

African game developers to participate in devcom 2018

Paradise Game, a video game company in West Africa, will introduce five independent video game studios from Africa at the devcom, a primary game developers event at Gamescom 2018



For the 10th anniversary of Gamescom 2018, during the largest European game convention, several African game developers will participate in devcom, the interdependent game developer conference that will be held from 19-20 August 2018 in Cologne, Germany.

Five independent studios coming from different countries and with a different background will make the trip to Germany.

The independent video game studios representing Africa are:

- [Masseka Game Studio](#), representing Central African Republic,
- [Studio Lomay](#) from Madagascar,
- [MogMedia Design Studio](#) from Niger,
- [Weza Interactive](#) Studio from Kenya,
- [Frontfire Studio](#) from Algeria.

Hosted at the Koelnmesse International Fair and Exhibition Center, the African game developers will be in a section named Africa Corner by Paradise Game. This area will be dedicated to video games made in Africa and will offer these developers the opportunity to show their games to industry professionals, as well as to showcase the African culture through their games.

The video game industry generates close to \$100bn worldwide and 27% of these revenues come from mobile games. Africa represents huge potential with 500 millions of Africans owning a mobile phone.

The video game industry offers business opportunities to game developers and creates jobs for the African youth. The video game is also a tool that can be used to promote the African culture. Paradise Game has taken up this mission to create a Made in Africa label that offers visibility and exposure.

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