GamePlan und SupplyDrop: Regionalpartnerschaft, 23. März 2020

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GAMEPLAN JOINS SUPPLYDROP NETWORK AS EXCLUSIVE PARTNER FOR SOUTH AND LATIN AMERICA ---------- Partnership will increase global platform penetration while helping local game developer studios to connect with professionals from around the world São Paulo, March 23, 2020 - GamePlan, leading business and marketing consultancy based in Brazil but with global reach, and SupplyDrop, a matchmaking platform designed to help game studios build, stronger more stable teams have announced an exclusive partnership to bring SupplyDrop to Latin and South America. SupplyDrop is a matchmaking platform designed to solve the inherent ramp-up and ramp-down problem in the industry, for times when they don't have enough projects on, and therefore they have some spare capacity, as well as times when they really need that specialist expertise to get the project finished on time but can't find it. The mission is to connect studios who have too many developers with those who have too few when they desperately need them. To achieve that mission, the SupplyDrop platform was created by a team of market experts and developers, using state-of-the-art tech to match needs and availability, and matching game studios so they can move forward with an aligned relationship. "SupplyDrop is an amazing solution to a very common challenge for any game development studio, but specially in Latin America, the need to maintain team availability between projects is a matter of life and death", comments André Faure, CEO of GamePlan, who adds ·another great aspect of this new service is to connect companies and professionals from around the globe around a high-bar network, unleashing an unprecedented share of skills, experiences and knowledge that will benefit the market as a whole·. ·The idea behind SupplyDrop came from the needs that I face running a small studio in Vienna.· says Andrew Hance, Founder & CEO of SupplyDrop. ·There are studios out there who are desperately trying to find short-term work for their team to survive until the next project begins, and no one wants to have to fire good people from the team that they built, especially when they know they're going to need to exact same people a couple of weeks or months down the road. And there are other studios who need those people to meet their deadlines or to pass submissions. The fact that both are in trouble, simply because they can't find each other, is nonsense. The idea doesn't seem terribly novel or complex, but I couldn't find anything like it, and that was frustrating. So I decided to make it.· The partnership is already between fully functional, so Latin American studios can get already in touch with GamePlan to understand how to participate and benefit from this unique and exciting business opportunity by sending an email to contato@gameplan.com.br