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GameDev Survey 2025

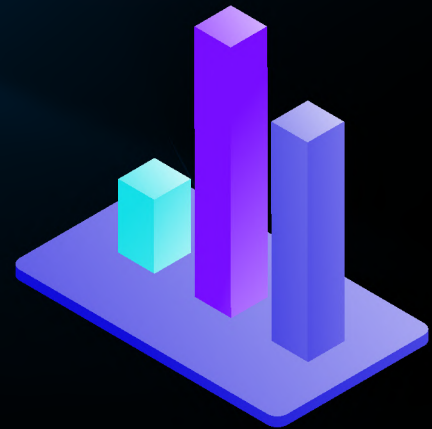
Uzbekistan's First Indie Developer Survey —
Covering 55 Game Studios and Developers





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Why we conducted this survey

The current report presents analytical findings from a mid-2025 survey of 55 respondents, conducted in Uzbekistan. The aim of the survey was to better understand local game development ecosystem - who are key players, what they create, and what measures of support they need to grow further.

Most of respondents are beginners, solo developers, or small indie teams. Thus, many answers, especially about release plans, revenue and game distribution, reflect mostly aspirations and expectations, rather than results.

Our hope is that the report could help drive better decisions, provide foundation for future collaborations, and unlock investment opportunities.

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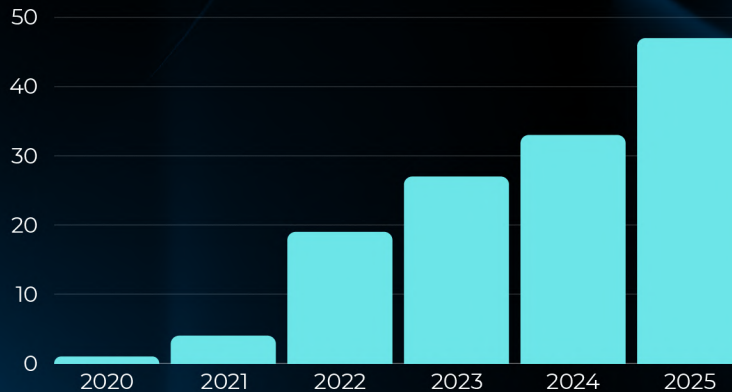


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GameDev industry overview

Number of companies in the industry:



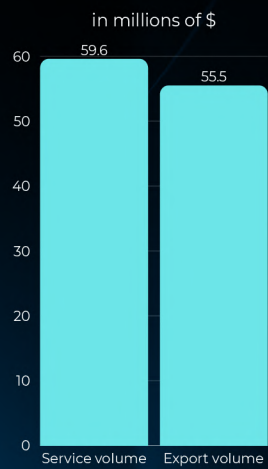
Number of employees in the game development sector:



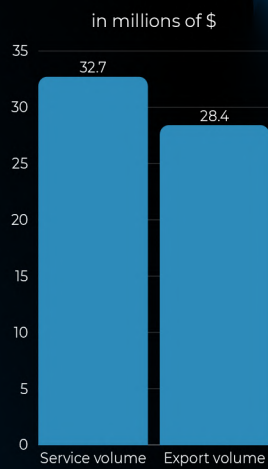
Total number of employees:

600+

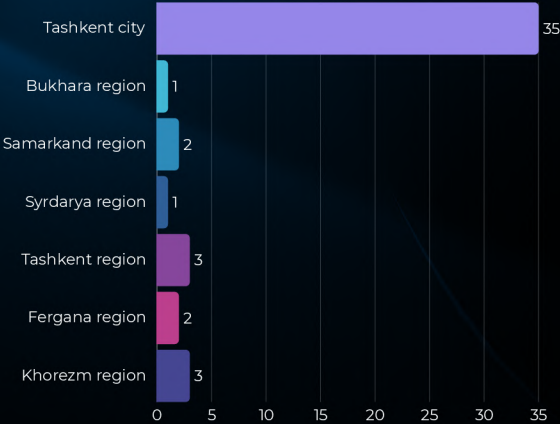
**Financial indicators
for 2024:**



**Financial indicators
for 2025 (first half):**



**Number of game
development
residents by region:**



Source: IT Park data

People behind the games

Based on the analysis of 55 survey responses, we gained a clear picture of people behind game development in Uzbekistan. Most of the teams are small - from two to five members, or solo developers - with many respondents having game development alongside other occupations.

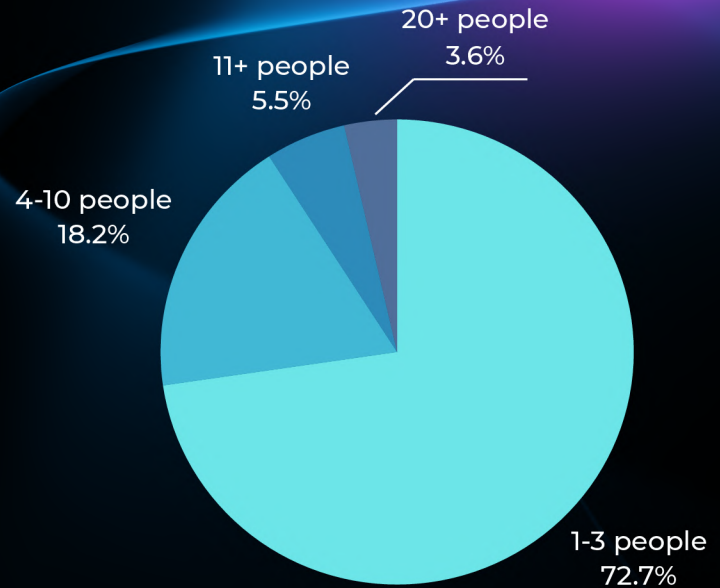
Full-time commitment to game development is rare. The core roles are programmers, artists, and game designers, while marketing and production positions are often missing. This shows a strong focus on development, and a lack of business and promotional activity. Many developers work purely out of motivation, with no stable funding or assistance from institutions.

Team size

Most teams (72.7%) are small: just 1 to 3 people, with solo developers dominating among respondents.

Only 18.2% have 4-10 people in their teams, and even less (5.5%) work in larger groups.

This trend of smaller teams over big project groups shows that the local game development industry is still fragmented, driven more by small or individual teams.

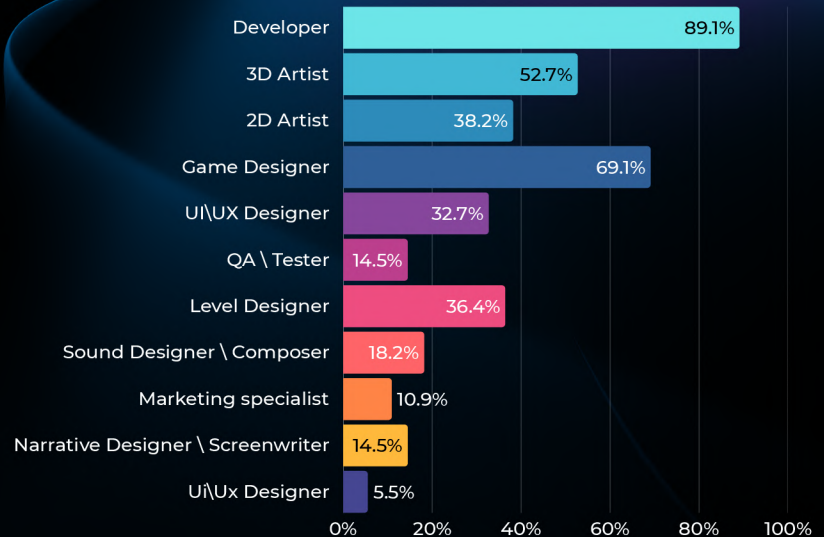


Team roles

Game development teams most often include developers (89% of cases), and 3D artists (53%), showing that there is a focus on coding, gameplay design and visual aspect in game development process.

