





IGDA GROUP MEMBERS

https://igda.org/sigs/indie/

0000000 0000000 000000 IGDA Global Indie Collective:

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0000 000000 (Team 17)
0000 00000 (Apple)
□□□□ □□□□□ (Microsoft)
000000 00000-00000000 (Pixelles / Game & Colour)
DDDD DDDDD (Hit Detection)
000000 00 000000 (Facebook)
0000 00000 (Unity)
00000 (Spry Fox)
0000 0000000 (Warner Bros.)
0000 00000 (Nintendo)
DDDDD DDDDDD (Kojima Productions)
DDDD DDDDDD (UC Santa Cruz / Funomena)
0000 0000000 (Vlambeer)
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□□□ □□□□ (Maysalward)
□□□ □□□□ (EA Partners □ EA Originals)
□□□ □□□□ (Activision)
DDD DDDDD (Amazon Web Services)
DDDDDD DDDD (Remedy Entertainment)
0000 0000000 (Game Informer)
□□□□ □□□□ (Unity)
00000 00000 (Games for Change)
□□□ □□□□□ (Insomniac Games)
□□□ □□□□□ (Tequila Works)
□□□□ □□□ (Carnegie Mellon University / Schell Games)
000 000 (00000) 000 (Netmarble)
DDD DDDDD (Pineleaf Studio)
DDDD DDDDD(Playful Studios / Chair, IGDA Indie Collective)
DDDDD DDDDDDD (Stadia Games & Entertainment)
□□□□□ □□□□□ (Take-Two Interactive Software / Private Division)
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