

Global Entertainment Industrial Park

Agglomeration Empowering Revolution





**Project
Positioning**



**Mega Market
of China**



**Social
Environment
of China**



**Value of
Industrial Park**



Service System



Case Study

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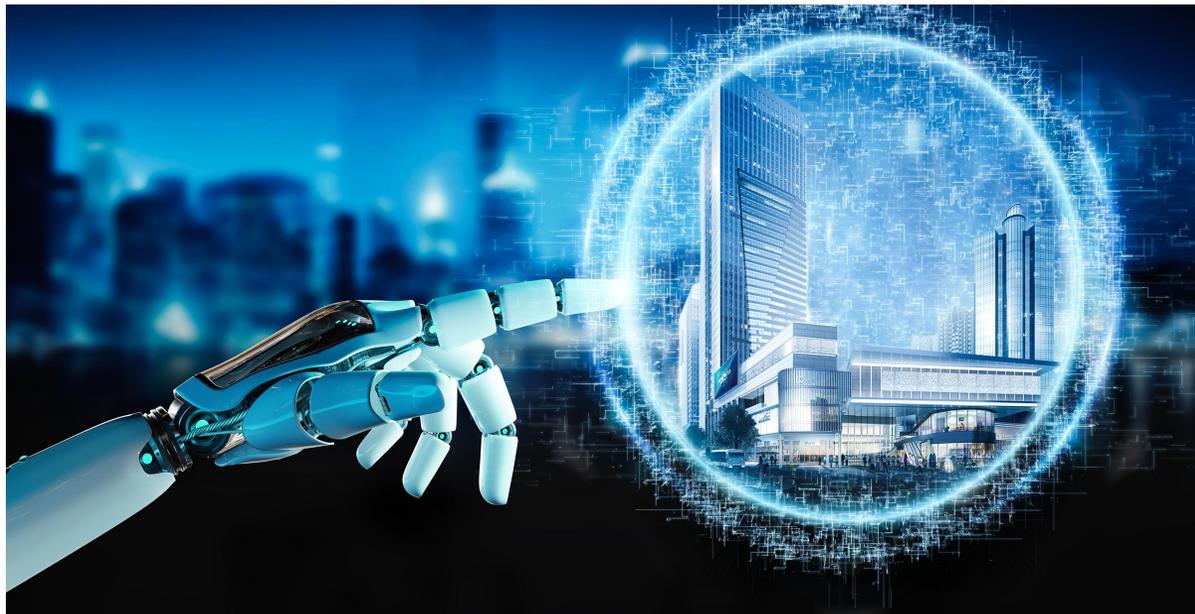
Project Positioning

“Global Entertainment Industrial Park” supports global corporations with their businesses or with expanding existing operations in China.

This project will gather elites from the industry in global range to create the most excellent creativity, the most efficient communication and production and the highest quality products to better serve the global market.

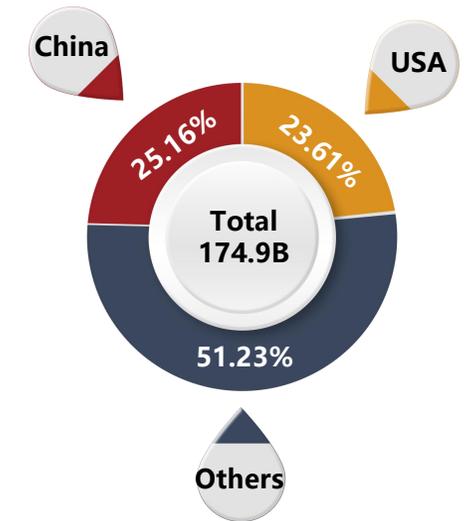
The largest, the most comprehensive entertainment industrial park