Supporting roles: 2D artists, level designers are less popular in teams, but are crucial for high player engagement.

Smallest groups, such as testers, writers, and marketing specialists participate more in polishing stages of the game, and are present the least among responses.

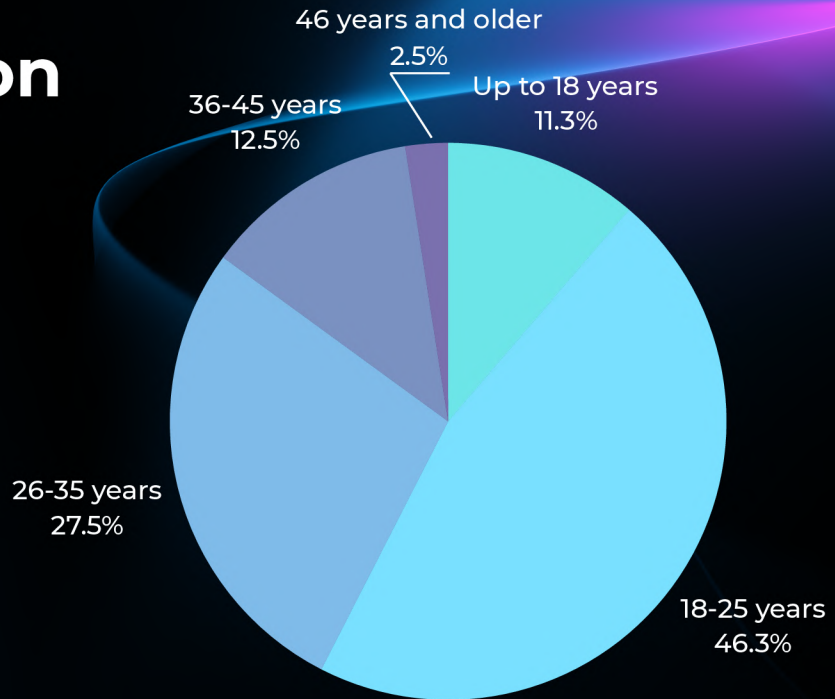


Age distribution

Most team members are mainly aged 18-25.

There is a share of older developers (26-35 years) as well, with very few teams including people over 35.

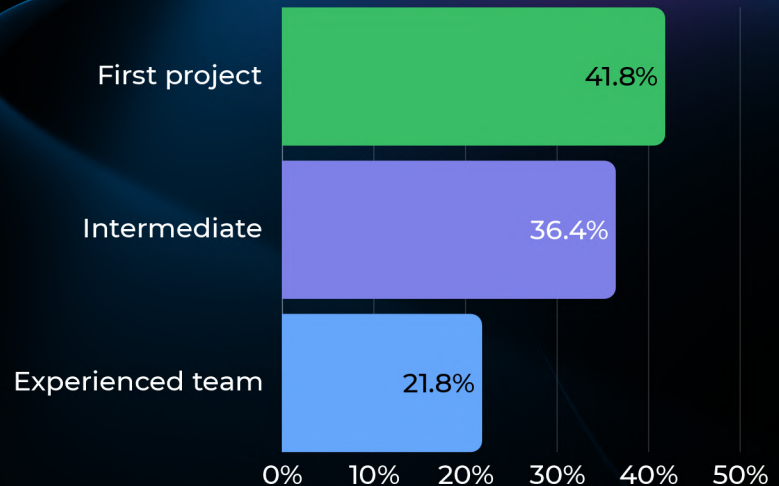
Game development in Uzbekistan is a field, driven by young generation, and the lack of senior talent limits professional maturity and mentorship.



Development experience

Around 40% of respondents are beginners, with only a small percentage having experience of working in large studios. Most of them are in the “intermediate” group, having released projects.

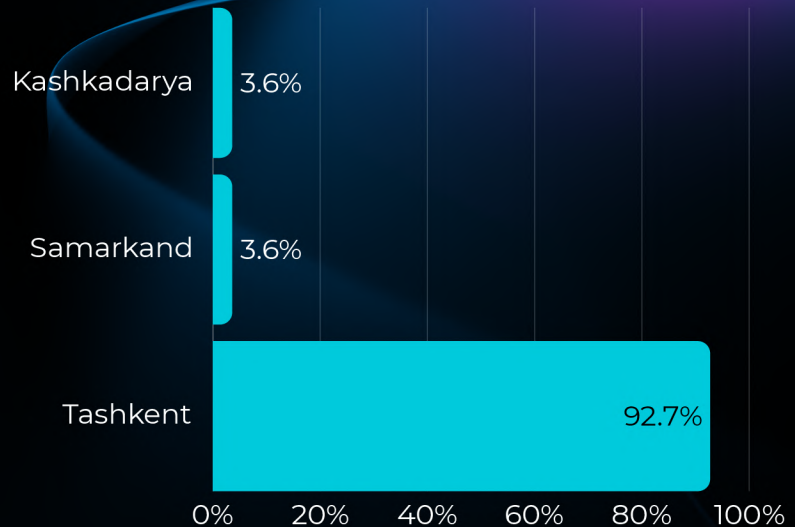
This finding highlights an opportunity for new initiatives, directed to mentorship and shared industry knowledge. However, with lack of experienced mentors, the industry might be at risk of growing in circles - with ambition, but limited guidance.



Location

The majority of game developers (92.7%) is based in Tashkent.

This illustrates that game developers in Uzbekistan are highly concentrated in Tashkent, leaving regional talent unnoticed.

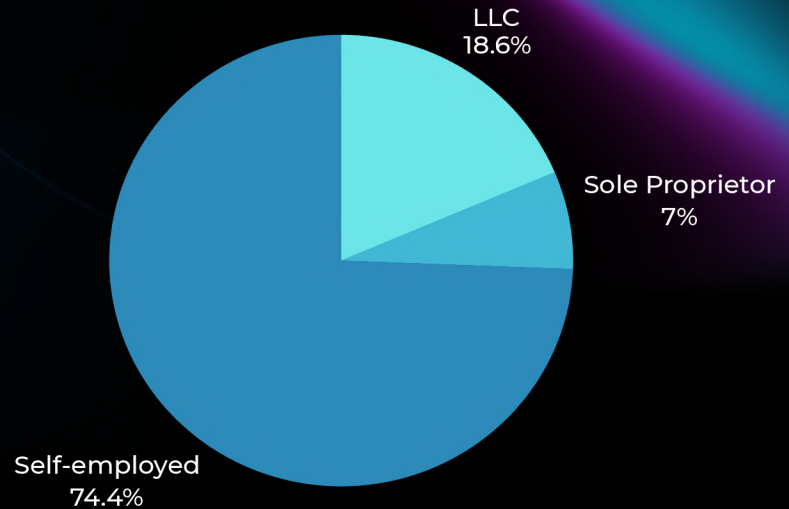


Legal structure

Most of developers are self-employed individuals (74.4%), with only 18.6% operating as formal legal entities.

