



## Nordic Game

Presentation of the French  
delegation



# Presentation

From May 25 to 28, 2026, a French delegation of game studios will take part in Nordic Game in Sweden, as part of the **Games Made in Satellites initiative**. This program is organised by the **French Institute in Sweden, Capital Games** and **Business France**.

Designed to foster international collaboration and business development, the initiative offers selected studios a tailored, high-impact program in the heart of one of Europe's leading game industry events. Supported by the **French Ministry for Europe and Foreign Affairs** and the **Institut français**, this initiative is part of France's broader strategy to promote the international growth of its cultural and creative industries.





# Gamevestor

**Gamevestor** is the first EU-regulated crowdfunding platform enabling individuals and professionals to invest in PC and console video game projects and earn a share of their revenues. At Nordic Game, I will explore the current state of game financing, why traditional models are reaching their limits, and why the next generation of funding may need to come directly from players themselves.

**Expertise :** Marketing, financing, investment

**Looking for :** Studios



**Contact :** Ivan Marchand, President, Co-founder

Learn more at <https://www.gamevestor.co/>



# Spill Studio

**Spill Studio** develops mimem.ai, an AI-powered markerless motion capture SaaS platform that turns regular video footage into production-quality 3D animation data — no suits, no markers, no specialized equipment. Our multi-camera pipeline (up to 12 cameras) delivers accuracy comparable to optical mocap systems, starting at 25€/month. At Nordic Game, we want to showcase how game studios of all sizes can integrate studio-grade motion capture into their pipeline at a fraction of the traditional cost.

**Expertise :** Markerless Motion Capture, AI-powered Animation

**Looking for :** Studios, Animation & game designer educators, Service providers, Content creators



**Contact :** Rémi Koenig, Founder

Learn more at <https://www.mimem.ai/solutions/markerless-motion-capture>





# Play In Lab

Our company specializes in offering user research and quality support services for actors in the video game industry. We are the French industry leader in offering external support for the development and implementation of quality strategies.

Our main services are:

- Playtesting and focus groups, to consult target audiences,
- Usability & accessibility audits, to be open to everyone,
- Data analysis, to study the behavior of players,
- Quality assurance, to reach the end of each game.

Our motto is to keep the players at the heart of the experience.

**Expertise :** User Research, UX, Playtest, QA, DATA, Team advising, Analytics, Focus group, Survey, Game analysis, Target Study, Accessibility, Game balancing

