



Digital Development Management

The World's Leading Video Game Talent Agency

14 Studios :: 700+ Developers :: 20+ Project Teams



Client Summary

Studio	Specialty	Platforms	Location	Lead Agent
Bedlam Games / Commotion Interactive	Brawling, Music, Party	360, PS3, PC	Toronto, Canada	Derek Douglas
Black Hole Entertainment	FPS, RTS, Action	360, PS3, PC	Budapest, Hungary	Johan Sjöberg
Bugbear Entertainment	Racing	360, PS3, PSP, PS2, PC	Helsinki, Finland	Tobias Sjögren
Heavy Water	Action	360, PS3, Wii, PSP, PS2, DS	San Diego, USA	Tammy McDonald
Killspace Entertainment	Action	360, PS3, Wii, PC, iPhone, Facebook	Los Angeles, USA	Derek Douglas
Ninja Theory	Action	360, PS3	Cambridge, England	Jeff Hilbert
Planet Moon Studios	Action Adventure and Puzzle	360, Wii, PSP, DS, PC	San Francisco, USA	Tammy McDonald



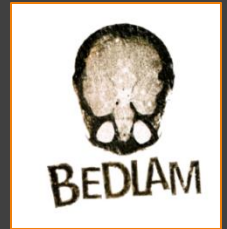
Client Summary

Studio	Specialty	Platforms	Location	Lead Agent
Radon Labs	RPG, Action	360, PS3, Wii, DS, PC	Berlin, Germany	Johan Sjöberg
Ruffian Games	Action	360, PS3, PC	Dundee, Scotland	Tobias Sjögren
Slant Six Games	Action	360, PS3, Wii, PSP	Vancouver, Canada	Derek Douglas
Slightly Mad Studios	Racing, FPS, RPG, Action	360, PS3, PC	London, England	Tobias Sjögren
Triumph Studios	Action/Adventure	360, PS3, PC	Delft, Netherlands	Johan Sjöberg
Vatra Games	FPS, Action	360, PS3, PC	Brno, Czech Republic	Johan Sjöberg
Zombie Studios	FPS, Action	360, PS3, PC	Seattle, USA	Tammy McDonald



Bedlam Games

Toronto, Canada



- ▶ Genre: Brawling, Music, Party
- ▶ Platforms: Xbox 360, PS3, PC
- ▶ In Development:
 - *Scratch: The Ultimate DJ* – Xbox 360, PS3, PC – Genius Products/Numark
- ▶ Highlights:
 - Core team from Rockstar's *The Warriors* with veterans from Pseudo Interactive, Ubisoft, and Electronic Arts
 - New division, Commotion Interactive, focuses on music and party games
 - Ontario and Canadian tax incentives

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BLACK HOLE

ENTERTAINMENT

**Frontline franchise
for major European publisher**

PC
CD-ROM
SOFTWARE

**FPS prototype
for major Japanese publisher**

PC
CD-ROM
SOFTWARE



PC
CD-ROM
SOFTWARE



PC
CD-ROM
SOFTWARE



PC
CD-ROM
SOFTWARE



3rd generation in-house strategy game technology (PC, Xbox 360)
Strong Unreal experience (PC, Xbox 360)
Top quality art

Budapest, Hungary

Represented by
DDM

DELIVERING ACTION MOVIE MOMENTS FOR GAMERS



KEY FACTS



- Leading action entertainment studio in Helsinki, Finland
- Expertise in action driving and destruction with dynamic environments
- Proprietary engine on Xbox 360, PS3 and PC with unrivalled physics

HIGHLIGHTS



- FlatOut franchise, sold over 2 millions units
- Seven games in a decade with multiple accolades
(Best Racing Game of the Year, Editor's Choice
- IGN, Gamespot...)