---Will start from here

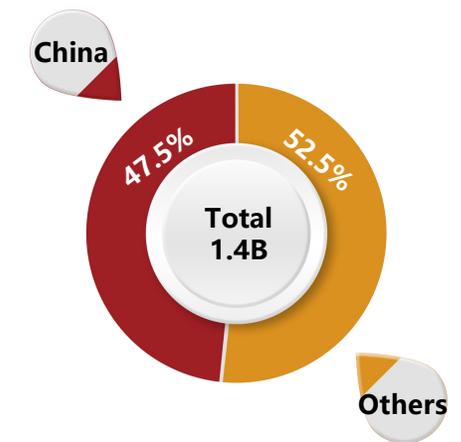


Mega Market of China

- Revenue of China's game market in 2020 was US \$44 billion, a year-on-year growth of 23.83%.
- China was accounting for 25.16% of the total global market, while America was taking the second place with 23.61%.



- The number of users in China reached 665 million, an increase of 3.7% year-on-year, accounting for 47.5% of the global total of 1.4 billion gamers.

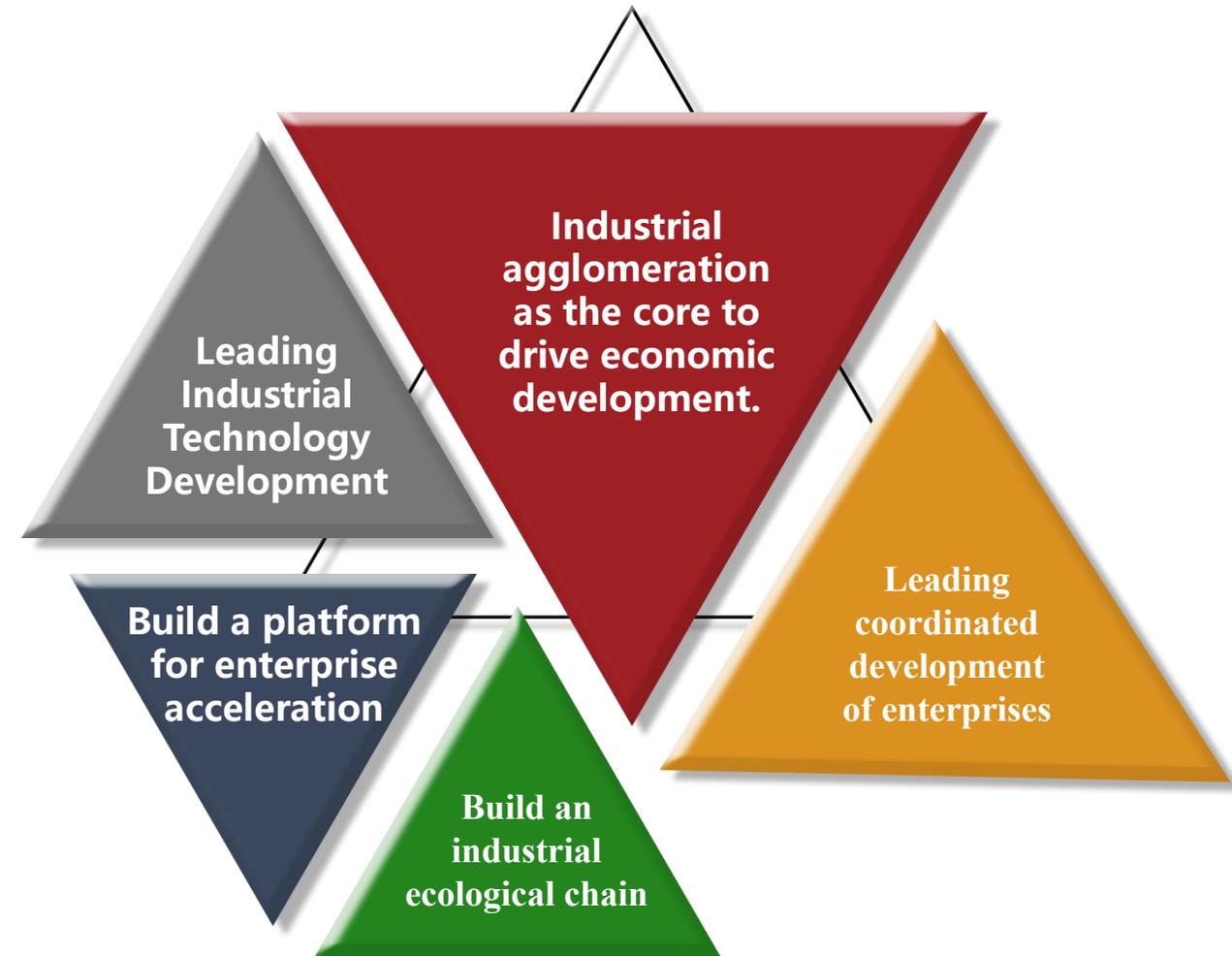


Social Environment of China

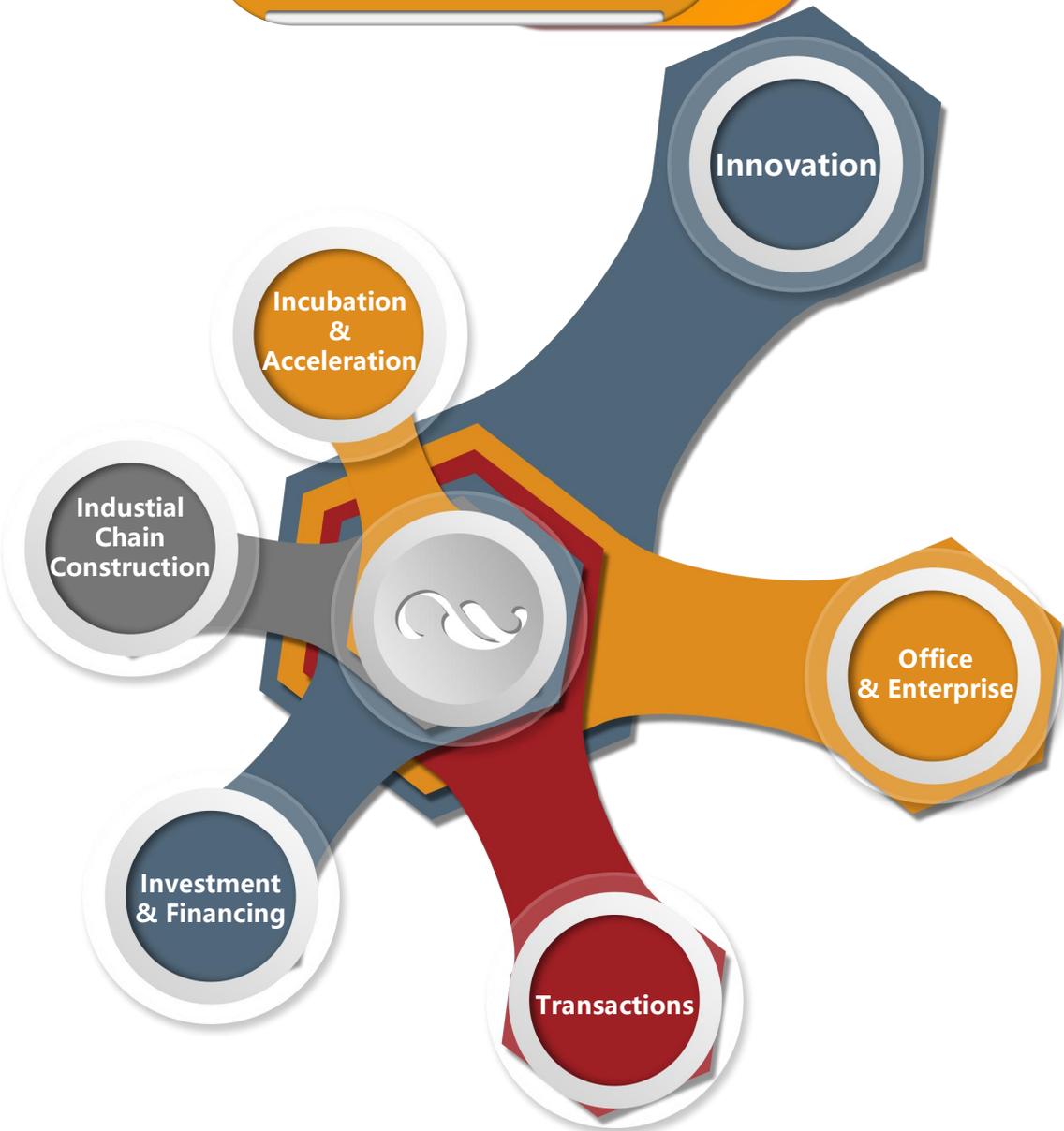
- ✓ On the road of globalization
- ✓ Excellent macro environment
- ✓ Social and political stability
- ✓ Rapid economic development
- ✓ Integrate with global market
- ✓ Prosperous and free culture
- ✓ Dramatical progress in cutting-edge technologies
- ✓ Strong market capacity



