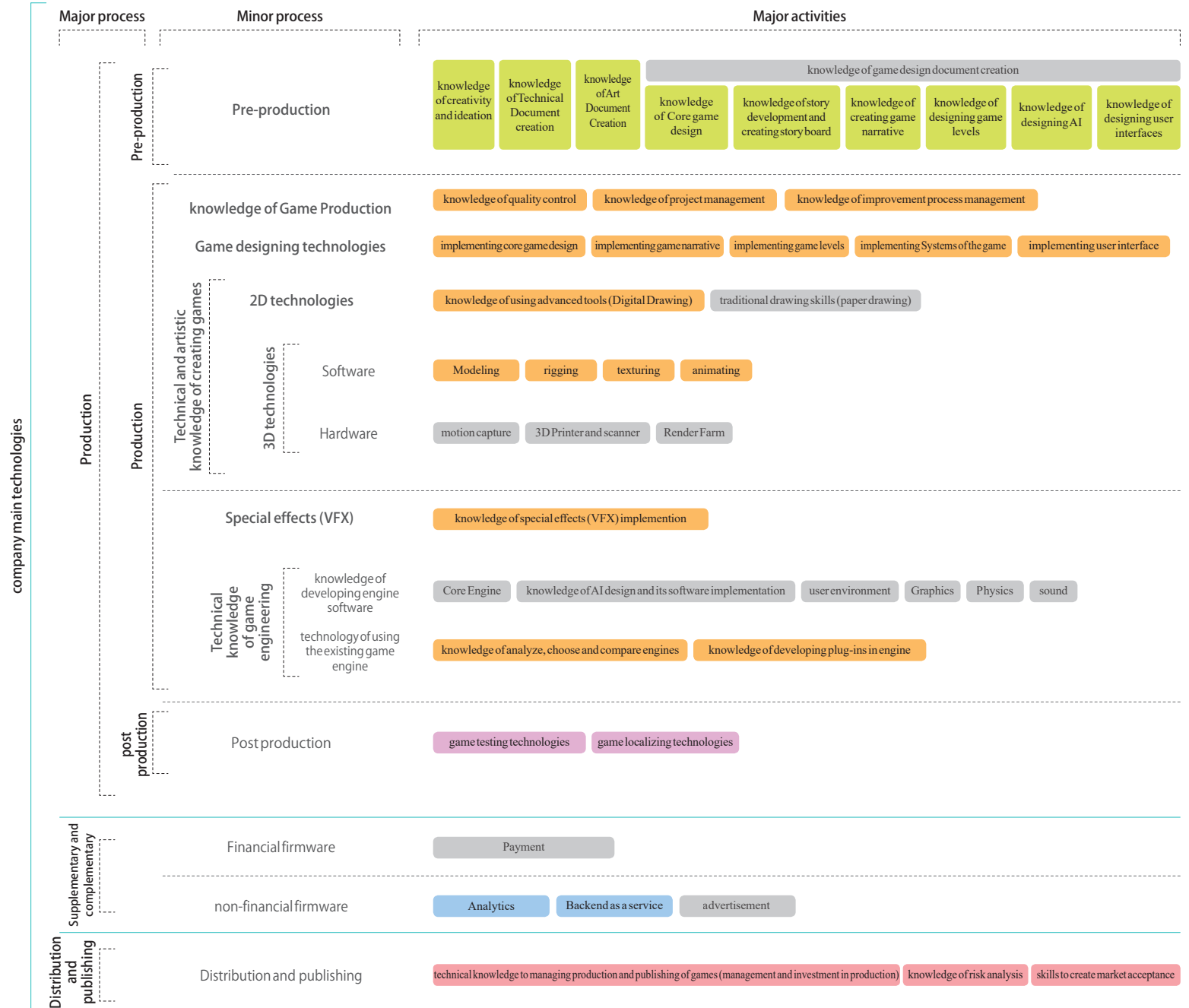
Raspina Studio

Raspina Studio is a team of enthusiasts gathered around with the main goal of creating high quality PC games. The company was established in 2012 and has developed E.T. Armies game.