FLATOUT
ULTIMATE CARNAGE

FLATOUT 2

FLATOUT

SEGA RALLY

glimerati

TOUGH TRUCKS

Rally
Trophy



Heavy Water

San Diego, USA



- ▶ Genre: Action
- ▶ Platforms: Xbox 360, PS3, Wii, PS2, PSP, DS
- ▶ Technology: Proprietary
- ▶ In Development:
 - Unannounced Sony Home projects – Unannounced publishers
- ▶ Highlights:
 - Avatar costumes for *BioShock 2*
 - EA Sports complex; Sony Home – Electronic Arts
 - A production studio providing complete solutions for full project development and scalable game production; available for co-development, art asset creation, and cinematic projects

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- ⊙ Located in Los Angeles, CA with facilities in Calabasas
- ⊙ Genre: 3rd and 1st Person Character Action
- ⊙ Platforms: 360/PS3/PC/iPhone/Facebook
- ⊙ The team is composed of developers with talent culled from Obsidian, Pandemic, Red 5 and EALA. This pool of talent has over 80 shipped titles in the last decade and nearly 200 years of collective development experience.
- ⊙ In Development:
 - ⊙ Original IP with major publisher
 - ⊙ Licensed IP – TBA
- ⊙ We take the best practices from games, film and TV to create incredible narrative driven content and killer brands.
- ⊙ Bottom Line – We aim to make the most arresting content by working with top level talent at every position and challenging assumptions.

NINJA

THEORY

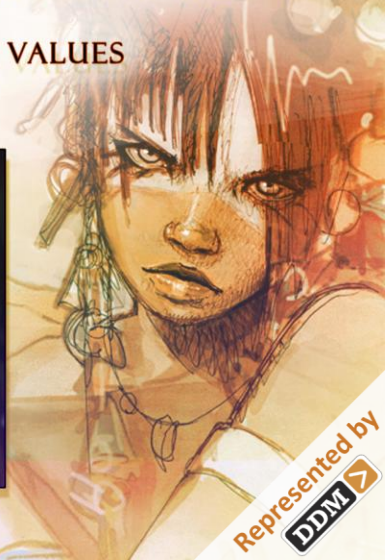


- CREATORS OF HEAVENLY SWORD* FOR SONY COMPUTER ENTERTAINMENT AND ENSLAVED FOR NAMCO BANDAI

*2 BAFTA NOMINATIONS, 5 DEVELOP NOMINATIONS, 81% GAMERANKINGS, 1.5M UNITS ON PS3

- SPECIALISTS IN HIGH-END ACTION BLOCKBUSTERS FOR PS3 AND XBOX 360

- INDUSTRY LEADING HOLLYWOOD PRODUCTION VALUES AND CINEMATIC TECHNOLOGY





Planet Moon Studios

San Francisco, USA



- ▶ Genre: Action Adventure and Puzzle
- ▶ Platforms: Xbox 360, Wii, PSP, DS, PC
- ▶ Technology: Proprietary
- ▶ In Development:
 - Unannounced title – Wii, DS – major publisher
 - Major brand – Wii – frontline publisher
- ▶ Highlights:
 - *Drawn to Life: The Next Chapter* (2009) – Wii – THQ
 - *Smarty Pants* (2007) – Wii – Electronic Arts
 - *Armed and Dangerous* (2003) – Xbox – LucasArts

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A detailed illustration of a warrior with long, flowing brown hair and a fierce expression. He is wearing a red tunic with a white emblem on the chest and a black belt with a skull. He is holding a large, ornate sword with a star on the hilt. The background is a dark, smoky blue with orange and red flames at the bottom.

Radon Labs

- Berlin, Germany
- 2nd studio near Leipzig
- One of Germany's largest video game development studios, receiving over a dozen awards

30+ titles shipped

- Est. 1995 ("Urban Assault"/Microsoft)
- Experienced in various genres

3rd generation in-house engine

- Proprietary tool-chain
- Xbox360, PS3, Wii, DS and PC

Core competency

- RPG development
- The critically acclaimed Drakensang series



Ruffian Games

Dundee, Scotland



- ▶ Genre: Action
- ▶ Platforms: Xbox 360, PS3, PC
- ▶ In Development:
 - *Crackdown 2* – Xbox 360 – Microsoft
- ▶ Highlights:
 - Core team from *Crackdown* with experience on *GTA*, *Fable*, and *Project Gotham Racing* series
 - Specialize in open-world, action-adventure games