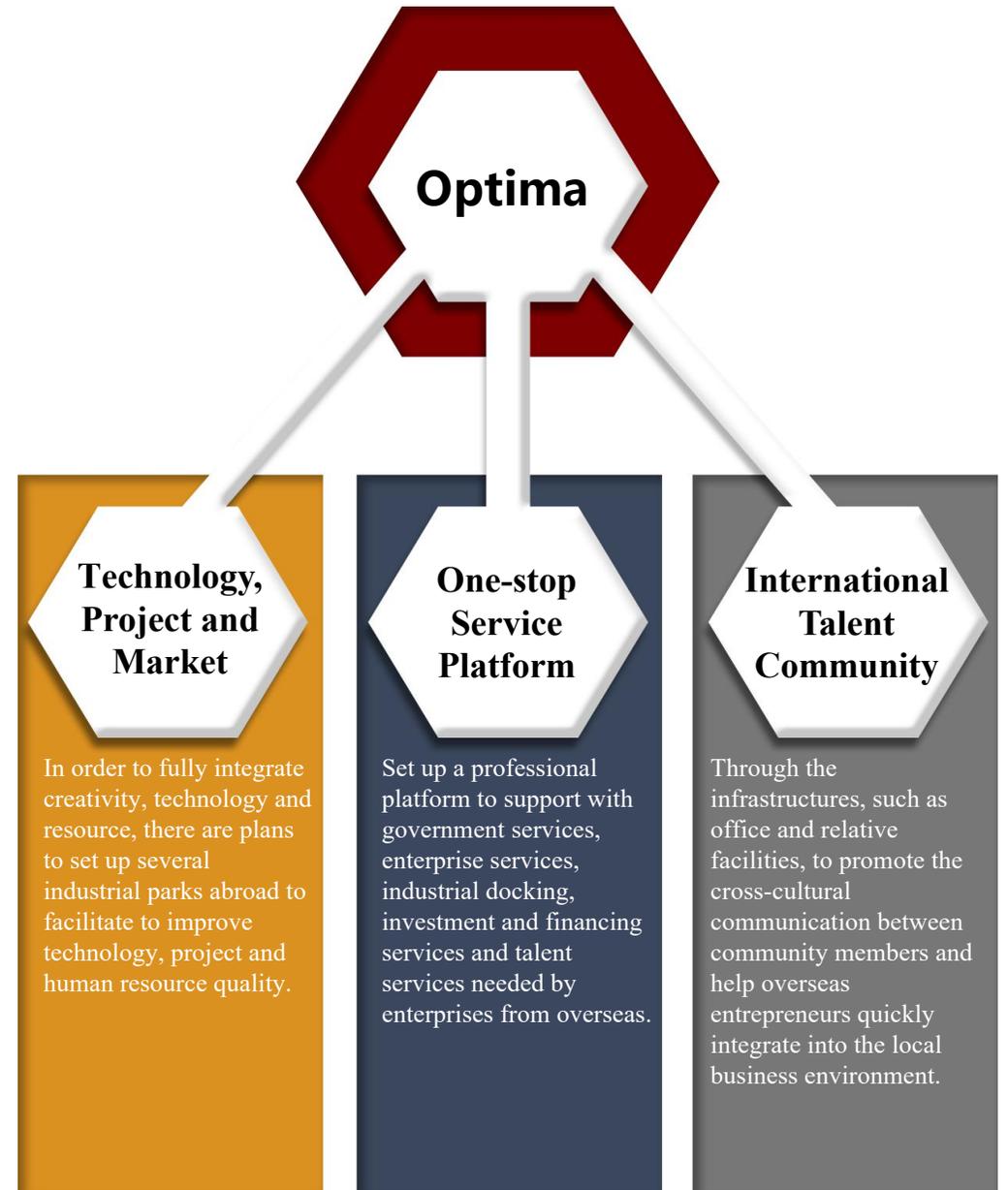
Value of Industrial Park



Service System

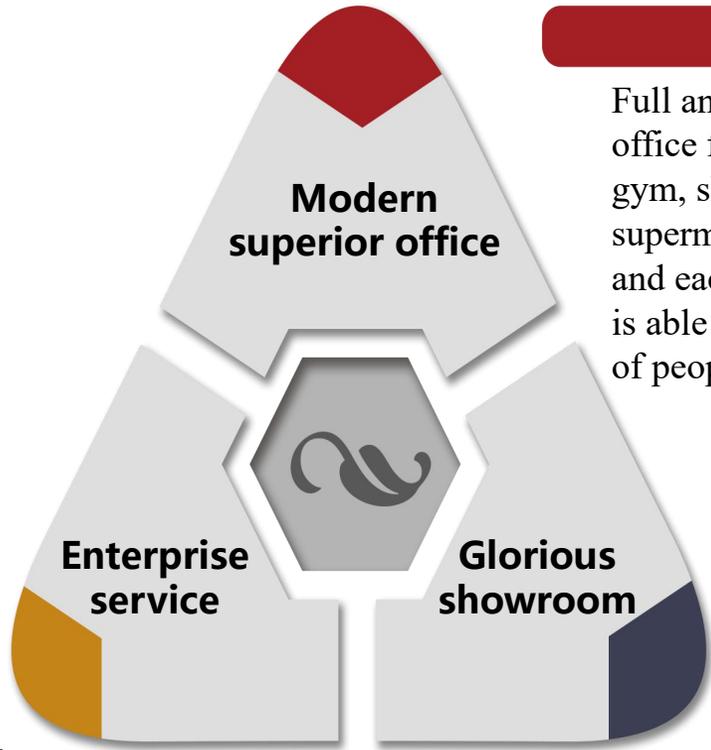


Innovation



Office & Enterprise

Providing professional services such as new policy interpretation, relative qualification application, high-tech enterprise application and talent hiring support.



Full and comprehensive office facilities including gym, shopping mall, Cafe, supermarkets, restaurants, and each of constructions is able to hold thousands of people.

Modern digital exhibition hall and large conference and promotion area can support business negotiation, display and knowledge sharing.

Transactions

Technology Trading

- Technology project trading: Providing enterprises with high-quality project resources through matching with exclusive platform .
- Intellectual property trading: Providing trademark, patent, copyright transaction services.

Product Trading

- Providing the most comprehensive channels to prove product publishing, producing and promoting.

Equity Trading

- Providing corporate share reform and listing services.



