

CATLAB INTERACTIVE

PRESS KIT



ABOUT

CatLab Interactive is a Belgian independent game studio creating crossplatform games rooted in daily life.

<http://www.catlab.eu/>

HISTORY

CatLab is a young studio founded in May 2014 by Thijs Van der Schaeghe. Though he developed Dolumar five years prior to that, Thijs used to work as a freelance consultant for companies in France and Belgium. The new project, QuizWitz, jumpstarted a new chapter in the growth of the company. Thijs managed to hire employees for the first time and is building up a selfsufficient game development studio.

PHILOSOPHY & FUTURE

The developers understand that the way people live their lives is more important than ever. Their focus is on social features and multimedia solutions to put the customer at the center of the experience. As a peopledriven innovation studio we hope to bring millions of people together through play and shared experience, including every professional in the business.

No one knows what the future will bring, but CatLab aims to become a healthy, selfsufficient studio with the means to keep pursuing their creative visions and dreams. Notable game genres that come to mind for the future are strategy and roleplaying games.

“We create webbased, socially integrated games we would love to play ourselves, as do our cats.”

CORE VALUES

Rebellious – We love to do things our way, thinking outside all boxes.

Indie – Independence is our middle name. We respect our projects and our industry.

Openness – We’re an open studio, empowering open communication in an open world.

Global society – In this one world with many personalities we support creative connectivity.

Socially integrated – Rooted in their everyday life, our products can be used on many a device

Fairplay – We are true to our goals and facilitate fairplay and a fair customer experience

Evolve – As the world changes continually, we stay on top of every breakthrough.

PROJECTS

DOLUMAR

A persistent browserbased game about two warring factions who fight for control over elemental runes. Players need these to build structures and train units. Important unique elements are the strategic resources, players can build wherever they want inside their area of influence and a higher difficulty level in comparison to other similar games.

The game was created while Thijs was still a student and finished in 2008. It had some success, but other career opportunities prevented further improvements and updates. In the future, CatLab Interactive is planning on redesigning the game.

<http://www.dolumar.com/>

QUIZWITZ

QuizWitz is a browser-based party quiz game that turns each player's smart device into a controller. It is platform-independent and comes with its own community platform where players can collect, create and publish their own question packs to their own interest. The game has a vintage design and comes to life thanks to a witty quiz host and jazzy music.

QuizWitz is steadily turning CatLab Interactive into a professional game development studio with a bright future. The game is currently in its beta stage.

Added into this .zip are logo's, banners and screenshots for you to use!

<http://www.quizwitz.com/>

CONTACT

Thijs Van der Schaeghe

Founder & developer

thijs@catlab.be

Ken De Pooter

Marketing Manager & Game Designer

ken@catlab.be