

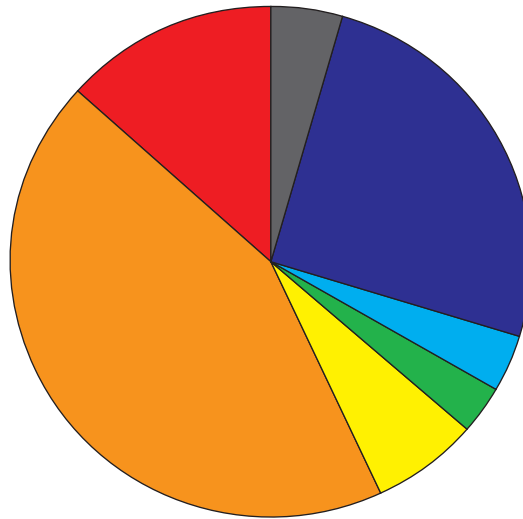
EUROPE : EAST 2006

Kiev, Ukraine

CGA Europe: East brought together the most talented and knowledgeable experts in the international casual gaming field to help everyone raise the bar for casual games content creation in Eastern Europe. The Casual Games Association brings the value chain together to ensure the resources to succeed in this rapidly emerging casual games industry are widely available.

Europe: East 2006 Attendance

Total	306
Cross over (SEA & AMS)	8%
From the United States	7%
Developers	41%
Publishers	24%
Distributors	13%
Portals	11%
Media	6%
Legal/Tools	5%
Sessions	18
Speakers	39
Sponsors	26



-  business development - 14%
(business/brand director, publishing, legal)
-  management - 44%
(CEO, CMO, director, founder)
-  designers - 7%
(game designer, creative director)
-  artists - 3%
(art director, artist)
-  programmers - 3%
(.NET developer, Flash developer)
-  development - 24%
(product manager, producer, tech director)
-  marketing - 5%
(product manager, producer, tech director)

2006 support from leading casual games companies from Western and Eastern Europe and the United States



CGA Europe: East will return to Kyiv
14 - 16 November 2007