This suggests that the majority of respondents are still highly informal and made up of small-scale or individual developers.

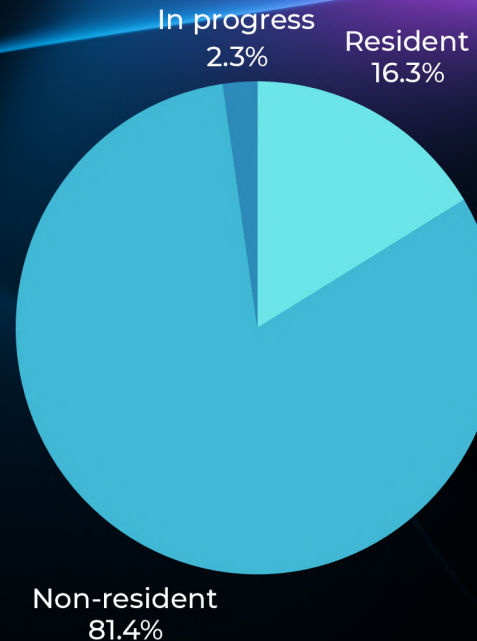
It shows that the industry is still driven by freelancers more rather than formal businesses.



IT Park Residency

81.4% of respondents are not residents of IT Park, with just 16.3% already inside the program and a smaller sample still in the process of registering.

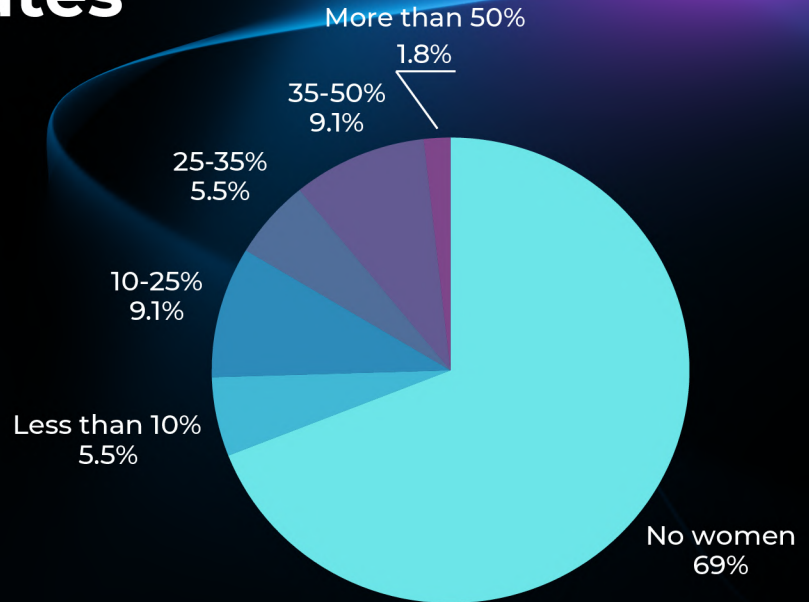
Many studios, as assumed from responses, are operating independently, showing that industry is in its early stage of development.



Female teammates

Most of the respondent teams (69.1%) do not include female developers, with some responses indicating 25% to 50% of a team being represented by women.

This data shows a gender gap, meaning that women's participation in game development has a potential for future growth.



Studios & projects

The majority of local game development studios are small and independent teams with a focus on original projects, with no external publishers or distribution. Most of them are sole proprietorships or LLCs, with limited financial resources.

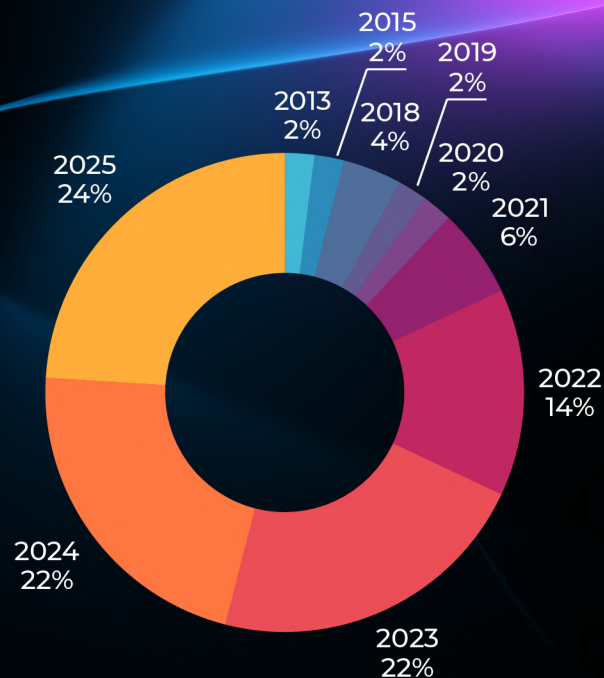
The projects are mainly developed for PCs (for e.g., Steam), with mobile platforms being second on the list.

Years in operation

60% of the teams were formed in recent years - 2022, 2023, or 2024 - showing that the local industry is young and is actively growing.

A few studios and developers were in the field before 2020.

New generation of game developers is forming, with the trend for new teams, that started in 2022. This trend shows the rapid rise of Uzbekistan's game development industry.

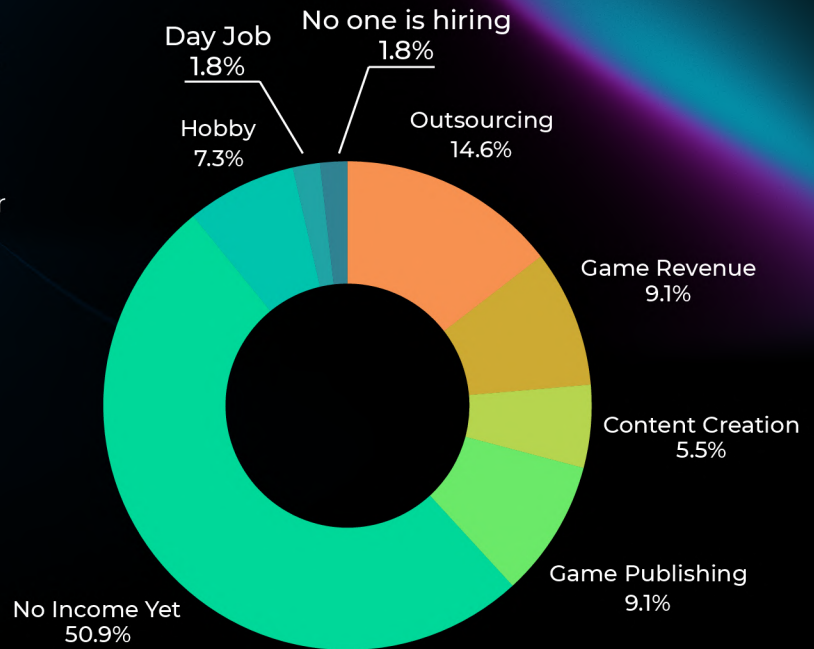


Income sources

50.9% of respondents reported having no income, which indicates that most developers are still in early development, or pre-revenue stage.

