MIGS BUILDS ON MORE THAN 50% YEAR-OVER-YEAR GROWTH AHEAD OF 2026 MONTRÉAL SUMMIT

Montréal International Game Summit, Canada's largest B2B games event, connects international companies with North American markets and opportunities



MIGS26 returns to Montréal November 10–11, connecting the international video game industry for two days of business meetings, programming and industry events.

MONTRÉAL, QUEBEC, CANADA, September 17, 2026 / EINPresswire.com/ -- The Montréal International Game Summit (MIGS), Canada's largest and longest-running B2B video game industry event, returns to Grand Quay in Montréal November 10-11 after growing attendance by more than 50% in 2025.

MIGS welcomed more than 1,750 attendees in 2025, up from 1,100 in 2024, with 650+ companies from 29 countries represented. International attendance surpassed 250, and 59% held management-level positions or above.

> Companies are coming to Montréal from across North America and around the world to find partners, enter new markets and grow their businesses."
>
> *Jean-Jacques Hermans, Executive Director, La Guilde du jeu vidéo du Québec*

Hosted by La Guilde du jeu vidéo du Québec and produced by XP Gaming, MIGS connects international game companies with North American markets through Montréal, while connecting North American companies with partners and opportunities around the world.

"MIGS has grown because the industry is looking beyond borders for new opportunities," says Jean-Jacques Hermans, Executive Director of La Guilde du jeu vidéo du Québec. "Companies are coming to Montréal from across North America and around the world to find partners, enter new markets and grow their

businesses. That international exchange is at the heart of what MIGS has become."



Victoria Tran of Outersloth speaks to video game industry professionals at the Montréal International Game Summit.



Montreal International Game Summit Video game industry professionals connect through business meetings at the Montréal International Game Summit.

BUILT AROUND THE BUSINESS OF GAMES TODAY

The business of making games increasingly extends beyond the walls of any one studio. Developers and publishers rely on external development partners, specialized technology, service providers and investors to bring games to market, reach new audiences and scale their businesses.

MIGS 2026 puts the full business ecosystem at the centre of the event. The EXDEV Hub gives external development and co-development companies a dedicated home on the show floor alongside the studios and publishers they work with. The Business Showfloor and Business Lounge create space for companies across the industry to meet and do business, while the new PG Connects Stage presented by Pocket Gamer dedicates a full day to mobile and AI. The Indie Zone and Indie Pitch connect independent developers with publishing, investment and the wider industry.

"Companies are making more deliberate decisions about where they invest their time, capital and resources," says Jason Lepine, Founder of XP Gaming. "That is driving more collaboration across the industry and creating new opportunities for specialized partners. MIGS puts that entire ecosystem in one place to connect and do business."

THE BUSINESS OF GAMES ON STAGE

MIGS 2026 programming tackles financing, international growth, studio strategy, publishing, market validation and independent development.

IO Interactive will reveal how its global studio strategy shaped 007 First Light. Ghost Ship Games will share lessons from growing Deep Rock Galactic into a global franchise. Montréal-based

Studio Paralives will unpack the seven-year journey behind Paralives, which sold more than 1.1 million copies in its first two months.

Speakers from Epic Games Store, Behaviour Interactive, Kitfox Games, 11 bit studios and more round out the program, with additional programming to be announced.

ABOUT LA GUILDE DU JEU VIDÉO DU QUÉBEC
La Guilde mobilizes, represents and promotes over 400 video game companies that employ 15,000 people across Quebec. A proud voice for a world-class industry that generates $1.4 billion in economic benefits for Quebec, it contributes to the success and visibility of local businesses.

For more information, visit www.laguilde.quebec

ABOUT XP GAMING
XP Gaming creates business opportunities for the video game industry by connecting companies with the people, partnerships and markets that drive growth.

Through B2B events, industry partnerships and international business development, XP Gaming connects developers, publishers, investors, service providers and industry organizations across Canada and around the world. Its events include XP Game Summit, the Montréal International Game Summit (MIGS), and XP Game Connect conferences in Vancouver and Atlantic Canada.

For more information, visit xpgaming.biz

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