

take place in the vicinity of the preserved military observatory in Bratislava Rača. The main motive will be to compete with players for limited resources and food. Participants will experience hunger, winter as well as “primitive conditions” and constant reconsiderations of their survival chances. LARP from another area will be *Mars 2037* by E&H Games, which will take participants to a base on Mars and introduce them to life there. *Mars 2037: The First Run*, from 2017, took place in the Botanical Garden of Košice, and the story was full of secrets, mysteries, and intrigues.

## Trnava Game Guild

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The Trnava gaming community is growing. The regional town of Trnava, which is close to the capital of Slovakia, has been providing good conditions for young creative people in recent years. Students maybe go to vote at their residence, but they live, study, and even more often work in Trnava. Their opportunities are going to be developed also by a new non-profit organization, which responds to the growing amount of young people interested in digital games. The *Trnava Game Guild* is thus reacting to the impulse of the Faculty of Mass Media Communication, University of Ss. Cyril and Methodius, where the first students of the complete 5-year study program Theory of digital games will be finishing next year.

Regarding Slovakia, some organized game development communities exist mainly in Bratislava or Košice, and there are only a few game studios, which can employ new people. Apart from them, there are indie developers and freelancers, and many of them are also in Trnava. They are the primary target of the Trnava Game Guild that would like to offer them a space for mutual communication and cooperation to support creating and financing of common projects. At present, the Trnava Game Guild is looking for financial sources and a suitable residence, but its members have been already working on various projects. Besides game development, they organize game jams, festivals and game-related events, through which they are trying to strengthen the local community as well as promote the idea that digital games are a valuable part of our culture and a vital segment of the economy, progressing in time, when many others stagnate or disappear.

The main goal of this effort is to spread awareness about job opportunities within this field, in various positions from digital game design, trade and consumption, and other related opportunities related to the area of culture and sport. The next step should be the expansion of gaming education to secondary and basic schools. Primarily, this will be done in cooperation with the Hemisféra association offering courses *Gamecraft* (for children aged 8-12, it has already been offered in Trnava and Bratislava for 4 years) and *LevelUp* (for older students, starting in Trnava this autumn). According to our current experience, young people are not only interested in gaming, but also in the creation of games, and with even greater passion than their older colleagues.

In addition to courses, the Trnava Game Guild will assist its members in grant application processes and provide opportunities for investors' support through planned acceleration and incubator programs. It wants to be helpful also during the promotion of its members' creation and activities at domestic and foreign events. The official opening of the Trnava Game Guild is planned at the beginning of June at the Game Days 2019 festival ([www.gdays.sk](http://www.gdays.sk)) in the Little Berlin Cultural center, located in one of Trnava's squares, Trnavské Nádvorie.

