The Capital Region has been making waves in the digital game industry for more than two decades. It is the home of Vicarious Visions, which Activision acquired in 2005. The studio in the Albany suburb of Colonie worked on Guitar Hero III: Legends of Rock, which was released two years later and became the industry's first billion-dollar title. The region's game development cluster has grown to include several other prominent video game studios.
TALENT PIPELINE

Rensselaer Polytechnic Institute
Games and Simulation Arts and Sciences (GSAS)

*Animation Career Review Ranking (2020)*
- 5th Best Game Design School in the East
- 88 game design B.A. degrees Awarded (2016–2018)

**Other Video Game-Related Programs at:**
- University at Albany
- Hudson Valley Community College (HVCC)
- Schenectady County Community College (SCCC)
- Programming in Game Development A.S.

**Albany Can Code**
- Software code training for non-traditional students offered at HVCC and SCCC

**Gaming Community**
- HV GamerCon 2020
  » Northeast's largest collegiate esports event, April 4-5
- Tech Valley Game Space
  » Coworking & community space for game makers of all skill levels
  » Affordable game making classes taught on-site & across the region
  » Diversity-focused mentorship programs for aspiring game makers
- International Game Developers Association Albany
- RPI Gaming Club

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CLUSTER PROFILE

23 studios with 455 workers total

6
LARGE STUDIOS
(≥14 employees)
377 total workers
Increase of 8.3% Y/Y

18
INDEPENDENT STUDIOS
<14 employees, contractors, volunteers
78 total workers

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Indie Studios Games

- Crash Bandicoot by Vicarious Vision
- Doggo Unleashed by Bork Bork Studios
- Grave Shadows by ToothPike Game
- BoomerangX by Dang!
- How To Train Your Dragon: Hidden World by 1st Playable Productivity
- FlyInside Flight Simulator, by FlyInside