**Looking for :** Publishers, Studios (Producers, Creative Directors, UR Specialists, Marketing Directors...)



**Contact :** Léa Ruggeri, Managing Coordinator

Learn more at <https://www.play-in-lab.com>



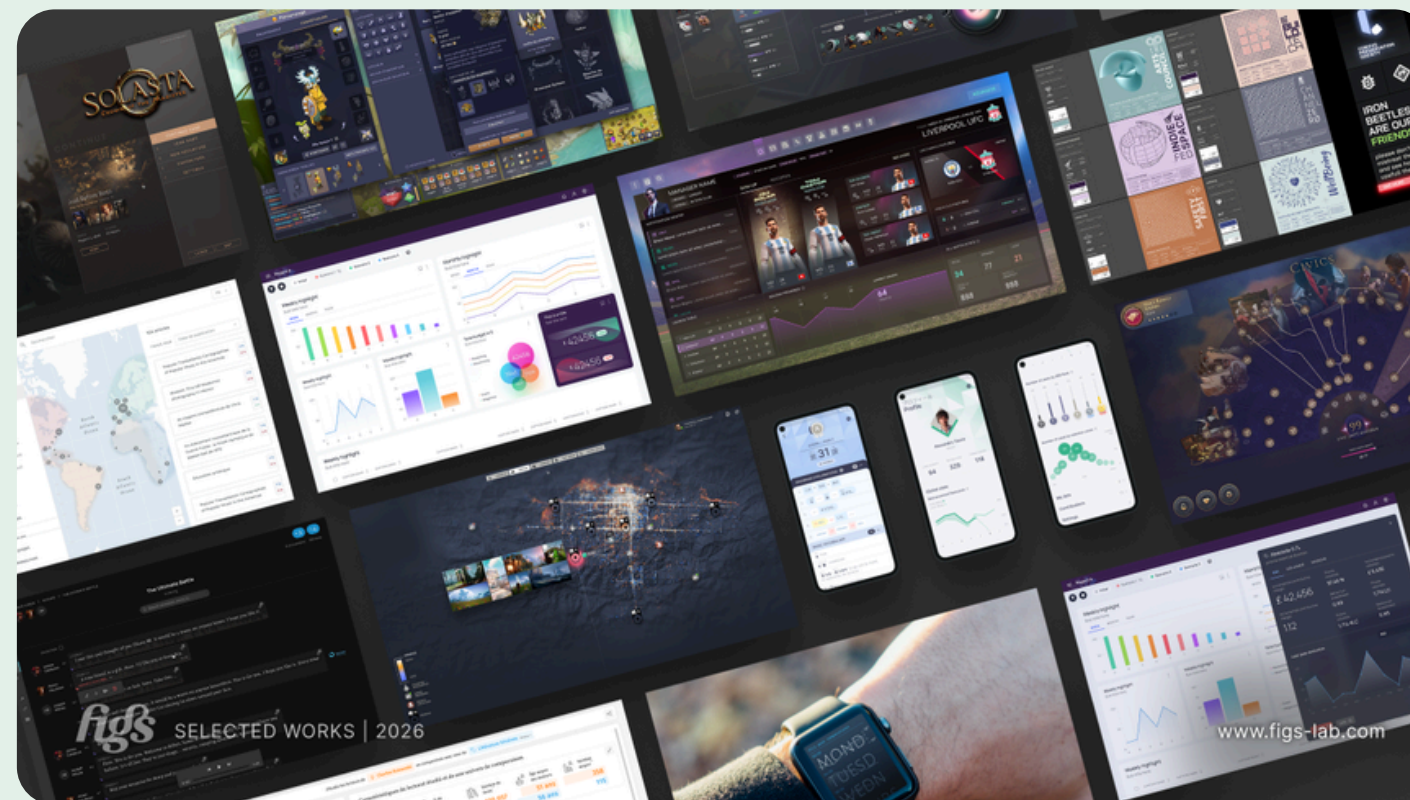


# Figs

Founded in 2011, **Figs** is a digital design studio specialised in designing user interfaces for videogames. Our workshops are based in Paris and Tokyo, and we offer ranges from UX design, UI art, Icons and Maps design, to UI implementation in Unreal and Unity.

**Expertise :** UX UI Design Art  
Unreal Unity

**Looking for :** Studios



# *figs*

**Contact :** Olivier Cornet

Learn more at <https://www.figs-lab.com/#main>



# Kalank Games

**Kalank Games** is a highly agile French studio specialized in co-development, work-for-hire, and full-cycle production across mobile, PC, console, and XR. We help partners turn ambitious ideas into polished, market-ready products through fast iteration, strong technical ownership, and proven expertise in Unity, Unreal, multiplayer, live ops, and immersive content. From prototyping to release support, Kalank combines the flexibility of an independent studio with the reliability and execution standards of a seasoned production partner, since 2017.

**Expertise :** Co-development, work-for-hire, full-cycle

**Looking for :** Publishers and IP holders with co-development or work-for-hire needs - from prototyping to release support, on mobile, PC, console, and XR



**Contact :** Adrien Carta,  
Managing director

Learn more at  
<https://kalank.games/>



# Hectiq

**Hectiq** is a Bordeaux-based video game studio founded in early 2023 by four industry veterans who met working on Microsoft Flight Simulator at Asobo Studio. At Nordic Game, we're coming to present our internal IP *Painted Kingdoms*, a watercolor-aesthetic tower defense game, and to discuss co-development and work-for-hire opportunities with publishers and studios looking for an experienced team.

**Expertise** : Tower Defense, Indie Development, Co-Development, Work-for-Hire, Unity, Technical Performance, Network Optimization, AAA Experience, PC & Console

**Looking for** : Publishers, Studios



**Contact** : Luca Pierabella, CEO

Learn more at [https://  
hectiq.games/](https://hectiq.games/)



# Alambik Studio

Alambik Studio is an indie game development company, located in the north of France. We are raising funds for our next game: *Pirates Tactical*.