Only 14.6% earn from outsourcing their services, while only a few respondents make money from their own games and publishing.

With many developers at pre-revenue stage, the industry is still driven more by ambition than actual monetization.

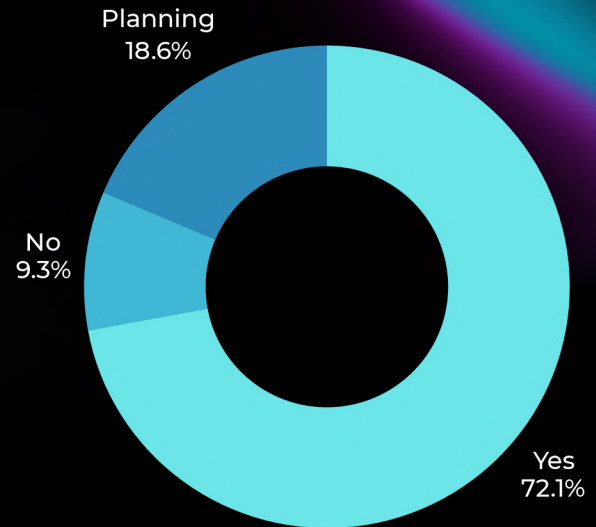


Working on new game

72.1% (three-quarters) are already working on their own games, aside from primary occupation.

18.6% of respondents report to be planning the projects, and have early drafts. Only 9.3% are not involved in development of original projects.

Despite resource limitations, many developers are already creating their own games and projects, illustrating that creativity is driving the development of the industry, and not funding.

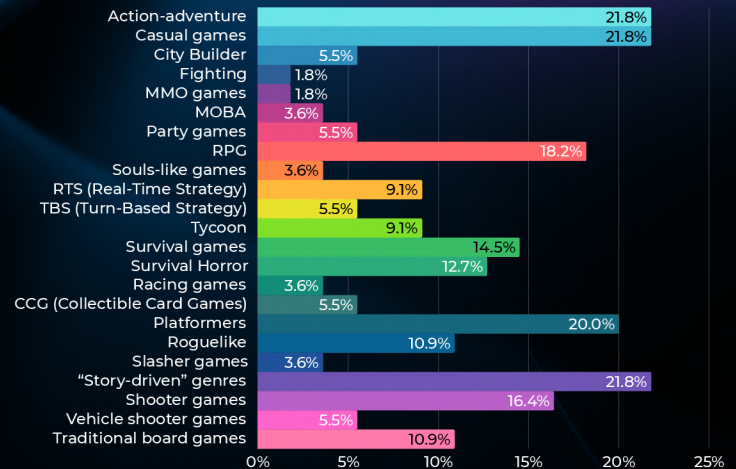


Game genre

Most popular game genres among respondents are Action-Adventure, Casual games, and Story-driven games (all with 21.8%), indicating spread of narrative-driven genres.

There is an interest in RPGs (18.2%) and Platformers (20%) among respondents as well, showing the popularity of immersive and skill-dependent gaming experiences.

With this spread, developers favor genres with the balance of creative freedom and commercial appeal, avoiding more complex or resource-intensive genres.

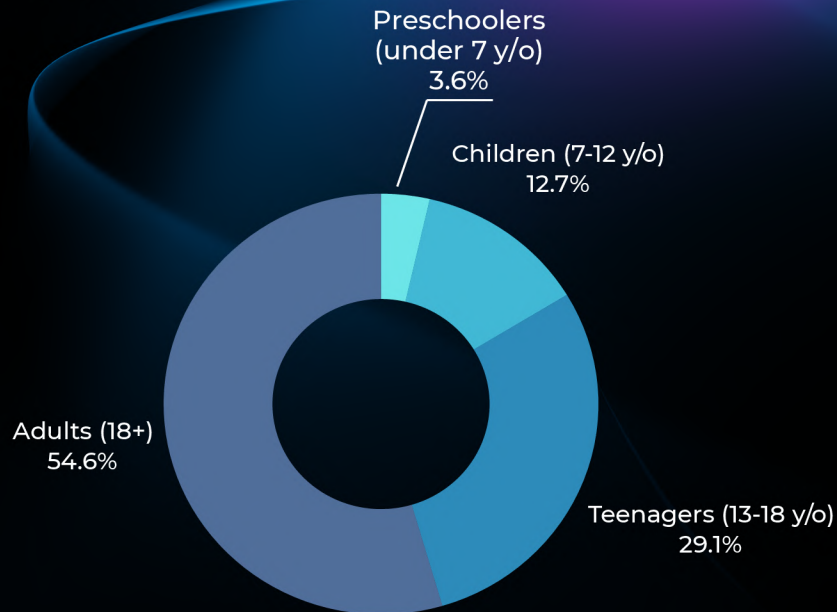


Age of target audience

Most of the games - 54.5% - are for adult audiences (18+), which reflects a preference towards advanced gameplay and payable user segments.

Teenagers (13-18 y/o) are represented as 29.1% of the target group. Children aged 7-12 are only 12.7%, while preschoolers are nearly absent from responses.

It illustrates that Uzbekistan's gaming market is aimed at mature players, with games involving deeper, more complex experiences.



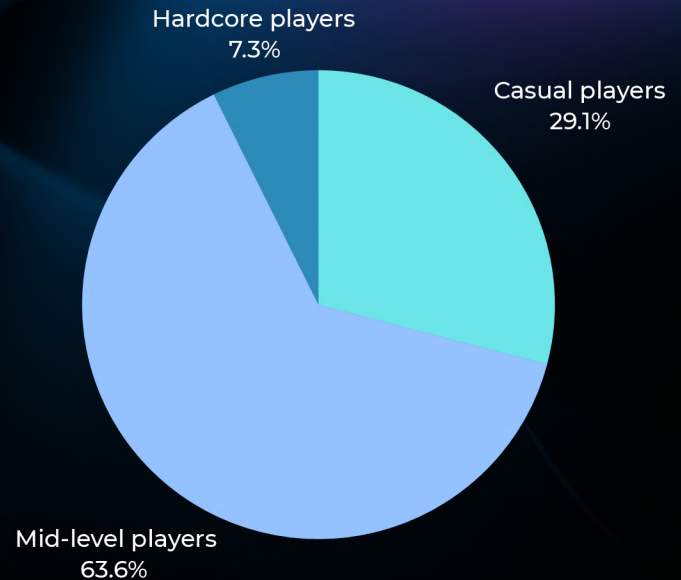
Gamers appeal

Many respondents - 63.6% - focus on mid-level audience, striving to create balanced, mildly-challenging games.