国家知识产权局
China National Intellectual Property Administration



华龙证券
CHINA DRAGON SECURITIES

Referencing Pictures

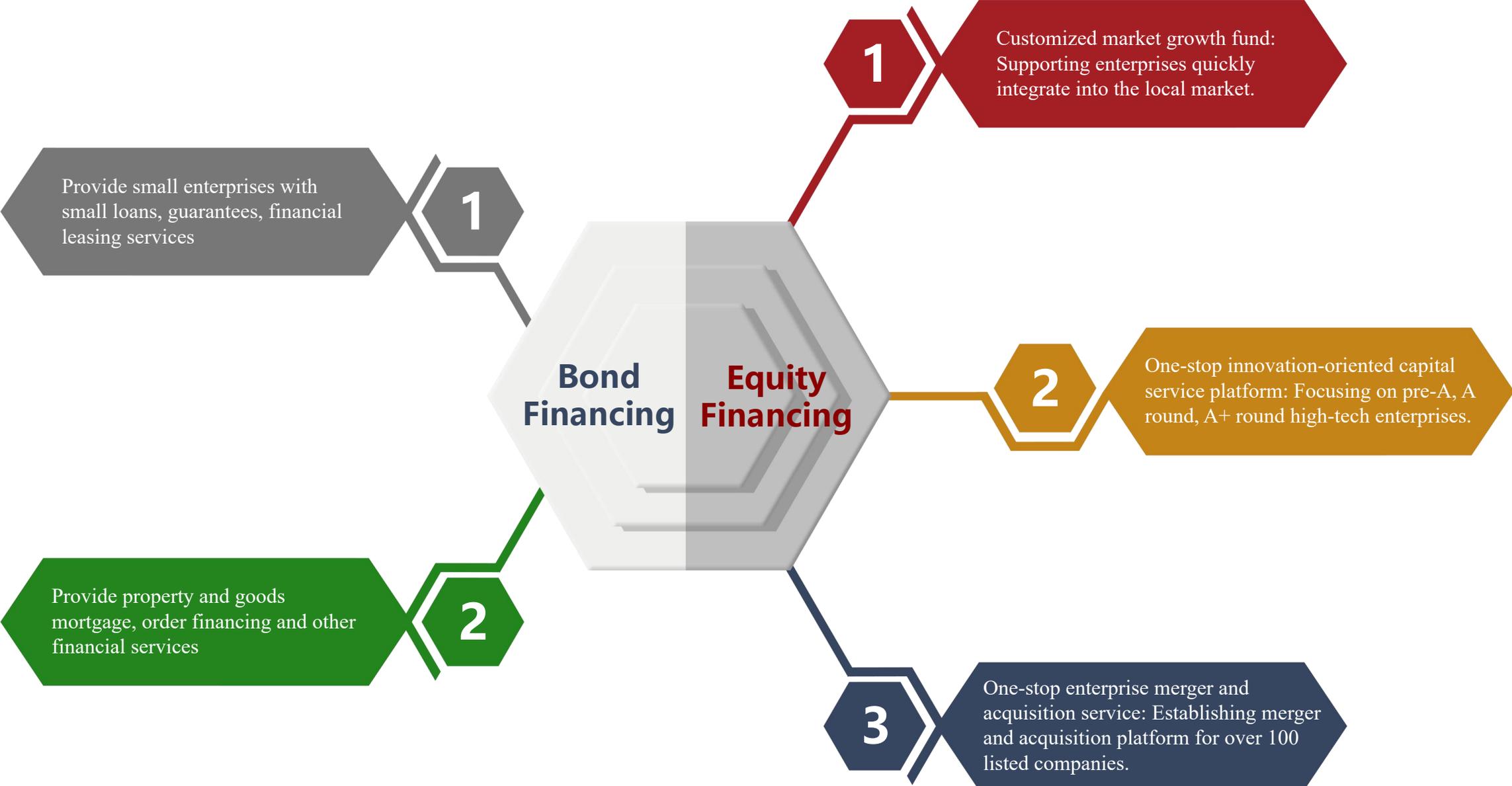
**Elegant
Business**



**High-end
Conference**



Investment & Financing



Industrial Chain Construction

GWGC has achieved over 30 thousand developers, publishing platforms and marketing channels in global range. In order to better support those businesses who want to expand business in China, GWGC will definitely share the resources accordingly.