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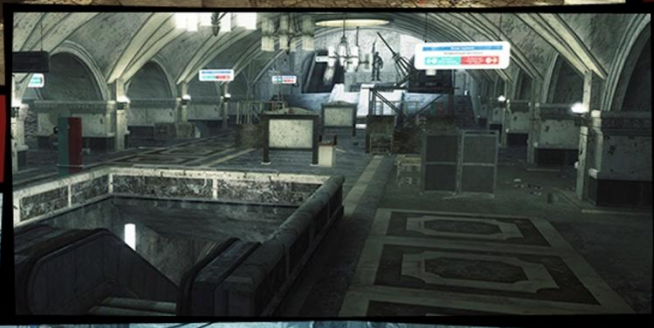
SLANT SIX GAMES

HIGHLIGHTS

- * VOTED ONE OF THE TOP 10 PLACES TO WORK IN VANCOUVER, BRITISH COLUMBIA
- * SOCOM: CONFRONTATION - OVER 1M UNITS SOLD ON PS3

PLATFORM AND GENRE EXPERTISE

- * THIRD PERSON ACTION/SHOOTER, MULTIPLAYER, ONLINE COMMUNITIES
- * FULL FEATURED PROPRIETARY PS3/360 ENGINE



SLIGHTLY **MA**
STUDIOS



5th Floor Mill House
8 Mill Street
London
SE1 2BA



Slightly Mad Studios
Multiple award-winning developer

Technology and vision are vital to any console developer but you still need the right team to squeeze the awards juice out of them.

Headquartered in London, England, we employ the most talented, dedicated and downright awesome developers, designers and artists in the world.

Our bold embrace of distributed development also means that not only can we offer perfect working conditions for highly experienced staff, but that our 'office' is never closed.



With a history of creating critically acclaimed racing titles, Slightly Mad Studios' latest title to wow the public is Need for Speed SHIFT.

SHIFT's stunning graphics, highly evolved physics and intense gameplay was made possible by the advanced technologies, tools and support infrastructure of The Madness Engine; Slightly Mad Studios' own cross-platform game engine and development framework for Xbox 360, PlayStation 3 and PC.

With The Madness Engine, the future is an open book and an open world!

What critics are saying:
IGN – "...stellar visuals"
Official PlayStation Magazine (U.S.) – "some of the best visuals in the genre"



Editors' Choice Award
IGN.COM US

Score: 90%
"In a word, stunning"



Editor's Choice Award
Gamespy.com

Score: A
"Intense, thrilling sense of speed, accessible, satisfying racing action"



Editor's Choice Award
Gamespy.com

Score: 5/5

"The Best Need for Speed yet"



Gold Award
Gamingheaven.net

Score: 93%

"Put this on your 'to get' list"



Editor's Choice Award
Gaming Nexus

Score: 100%

"Raises the bar for realism in a console-based racer"



Editor's Choice Award
Gamechronicles.com

Score: 9.2/10

"The current contender for Best Racing Game of 2009"



Official PlayStation Magazine US

Score: 4.5/5

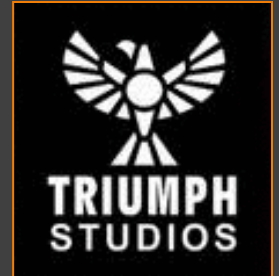
"The slump is officially over — you really do need this speed"

Represented by
DDM



Triumph Studios

Delft, The Netherlands



- ▶ Genre: Action/Adventure
- ▶ Platforms: Xbox 360, PS3, PC
- ▶ Technology: Proprietary
- ▶ In Development:
 - Original IP –Publisher TBD
- ▶ Highlights:
 - The original creators of *Overlord* and *Age of Wonders* series
 - *Overlord II* (2009) – PC, Xbox 360, PS3 – Codemasters
 - Triumph Studios' innovation, and focus combines the team's creativity with its proprietary multi-format Creator Engine™ to forge captivating and unique game experiences.

