



• Adventure, action, and puzzles for all ages are part of the video game offer from Costa Rica. The games created by the industry, for a variety of devices and platforms provide users with a unique experience fashioned by the talent of our creative workforce.





Costa Rica's gaming industry offers a variety of original IP's for both the commercial and advertising markets. Our games include a broad range of genres including action, adventure, and puzzle titles for kids, teens, and adults. Today, there are more than 30 studios located in our country



The focus of our industry is to export services and original IP's. Our main export destinations are U.S, Europe, and Asia.



We offer high quality services at very competitive rates powered by our creativity, project management and technical skills, and experience in all areas of game development. Complemented by our near-shore advantages including shared time zone and distance to major airports in the U.S, plus political stability, business culture affinity, and English fluency makes Costa Rican Studios your ideal partners.



Our goal is to provide unique gameplay experiences across multiple platforms and environments, ranging from mobile to PC and console.

What is the added value of our offer?



Costa Rica's education system ranks as #1 in Latin America. WEF, 2018



#2 on the TOEFL test in Latin America. ETS, 2018

We have Costa Rican video games for the major systems: PlayStation, Xbox, Nintendo, and Steam.





¿Why buy from Costa Rica?





world, our offer is backed by the **best foreign trade promoter in the world, PROCOMER**. We are the institution responsible for promoting the export of Costa Rican goods and services worldwide. In addition, we simplify and facilitate export procedures to meet the demands of international buyers with the extensive and diverse Costa Rican offer through long-lasting business relationships.

COSTA RICA, YOUR BUSINESS ALLY!

USD \$1,334 MILLION

TELECOMMUNICATIONS, COMPUTING AND INFORMATION EXPORTS IN 2019



\$1,334 MILLION

Source: BCCR