

**Goran Vrbancic**

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## Description of the company

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TEKNEO SAS is a French company, with a capital of 49 000 Euros.

TEKNEO was created in February 2002 under the name of MULTI SERVICES (IMS) SARL, SSII.

Specialized in the informatics service line dedicated to the middle-sized companies and freelances (audit, hardware sell, hardware and network installation, training courses with Microsoft agreement, software engineering, web and multimedia services).

In 2006 IMS goes into the video games industry by integrating graduated of ENJMIN (Ecole Nationale du Jeu Vidéo et des Médias interactifs et Numériques into its staff members. IMS creates its brand, the studio le caillou.

The studio produced 5 general public games for Mindscape and Ubisoft, as well as serious games for some big companies during two years..

The company's strategy in 2009 is to develop its international activities and to put in place innovative technological services.

This strategy means for us an increase of the capital and the search for production financing.



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TEKNEO is a member of the Cap digital and Capital Games competitive clusters, and the Richelieu Comity.

It will soon be part of MEDICEN.

The company's 3 principal activities:

1. Innovation, consequently Research and Development of new technologies for its clients and partners. The development of its middleware Maratis, pipeline of multiplatform production (PC, iphone,DS/DSi, Wii) .
2. The creation of new uses in the domain of video game, of new internet services in Web, and of pioneer numeric products (ex. Interactive and numeric table-like supports, neural controller).
3. The production of interactive and numeric contents (video games, interactive and numeric books).

Its area of expertise is centered on the porting multiplatform thanks to its own production line which is in constant evolution: Maratis. This middleware which allows introducing new software components, such as a specific graphic engine, an AI system...

This year Maratis is proposed to the Video Games' French schools, during the year of 2010 this tool will be proposed to the young development studios of the industry of the Video Game and animation film.

Development in process :



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Orientation towards auto-edition for a major part of the projects: Video Game, Numeric books (comic strips, manga, comics, stories for children), mobile applications (ex. this autumn, 8 games will be edited on handheld platforms and online, while 15 authors will be edited by TEKNEO)

Reinforcement of the capital, and opening to the private investors (ISF)

Finding privileged partnerships with different complementary studios in order to accede earlier in the chain to all the online and handheld media.

Internationalization of our activities

Short-term strategy:

Dematerialization of the general public games' production, Touch screen Smartphone HD such as Iphone/ipod, handheld game consoles (PSP, NDS).

To differentiate ourselves in this competitive market on already identified pioneer markets.