29.1% are developing games for casual audiences - for e.g., mobile gamers.

Only 7.3% of respondents aim to reach advanced players with their products, which suggests a limited focus on advanced mechanics and niche genres in the local market.

Despite strong demand, the industry is at favor of accessibility, not complex hardcore player-oriented games.



Development

Surveyed game developers most often use popular and accessible technologies. Unity is preferred as a game engine, as it is easy to use, provides 2D and 3D project development, and has strong documentation. Fewer teams and developers use Unreal Engine - for its cinematic visuals and high-end 3D functions.

Godot and similar lightweight engines are popular mostly among hobbyists or solo developers, and are not widespread.

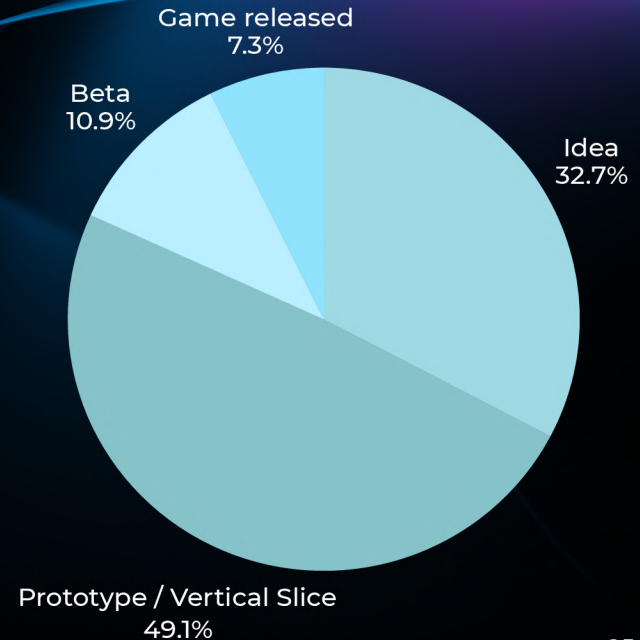
In terms of targeted platforms for distribution, PCs (e.g., Steam) prevail, with IOS and Android being less popular. Many teams still do rely on free or low-cost tools, for example, Blender for 3D modelling.

Current development stage

49.1% of respondents are at prototype or alpha stage, which shows that majority of the projects is at development/testing stage.

32.7% of respondents are at idea/concept phase, proving that early development is more spread in the local market.

And only 7.3% have released products in an active sales stage, highlighting opportunity for initiatives aimed at startup development.

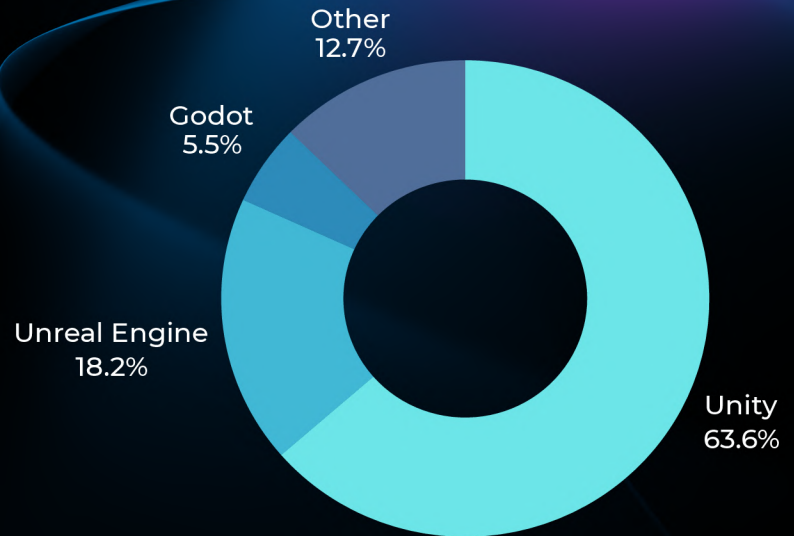


Game engine

Majority of surveyed (63.6%) prefer Unity as a game engine.

18.2% of respondents, likely more advanced developers working on complex projects, prefer Unreal Engine.

Custom engines, for e.g. Godot, are used by few teams, showing that open-source niche solutions are not widespread at the moment.

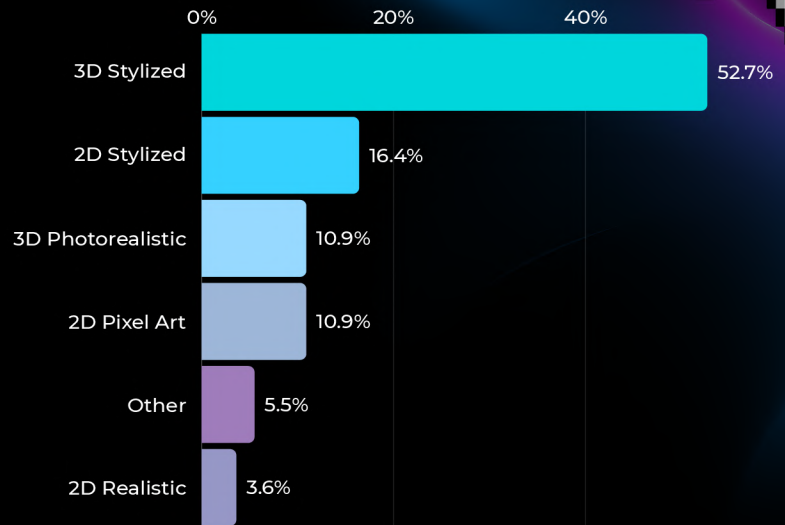


Game visuals

Most of respondents (52.7%) work on 3D Stylized games, while 16.4% have 2D Stylized projects.

Photorealistic 3D style and 2D Pixel Art are also present among responses, with 10.9% each.

Only 3.6% of surveyed work on 2D Realistic styled games.

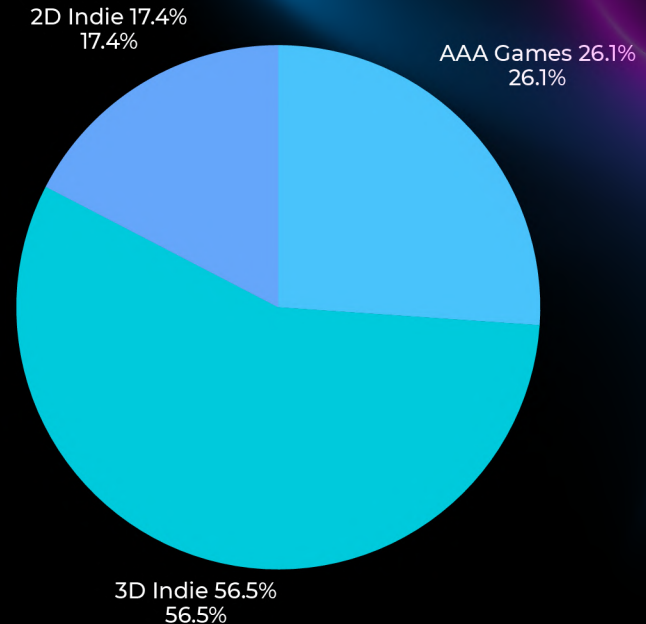


Inspiration

Respondents suggested many games to be the source of inspiration for them.