**Expertise :** 2D, Roguelike, Turn-based

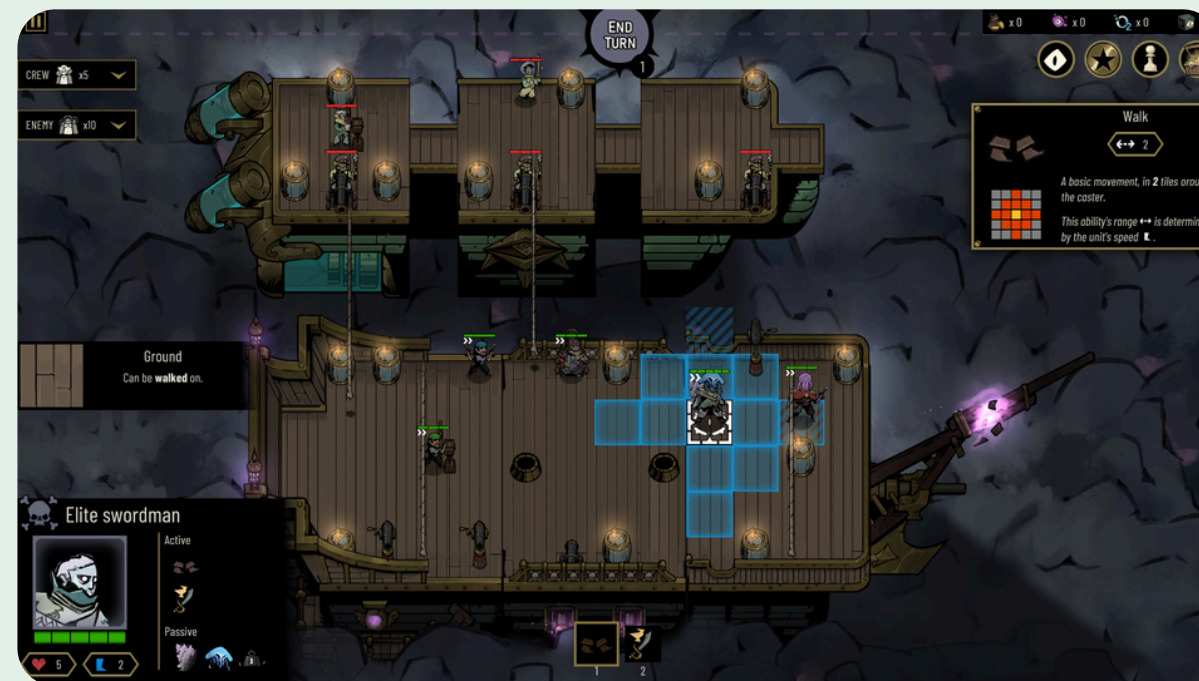
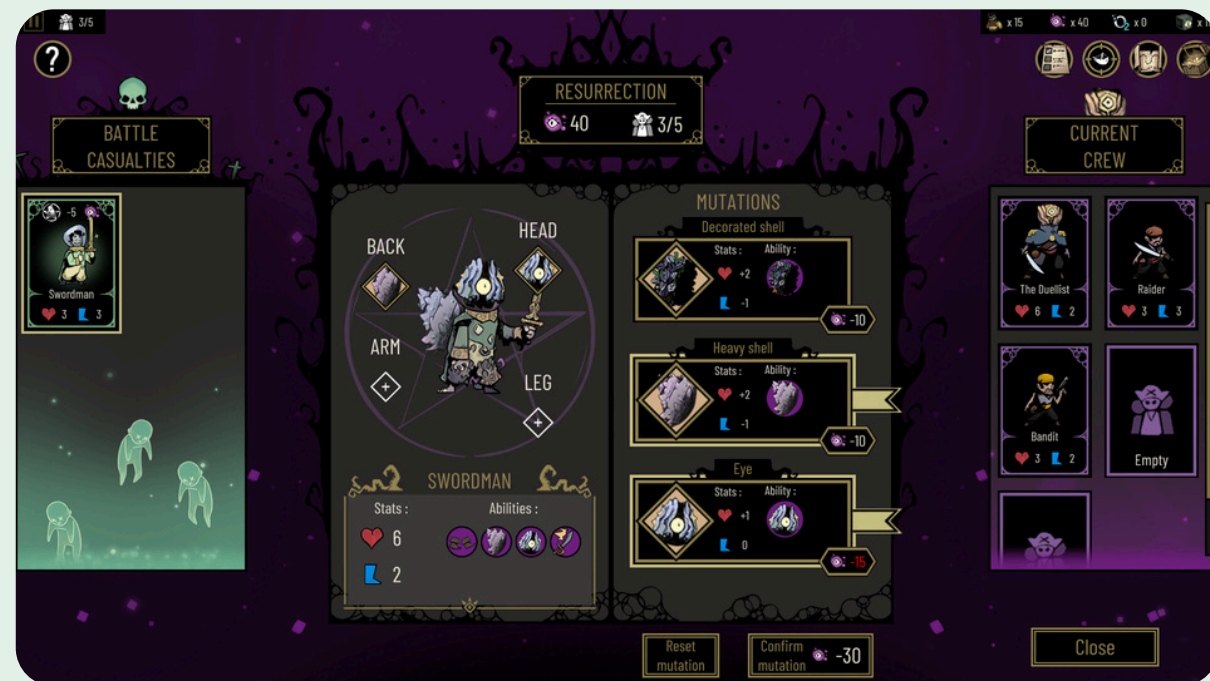
**Looking for :** Publishers able to fund our next game and also raising funds possibilities