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"To bring light to darkness"

Genres: FPS and Action

Platforms: Xbox 360, PS3 and PC

In Development

- Major franchise for Xbox 360, PS3 and PC with top tier publisher
- *Rush'N Attack Ex Patriot* on XBLA and PSN with Konami

Technology: Unreal Experts

Highlights

- Team leads tally = 50+ shipped titles
- Core team formerly of Illusion Softworks (2K Czech), the studio behind *Mafia* and *Hidden & Dangerous*
- The best of both worlds – independence and the stability of being part of a larger organization



ZOMBIE STUDIOS

TRANSMEDIA FOCUS
GAMES / MOVIES / COMICS
SERIOUS GAMES
EXPERT IN UNREAL
XBOX / PS3 / PC / IPHONE
SEATTLE WA

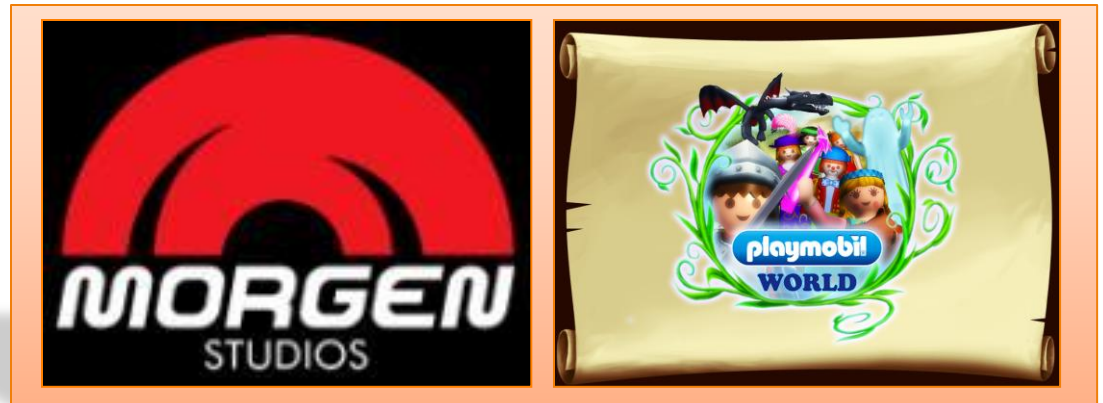


Represented by
DDM



Additional Opportunities

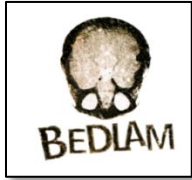
Developer	Studio Strengths	Opportunity
Morgen Studios	Experienced MMO developer specialized in high-quality content for young target groups	<i>Playmobil World</i> MMO





Overview

Digital Development Management (DDM), the world's leading video game talent agency, represents some of the best game studios from around the globe. With a roster of over 700 talented developers in nine countries throughout North America and Europe, DDM is also the largest stand-alone agency of its kind.



The World's Leading Video Game Talent Agency



Overview

DDM secures deals between the industry's most recognized publishers and video game developers, offers clients intellectual property development and sales services as well as provides research, strategic and presentation guidance.



DDM services clients in North America and Europe via offices in San Francisco, San Diego, Los Angeles, Boston, Stockholm, and its headquarters in Northampton, MA.

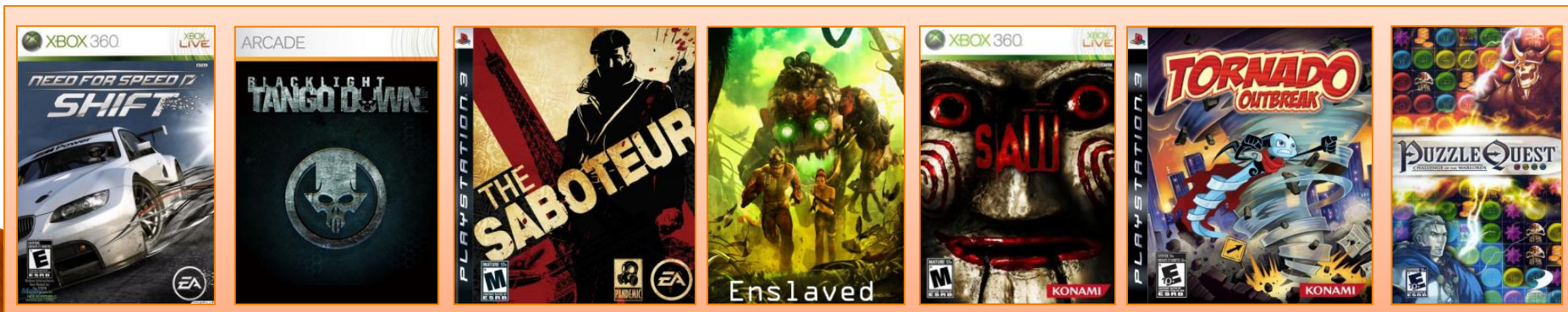
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Core Representation