Aria Esrafilian
CEO



Keyvan Ebrahimi
Art Director



Introduction of some of the released productions



Extraterrestrial Armies

Company's contact info:

No 17, Rowshan dd.end, Bastan Shomali st., Jomhuri st., Tehran, Iran

Tel: +98(21) 66907506

Website: www.RaspinaStudio.com

Email: contact@RaspinaStudio.com



Seyed Ahmad Mousavi
CEO

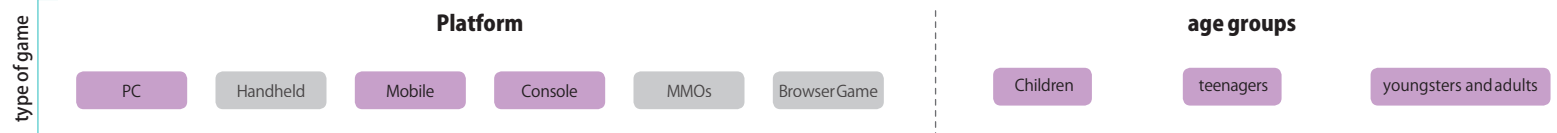
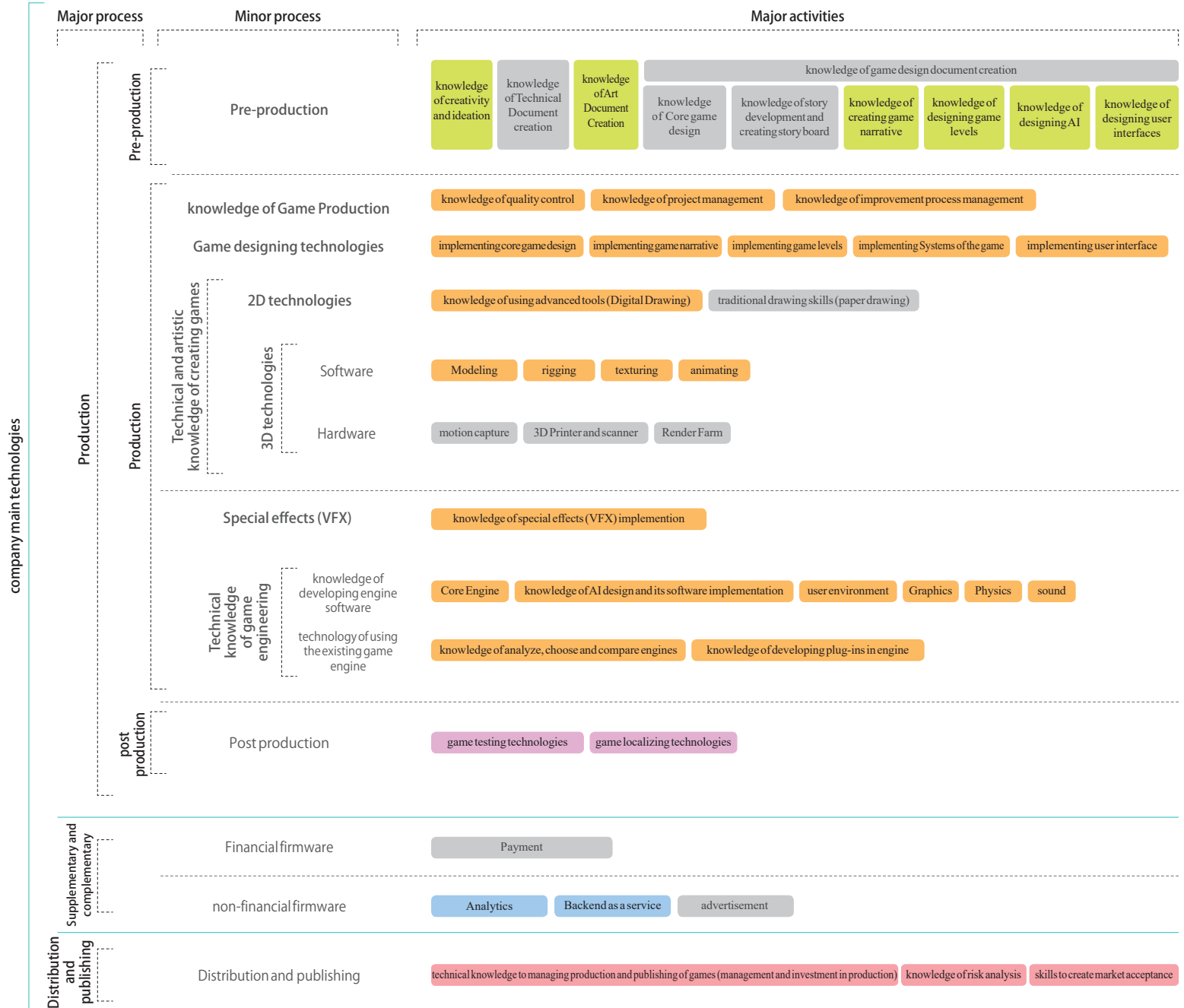