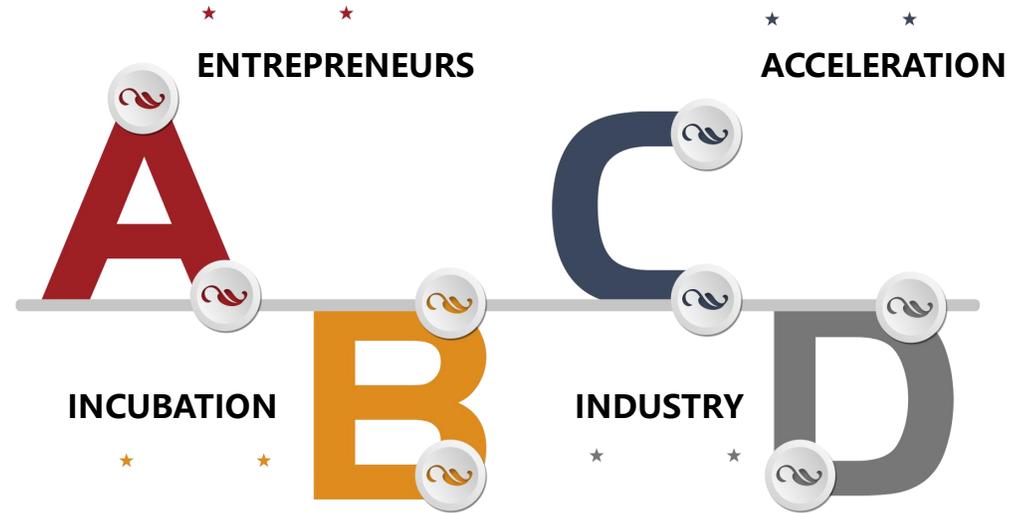


Incubation & Acceleration

For small and medium sized companies who want to develop rapidly, they are highly recommended to join the industrial park incubator, which will be equipped with excellent resources and promote its rapid growth and development.

Business incubator originated in the United States in the 1950s and developed with the rise of new technology and industrial revolution. Business incubators play great roles in promoting the development of high-tech industries, incubating and cultivating small and medium-sized technology-oriented enterprises, revitalizing regional economy, cultivating new economic growth points and so on, which has aroused great attention from governments all over the world.

The development of business incubators in China has formed its own characteristics and has begun to take on various forms. It has been developing towards the direction of diversified forms, specialized functions, diversified investment parties and networked organizations.



About GWGC

GWGC (Global Windows Game Conference), was established by **Miracle Games**, is an developer alliance association under **International Animation Game Committee**. It has been providing a convenient platform to developers around the world for commucation and collaboration and has achieved over 33 thousand members worldwide.

GWGC Beijing Summit Forum



JUN 2016

Global “Belt and Road Initiative” Collaboration Forum - Organized by Chinese Ministry of Culture



AUG 2016

GWGC “Developer Day” was successfully held



MAY 2018

Global Humanitarian Support through Covid-19



APR 2020



Global Game Industry Leaders Summit & Yacht Soiree

JUL 2016



The founder of GWGC was invited to FY17 Microsoft China Partner Conference

AUG 2016



The 3rd GWGC Global Leaders Summit and Drow Award ceremony were successfully held

AUG 2018

Partners



Tencent

網易 NETEASE



App Annie



amazon



平安科技
PINGAN TECHNOLOGY

CMGE
中手游



Case Study

ROBLOX

Powering Imagination

*ROBLOX successfully entered into China's market and started its business based on collaboration with **Tencent** since 2019.*



*It has been 26 years for **UBISOFT** running business in Shanghai, China since 1996. It established a new studio in China.*

UBISOFT

SONY

*In 2014, **Sony** set up a cooperation relationship with **Shanghai Oriental Pearl Cultural Development Co., LTD** and started its business including production of game equipment and marketing, game software marketing licensing and wholesale.*

***Com2uS** opened its office in Beijing, China for its business expansion since 2003. The office was strategic deployment for itself to serve the global market.*

COM2uS

WELCOME TO CHINA

