Digital Dragons

Katowice International Convention Center

Digital Dragons Conference 2026

Report

Digital Dragons Conference is the leading B2B event in the gaming industry, bringing together companies from across the globe. For 20 years, it has been a meeting place for over 2,000 industry professionals from 55 countries, including developers, publishers, investors, creators and media representatives from around the world.

Attendance

2350 ATTENDEES

45.5% FIRST-TIME PARTICIPANTS

54.5% RETURNING PARTICIPANTS

ATTENDEE PROFILE

Digital Dragons attracts professional visitors, as well as senior decision-makers – nearly 20% of attendees hold C-level, Founder or Director level positions.

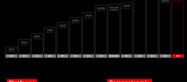
Participant mix

824 COMPANIES

56 COUNTRIES

2838 BUSINESS MEETINGS

Another edition with over 2000 participants



Platforms

Companies mix

Reason of attendance

Speakers

114 POLISH SPEAKERS

84 FOREIGN SPEAKERS

Top-rated talks

4.98 — **Adam Schewinski**
From Hitmen to Tomb Raider: Narrative Principles in Game A/A

4.97 — **Katarzyna Kargul-Zielińska**
Thriving as an Artist in a Transforming Industry

4.97 — **Andrzej Juszczów**
Fun – Fun and Free: Simulation System

Leading gaming platforms in attendance

6 — PC/MAC, XBOX, PLAYSTATION, NINTENDO

Leading gaming platforms including Xbox, Apple, Nintendo, and PlayStation were represented by senior representatives at the conference, giving attendees valuable insights into platform strategies, upcoming updates, and opportunities for networking, business development, and knowledge exchange.

Programme

198 SPEAKERS

127 LECTURES AND PANELS

3 NETWORKING PARTIES

4.8 AVERAGE RATING OF LECTURES AND PANELS

LEGAL & BUSINESS SUMMIT
by RYMARZ • ZGORT • MARUTA

Polish Video Games Industry Roundtable

Roundtable gathered representatives of public administration, academic institutions and gaming ecosystem experts. Discussions focused on formal and informal education, as well as high-level shaping the future development of the Polish game industry.

India Zone II: Digital Dragons Arena

India Zone returned to be a key feature of Digital Dragons for seven consecutive years, bringing together companies from all over Indian Dragons Island and Digital Dragons Arena. Over 2,000 visitors from the gaming industry, including publishers, investors and media representatives.

The 2026 edition had an even stronger presence of Arena Events in a dedicated Steam showcase organized with Valve. Over 1,263,353 users watched the Arena Events live on the official Steam TV gaming platform.

51 INDIE ZONE EXHIBITORS

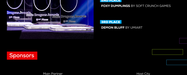
24 DIGITAL DRAGONS ARENA PARTICIPANTS

1 263 353 EVENT VIEWS IN steam

COMMUNITY VOTE AWARD
Martial Law: Our Spring

BEST PITCH AWARD
Cthulhu Keeper

India Dragons Awards winners



DRAGON SLAYER PRUTTER BY CRAVEN FOXOW GAMES

DRAGON SLAYER FIGHT ALPHABOARD BY SOFT CRUNCH GAMES

DRAGON SLAYER DRAGON SLAYER BY UNIART

Sponsors

Main Partner: MAŁOPOLSKA INNOVATIVE

Host City: Kraków

Indie Zone & Technology Partner: AMD

Gold Sponsors: CD PROJEKT RED, RADE GAMES

Audio Trust Gold Sponsor: audioKinetic

Audio Community Partner: za'ks

Audio Gear Partner: CHANGING THE WORLD OF AUDIO

Silver Sponsors: vistorp, GREENCELL, OHE, Playtika, X-KOM

Bronze Sponsors: PAPAYA, SNEAKYBOX, GRAIL, FUTURE GAMES

Academic Partner: UNIVERSITY OF GAMES

Conference Planning Partner Sponsor: EXIXIA

Digital Dragons Awards winners

BEST PULSE GAME CRONOS: THE NEW DAWN BY BLOOM TWIN

BEST PULSE GAME (MOBILE OR XR) ALTERED BY ROBOT ANTELOPE

BEST PULSE GAME (PC/CONSOLE) CRONOS: THE NEW DAWN BY BLOOM TWIN

BEST PULSE GAME (MOBILE OR XR) ALTERED BY ROBOT ANTELOPE

BEST PULSE MOBILE GAME OR XR DRIVE RALLY BY FUTURE GAMES

BEST PURSUIT EXPLORER BY ULAM INTERACTION 3D

SPECIAL RECOGNITION AWARD GRZEGORZ WATROBA

Media coverage summary

1053 INFORMATION RELEASED

335.2 REACH

13.3 ENGAGEMENT

6.8 ESTIMATED AVE

158 990 VERIFIED AVE

Size
Medium
Social Media
Blogs
Forums
Forum
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