

Exkee tells us

Marseille? Exquisite!

Exkee is a company specialised in the production of video games and has been based in the Belle de Mai Media Cluster since 2005. This is in sharp contrast to its essentially Parisian competitors, but it has not prevented it from being successful. Nor from being recognised by its peers during the Milthon 2009! Toni Doublet, the Company Manager has no regrets!

> The Media Cluster? It is exceptional!

Toni Doublet : Historically, the video games industry in France has been based in Paris and Lyon. Brittany would have been a personal favourite for me because I was raised in Vannes, but it would have been completely unreasonable because there is no activity there. Therefore, we considered three possibilities after the company was created in 2003, namely Valenciennes, Angoulême and Marseille. Finally, we chose the Phocéen city that was creating the Media Cluster because we wanted to work under the best possible conditions.



Toni Doublet,
Company Manager

> Games? Exciting!

Our activity demands a great deal of personal investment. Working under the sun in this type of environment nourishes our creativity. I have no regrets in having made this decision, although it is sometimes difficult to recruit locally. On the other hand, we have all infrastructures (TGV, aircraft, etc.) necessary for our business meetings in Paris or elsewhere.

Our workforce is composed of seven employees, mainly programmers. We also call upon freelance graphic artists mostly based in Paris. The result is that our operating structures are flexible and can adapt to our frequently cyclic activity sector.

> Our catalogue? Quickly expanding!

Our activity began around the production of video games for mobile phones. We developed about a dozen titles including Tomb Raider Legend, through subcontracts. Our activity then diversified with the production of video games on PC and on console. After a first experiment with I-Fluid (for PC) in 2007, we successfully self-financed marketing of a second product, Robinson Crusoe, available on mobile telephones in July this year.

> A price at the Milthon? Excellent!

Finally, in September 2009 we were delighted to receive a prize at the 3rd Milthon edition that rewards the best French video games products. ColorZ is our third self-financed product. It is a 2D skill and reflection game obtained by downloading from the Nintendo Wii console. It was very well accepted and prospects are promising. Although starting up is still difficult, there is a genuine interest in the Wii for which sales are twice as high as its Sony PS3 and Microsoft Xbox competitors.

For further information :

www.exkee.com