Arash Jafarzade
Technical Manager

- Mobile Developer
- PC & Consol Developer
- Publisher
- Accelerator



Red cap games



Introduction of some of the released productions



Loutiha



Fort: Fort is a premade Backbone for videogame projects



Go Kinok Go!

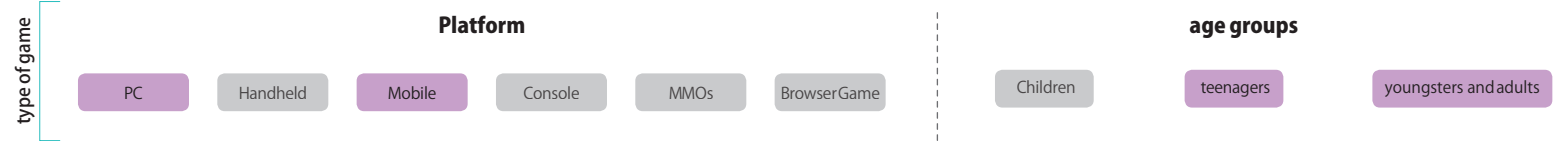
Company's contact info:

Location icon: No.2, Edalaat alley, Komeil street, Jeyhoon street, Azadi street, Tehran, Iran

Phone icon: Tel: +98(21) 55135843

Website icon: Website: www.redcapgame.com

Email icon: Email: info@redcapgame.com



Introduction of some of the released productions



Into The Coffin

Company's contact info:

- Tel: +98(936)1021533
- Website: retromechanic.com
- Email: info@retromechanic.com

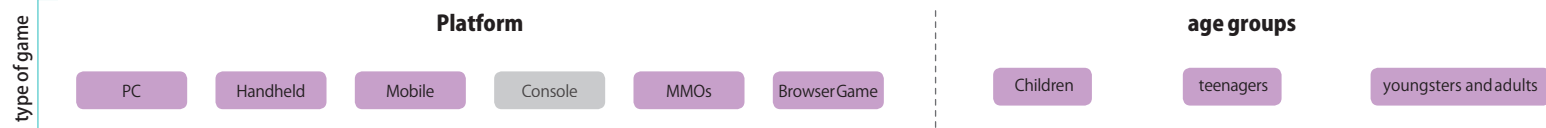


Farzam Molkara
CEO

- Mobile game developer
- PC and console game developer
- service provider
- publisher/buyer



Simulator Developer



Introduction of some of the released productions



Northern Farm



Tactics



EmoLand

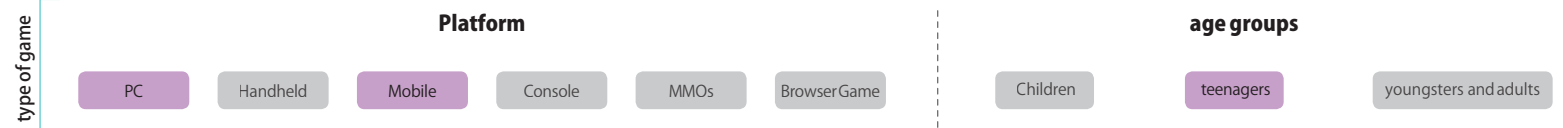
Company's contact info:

Location: No.42, 2nd floor, 20th st, cKordestan Jonoubi Highway, Tehran, Iran

Tel: +98(21) 88014680

Website: www.simulator.ir

Email: info@simulator.ir



Introduction of some of the released productions



Tehran Traffic



Photon



Alone

Company's contact info:

- Tel: +98(918)8618542
- Website: www.simurghgames.ir
- Email: razi.m@simurghgames.ir

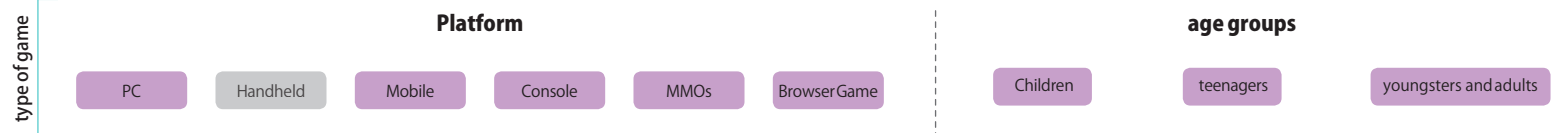


Hassan Mehdi Asl
CEO - Founder and Business developer

The missions and the main activities of the company in the field of the game industry : Sourena Game Studio, is established as producer and distributor of online, mobile and PC games in 2008, also provides a section to for online payment known as "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 since 2016.



Sourena Pardazesh



Introduction of some of the released productions



TankiOnline



Travian

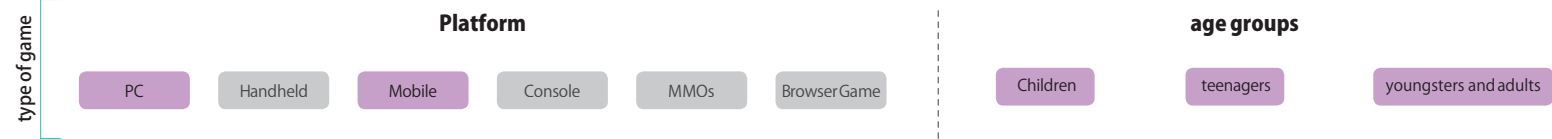
Company's contact info:

Unit 1, no. 6, 2nd alley, Mahmoudad Abdi str, 18517 Tehran, Iran

Tel: +98(21)33608128

Website: www.Sourenagames.com

Email: info@sourenagames.com



Introduction of some of the released productions



Run Dehghan Run




Petros




Motorage

Company's contact info:

 No.17, Maryam Ave., Afirqa Blv., Tehran, Iran

 Tel: +98(21)22027896

 Website: www.teetotum.games

 Email: teetotum@teetotum.games



Ali Nadalizadeh
CEO

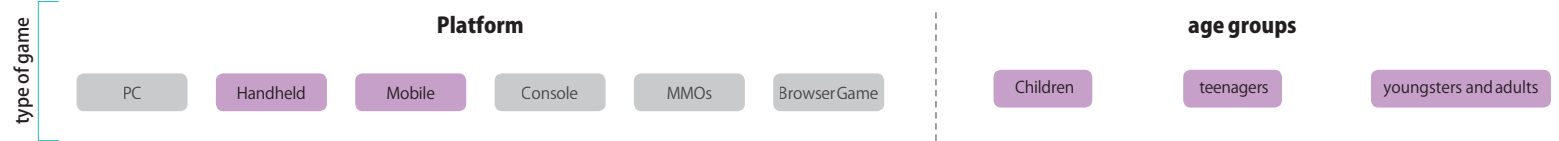


Hosein Ataei Fard
Project Manager

«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 game developers, designers, and data analysts who work in a friendly and dynamic environment. Since 2004, the company has released over 30 iOS and Android apps 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 «Fruitcraft» (with more than 200k Monthly Active users) and «PerCity» (> 60k MAU) are most successful titles produced by TOD. Softwares developed by the company have been acknowledged by world media outlets, including The Independent, Guardian, Wired, and BBC. Situationist, an iOS app has been nominated by the MOMA (Museum of modern arts) as a top application.