Among these games, 56.5% are inspired by 3D Indie games, while 26.1% of responses mention AAA Games. Notably, 2D Indie games are mentioned the least, with only 17.4%.

This trend shows that local developers aim to create unique, ambitious, high-quality projects, even with limited resources available.

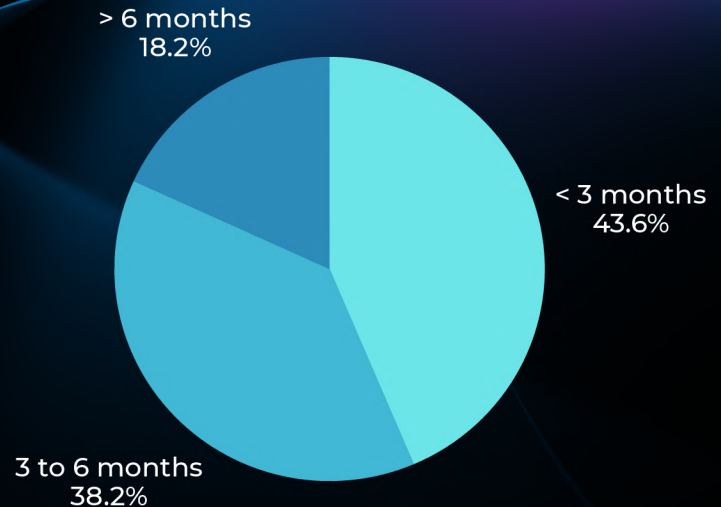


Prototype development time

Many teams expect to build a prototype quite quickly: within 3 months (43.6%), and from 3 to 6 months (38.2%).

A few teams, however, expect it to take longer than 6 months (18.2%).

From responses, developers have strong optimism and agility, ready to build MVPs within months - it signals that the market is ready for incubation support.



Finance & distribution

The Finance & Distribution section provides information on how Uzbek game studios fund their projects and move to distribution. Many teams have minimal budget, and over 60% of surveyed indicate a need for under \$25,000, and rely on self-funding, freelancing or small grant opportunities. Publishing contracts are rare. For distribution, most of teams target global platforms, for e.g. Steam, and mobile app stores. A chosen business model for the games is often either premium (one-time purchase) or free-to-play with in-app monetization strategies.

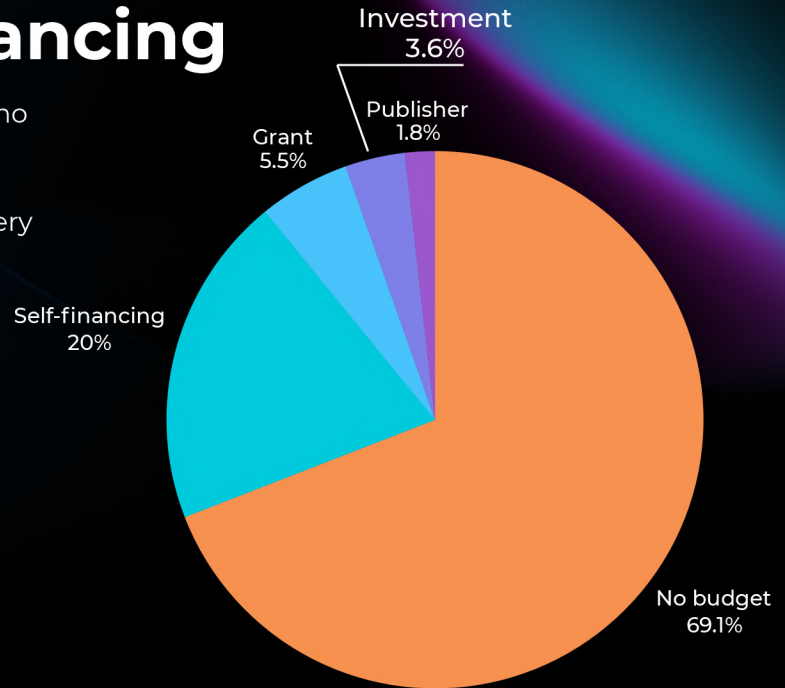
Even with limited resources, developers demonstrate clear ambition to reach international market and establish sustainable commercial foundation for their games.

Development financing

Majority of teams and developers (69.1%) have no budget, likely working without salaries.

20% of respondents rely on self-funding, and very few have grant opportunities or distribution contracts.

It is visible that there's a clear need for more easy-to-get funding options, especially at the early stages of game development.

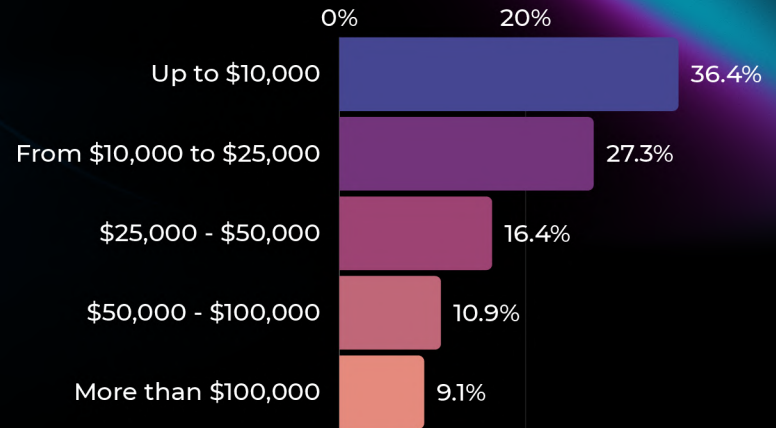


Minimum required budget

27.3% of teams estimate from \$10,000 to \$27,000 as a budget to develop a game, while 36.4% would require less than \$10,000.

Notably, 16.4% believe that they would require up to \$100,000 or more, as assumed for more resource-intensive games.

While most developers have low or no budget, there is a shift towards more ambitious financial plans, showing that the vision for development opportunities at the local market is expanding.

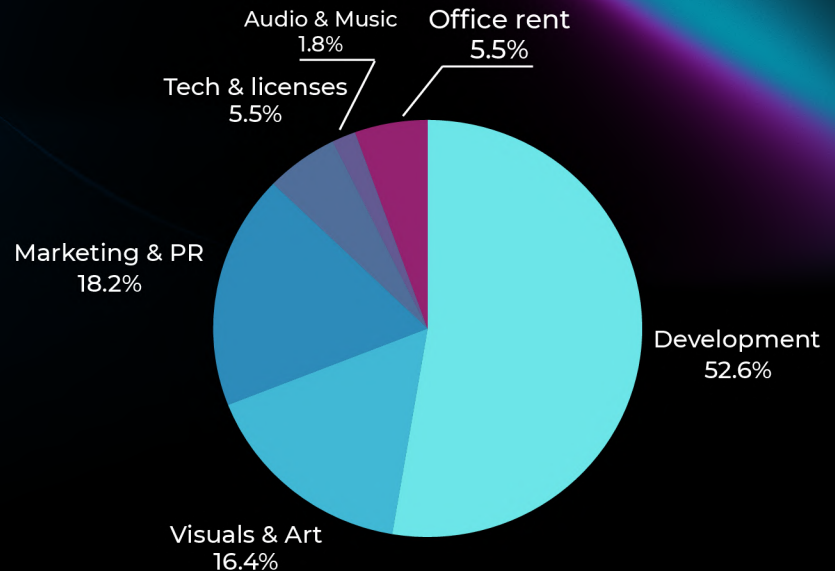


Budget allocation priorities

Over half of respondents - 52.7% - would firstly spend allocated budget on technical development, which shows a strong focus on game functionality.