**Contact :** Arthur Schmitz,  
General Manager / Lead Game Developer

Learn more at  
[https://store.steampowered.com/app/4196540/Pirates\\_Tactical/](https://store.steampowered.com/app/4196540/Pirates_Tactical/)

Gameplay video :  
<https://www.youtube.com/watch?v=bD77fKkTOUs>





# SciFunGames

SciFunGames makes games that are Fun above all, but do contain Science for all. After *Exographer*, our first game, we are working on *Rewind*, our second game and looking for a marketing / publishing / porting partner.

**Expertise :** Game design, Science, Narrative, Producing

**Looking for :** Publishers, Marketing / Business partners



**Contact :** Raphael Granier de Cassagnac, CEO

Learn more at

<https://scifungames.com/>

*Exographer* Steam Link :

<https://store.steampowered.com/app/2834320/Exographer/>



# Littlefield Studio

Littlefield Studio is an independent French studio specialized in multiplatform AA point and click games, with 10 years of existence and 3 games published. We will be pitching our new atmospheric episodic game (currently in the concept phase for a Q4 2027 launch). We will have a playable prototype at the event.

**Expertise :** Point and Click, Puzzle Games, mobile, PC

**Looking for :** Publishers



Littlefield studio

**Contact :** Grégory Champoux,  
CEO & Creative Director

Learn more at  
<http://www.littlefieldstudio.com/>





# Irregular Shapes

**Irregular Shapes** is an indie studio specializing in systemic city-builders, behind *City Tales – Medieval Era* (90%+ positive on Steam). At Nordic Game, we're presenting *Marbles Tree*, a survival city-builder where you build a squirrel colony across a giant living tree using highly watchable physical marble networks. We're looking to connect with publishing partners to bring the game to a wider audience.

**Expertise :** City-builder

**Looking for :** Publishers



**Contact :** Rémi Malet, CEO & Founder

Learn more at <https://irregular-shapes.com/>



## GAMES MADE IN SATELLITES

# Organisation Team



**Lucie Guérin**

Audiovisual attachée –  
Nordic Countries  
*Institut français de Suède*



**Pierre Faucheux**

Administrator  
*Capital Games*



**Sandrine Ciupek**

Head of tech and  
innovation  
*Business France*



**Elma Beaujois**

Assistant - Audiovisual  
division  
*Institut français de Suède*



**Emilie Messaoud**

Project Leader  
*Capital Games*



**Mathilde Farcy**

Trade Advisor – Tech &  
Innovation  
*Business France*



**Eva Bahbouche**

Project Leader  
*Capital Games*



**Contact: [audiovisuel@ifsuède.com](mailto:audiovisuel@ifsuède.com)**