Tod



Introduction of some of the released productions



Fruitcraft



precity

Company's contact info:

N.O. 11, 60th Alef Alley, Yousef Abad, Tehran, Iran

Tel: +98(21) 88215329

Website: www.todco.ir

Email: ali@todco.ir



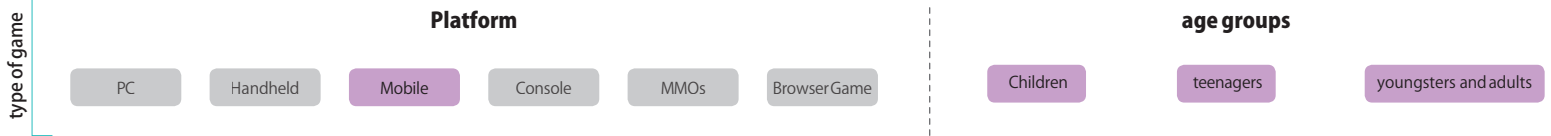
Trix: a game-production company

- Using the most advanced technologies to produce attractive and profound games in cellphone platforms
- production of light games

Mohammad-Reza Qanbari Adib
CEO



Saber Soleymani
head of the board of directors



Introduction of some of the released productions



Moustache-like



give to the next on



build secure bridges

Company's contact info:

No. 363, Sixth floor, Noghre building, in front of Masoud Laboratory- Western Mirdamad Boulevard, Tehran, Iran

Tel: +98(21) 88875626

Website: info@trixgamestudio.ir

Email: E-mail:info@aka.co.ir



Seyed Mehdi Mirdehghan
CEO

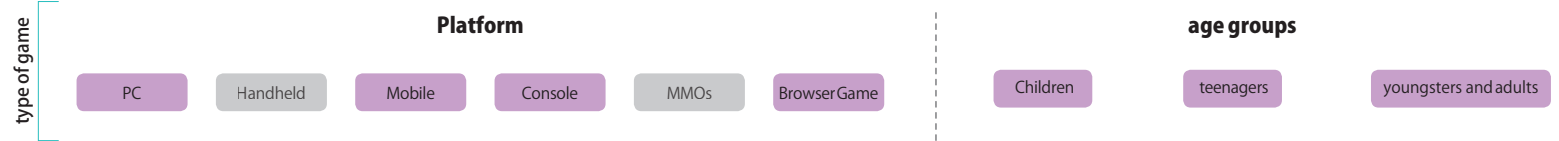


Mohammad Dehghan
CTO

- PC & consoles developer
- mobile developer



Trixmén Game Studio



Introduction of some of the released productions



Warm Me



puzzle



The Battle of the Myths

Company's contact info:

Location: Park, motahari st, Yazd, iran

Tel: +98(35)37269537

Website: www.trixmen.com

Email: info@trixmen.com



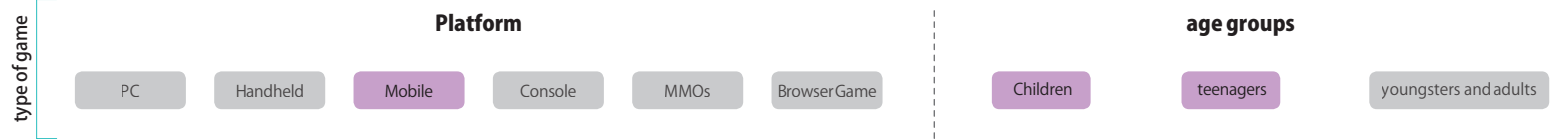
Yoozpa game studio

Mobile developer

Khashaya Mohebbi
co-founder, production manager



Katayoun Vahedi
senior art director and production manager



Introduction of some of the released productions



Don't open the envelop little crow! feature: interactive story book app-bilingual (English-Persian)-Platform is perfect for adding a different language- Text-highlighting to support emerging and early readers- Hundreds of lines of dialogue for characters voiced by actors- Hundreds of interactive touch-points-Original music-Running on all android and iOS tablet and smartphone

Company's contact info:

No.35, Unit 13, 19 Sharghi-Naft st., Poonak sq, Tehran, Iran

Tel: +989123064505

Website: www.yoozpa.com

Email: info@yoozpa.com

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Vice Presidency for Science and Technology

The Soft technology development council of the Vice Presidency for science and technology of Iran, according to its overall plan to advance the video game technologies, after identification and study of different technologies and design of a technology tree, has decided to publish a book on video game technologies. In this book, besides the classification and introduction of advanced technologies of world in the field of video game, Iran`s technological capabilities in this industry are explained in the form of introduction of practitioners of this industry.



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