18.2% of responses mentioned visual and design as a financial priority, while marketing, licenses and in-game music typically receive less funding in early development.

It is visible from this summary, that most developers focus on a playable MVP, before moving to investments into promotion or game polishing.

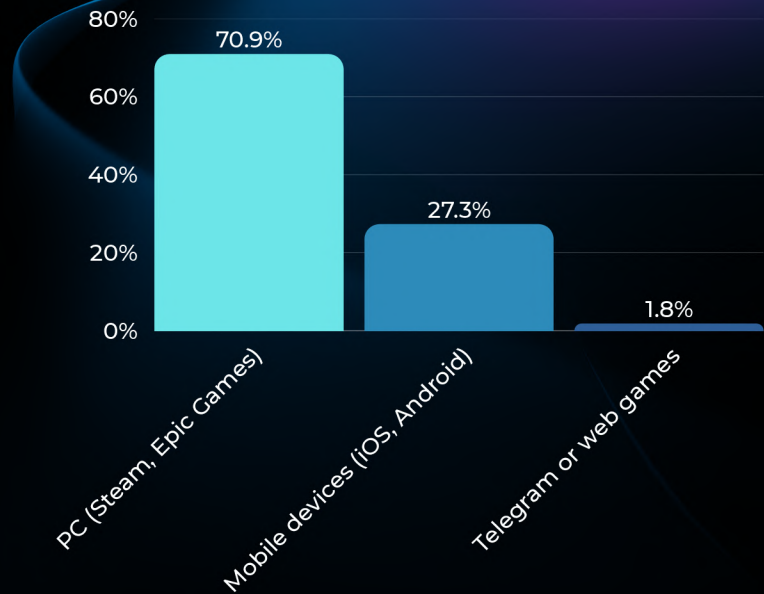


Primary release platform

Most teams (70.9%) are planning to distribute their games on PC platforms like Steam or Epic Games.

Mobile platforms come next - 27.3% - as they are accessible and user-friendly.

Consoles and web-based options are almost never used by Developers.

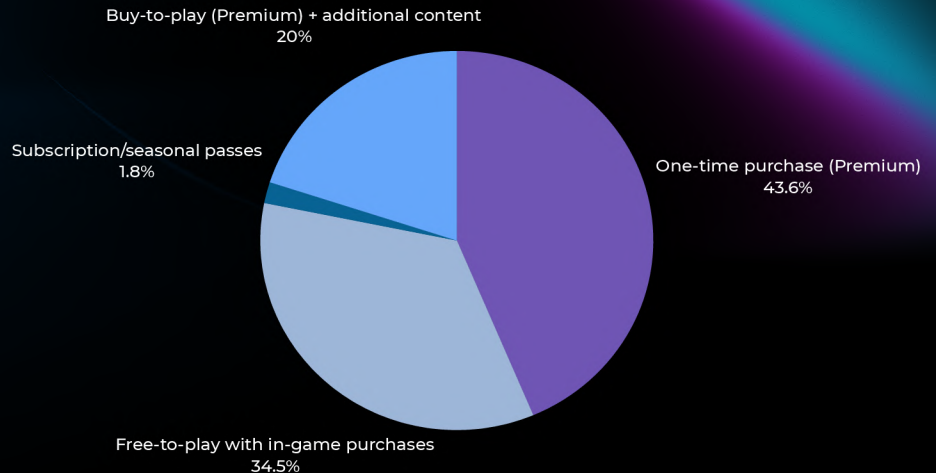


Business model

The most mentioned business model is premium purchase (43.6%), when users pay once to access the game.

Free-to-play with in-game purchases is also mentioned by developers (34.5%).

Subscription models and hybrid approaches are less commonly used by game developers and teams.

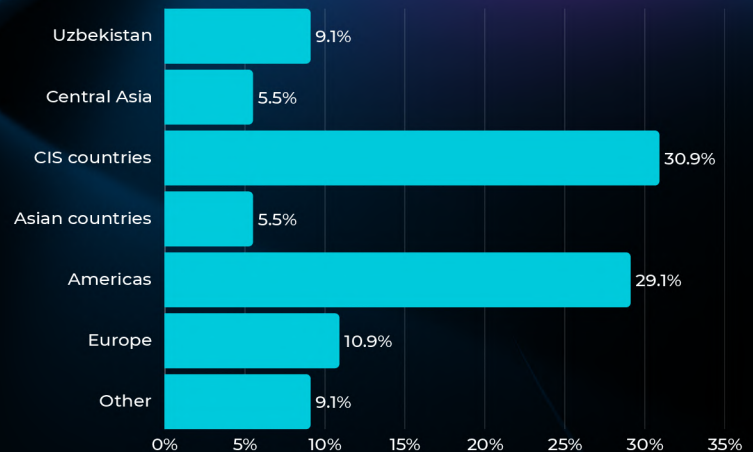


Distribution region

Most mentioned markets for distribution are CIS countries (30.9%), along with Middle East & Africa (29.1%), showing consideration of foreign markets among surveyed.

Only 10.9% of respondents focus on Uzbekistan. Such responses show a strong ambition to reach international markets, especially regions with growing demand for game development.

It also might indicate that games, which are currently being developed, might not fit the local market, or that there is a mediocre demand for playing games.



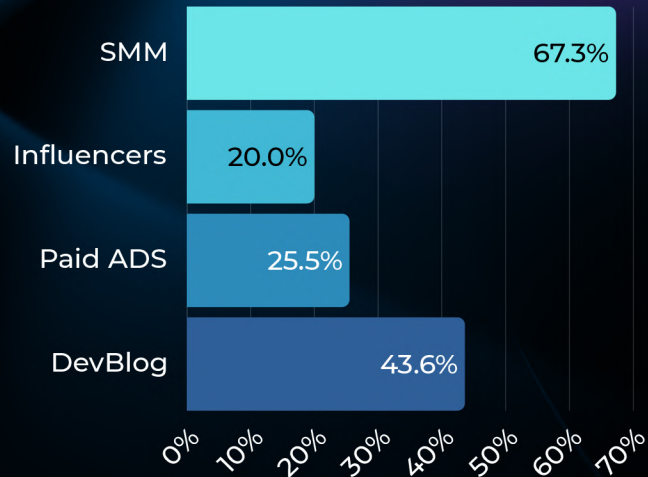
Promotion and marketing

SMM as a promotion tool is used in most of the cases - 67.3% of responses.