DDM's representation efforts focus on project placement with publishers and overall business strategy for its clients:

- ▶ Acquires meaningful and market-relevant opportunities that address clients' varying needs, risks and strategic plans
- ▶ Maintains regular communication with publishers to stay connected with their needs and identify relevant, meaningful partnerships
- ▶ Continuously tracking trends and business opportunities in major and significant ancillary markets



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Studio Support

DDM offers studio support focused on contract negotiation, team organization and studio management:

- ▶ Taps extensive deal negotiation experience and publisher relationships to secure best contract scenarios
- ▶ Position clients' products through research, industry experience, and publisher knowledge
- ▶ Evaluates production impact and creative factors for each type of intellectual property
- ▶ Assists clients in developing their business plans and structuring their company and teams to meet their strategic goals

DDM Network

In addition to one-on-one client/agent relationships, DDM also utilizes its internal self-titled "DDM Network" to help facilitate meaningful relationships between other developers. DDM's client network provides opportunities for executive level cross-learning and information sharing, tools experience, outsourcing opportunities, and the possibility of co-developed and co-funded projects.



Research

DDM aggressively seeks out the industry's most useful resources, including research on development studio acquisitions:

- ▶ Maintains its own internal analyst department to support requested financials for a product and/or franchise
- ▶ Supports projects with empirical data-based comparative analyses that help drive project positioning
- ▶ Employs monthly business intelligence reports
- ▶ Maintains its own research database that includes every game released in North America and Europe along with its genre, rating, publisher, developer and platform



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DDM Team

Joe Minton – President, US-based



Joe has overseen the growth of DDM from a single agent business to an international firm established as the leading agency in video games. He oversees corporate development, coaches the DDM team and works hands-on to run the support services division. Joe brings his practical experience from running a development studio for 14 years to ensure that DDM provides clients with meaningful services and benefits from their agency relationship.

Jeff Hilbert – Founder and Managing Partner, US-based



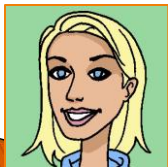
Jeff has been widely recognized as one of the industry's leading agents, with over 19 years of business development and management experience. Since his first client, Virgin Interactive, Jeff has negotiated deals worth hundreds of millions of dollars worldwide.

John Sutyak – Executive Vice President, US-based



A visionary executive with 19 years experience and a strong record in creative content, business development, and product acquisition, John is a founding member of Hasbro Interactive where he led the acquisition of Atari and built brands for Nickelodeon, DreamWorks, and Sony.

Tammy McDonald – Lead Agent, US-based



Tammy is a seasoned executive with over 15 years business development and studio production experience. She co-found Vision Scape/Heavy Water, and as CEO grew the studio to develop first-party, multi-sku games, animated TV series, music videos, and digital content.



DDM Team

Derek Douglas – Lead Agent, US-based



While part of the William Morris Agency's interactive division, Derek worked with established and start-up companies to strengthen business development opportunities and guided clients through the entertainment landscape, forging relationships between traditional and interactive media.

Tobias Sjögren – Lead Agent, Europe-based



Former studio head and business developer at DICE during *Battlefield 1942/Battlefield 2*, Tobias brings over 14 years of business, development, and management experience. Prior to joining DDM in May 2008, Tobias was CEO of Peligroso, a Nordic video game agency.

Johan Sjöberg – Lead Agent, Europe-based



A former studio manager with extensive experience in game development and design, Johan has produced numerous titles for publishers like Electronic Arts, Activision, and Bethesda. Before joining DDM in May 2008, Johan was business development manager for Peligroso.

Peggy Twardowski – Research Director, US-based



Peggy sets the framework for collecting and maintaining DDM's industry-wide research in addition to providing sales reports and comprehensive competitive analyses that support both DDM's and developer clients' strategic goals and development projects.

Aaron Feder – Support Associate, US-based



Aaron provides comprehensive support for DDM, working closely with clients and lead agents to coordinate the business development process. Aaron started in the video game industry in production support on frontline titles and also comes from a strong sales and hospitality management background.



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