DevBlog and Paid ADS come next with 43.6% and 25.5% of respondents' mentions, indicating that interactive approach is spread among developers.

Collaborations with influencers are the least popular marketing tool with only 20% of responses mentioning it.

It shows that low-cost, organic strategies are most preferred ones by respondents.



Difficulties & challenges

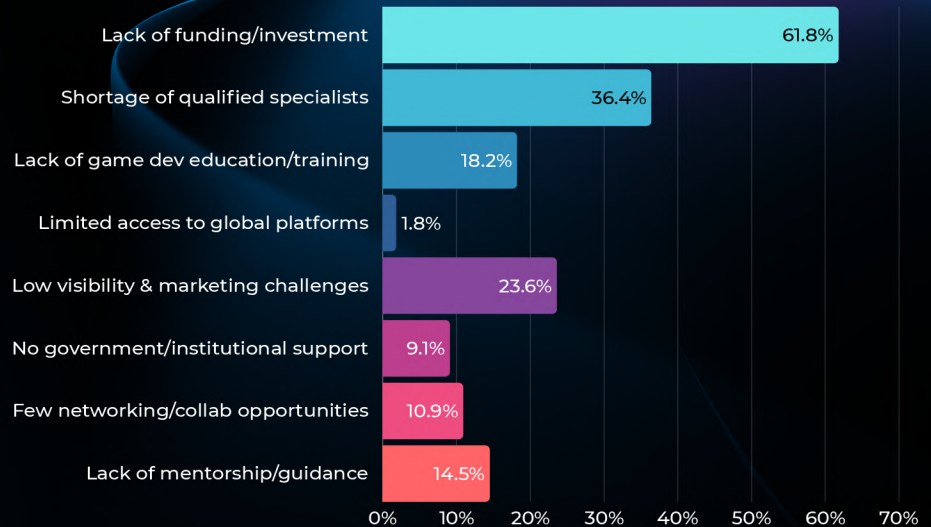
This section highlights key challenges faced by game developers in Uzbekistan - mainly lack of funding, skilled professionals, and marketing expertise. Many teams also struggle with burnout, team leaves, and limited access to education or mentorship.

Despite these issues, survey responses reveal strong ambition and a growing desire of developers to reach international markets. With right support, investment, and community-building initiatives, there is a potential to reach significantly grow local game development ecosystem.

Major development challenges

The most mentioned challenge among respondents is lack of funding (61.8%), with a shortage of qualified specialists (36.4%). 23.6% mention that they have difficulty in game promotion as well.

These issues show that many teams struggle with lack of finances, professional skill development, and effective marketing - all barriers for local ecosystem growth, and need to be addressed.



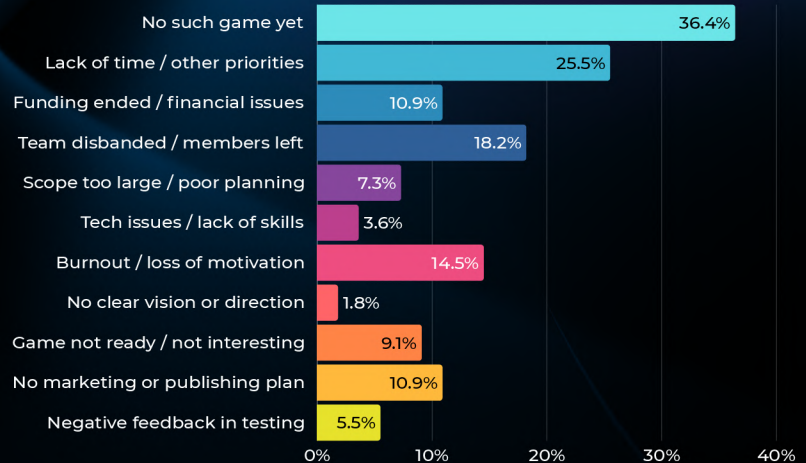
Games failed to release

36.4% of respondents are just starting, which is aligned with 41.6% of first-time developers from our sample. From remaining 63.6% of those, who attempted previous projects, rate of completion reveals following trends:

- 25.5% could not finish the project due to limited time or other priorities
- 18.2% suffered from team disbandment
- 14.5% experienced burn out and loss of motivation
- 10.9% had a lack of funding

Survey results show that most of developers are still working on their first release project. Among other respondents there are planning, long-term commitment, and team stability issues.

These areas can be improved through mentorship and better management methods, that can be provided by structured incubator programs.

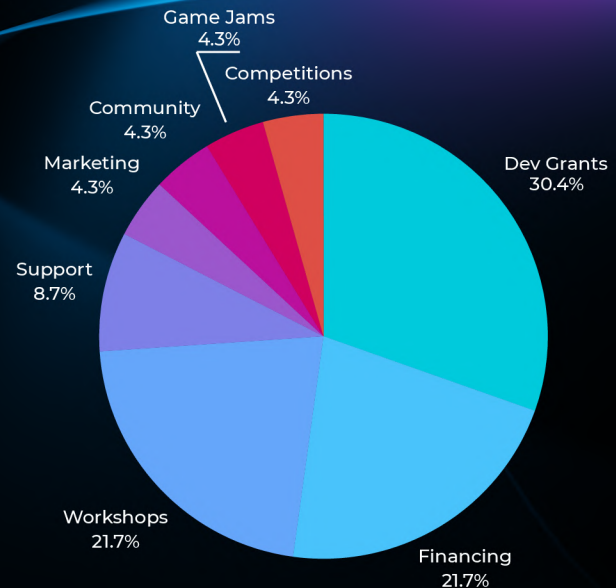


Measures of support

One third of respondents highlight the need for financial grants (30.4%), while direct financing and workshops both were noticed 21.7% of responses.

It illustrates that funding and practical training remain as the most crucial forms of support, while marketing, community building and competitions are not most needed at the moment.

The illustrated demand for grants and workshops shows an opportunity window for targeted funding and capacity-building programs, that would accelerate development of Uzbekistan's game industry.



Summary

Uzbekistan's game development scene is dynamically expanding, led by a new generation of young and passionate creators. Most teams are small yet active, producing original games and MVPs within short timelines. This trend for indie games and the growing focus on PC and 3D projects highlights a creative change for the local industry.

Despite successful changes, the sector faces major challenges - lack of financial resources, mentorship and shared business expertise. Many developers operate informally, with no stable income or structured support, having to rely mainly on personal motivation. Gender gap and concentration of developers in Tashkent also limit diversity and ecosystem growth.

The gaps, however, highlight clear opportunities for development. Strong need for investment, grant opportunities and training shows that the industry is ready structured programs, aimed at developing professionalism. With focused support, Uzbek game developers will evolve into a sustainable, export-ready game industry.

Call for devs and supporters

We thank you for taking the time to explore the snapshot of Uzbekistan's game development community. The presented report is just the beginning and reflects the growing creative force.

We encourage developers across the country to continue sharing their experience. Your input helps shape a clearer and more accurate picture of the industry.

To partners, institutions and investors: your support can make a real difference. You have the opportunity to help build the next generation of game creators in Uzbekistan - through funding, mentorship, infrastructure or collaboration.



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