

Strengthening neurodiversity in the
Danish games industry



Stu is a three-year youth education programme for young people aged 16 to 24 with cognitive or physical disabilities, as well as other special educational needs

[More info ↗](#)

Objective

More than one billion people worldwide are neurodivergent, and neurodivergent individuals are strongly represented in the games industry. According to a study by Ubisoft (2022), 18% of game developers identify as neurodivergent compared to 15% of the general population.

This higher representation reflects how game development often relies on skills associated with neurodivergence, including creativity, hyperfocus, innovative thinking, and precision (Ubisoft, 2022). When these strengths are recognised and supported, neuroinclusion can become a competitive advantage for game studios.

To help unlock this potential, Games Denmark and Copenhagen Legacy Lab launched a neuroinclusive

initiative as part of Copenhagen Gaming Week. The initiative aimed to strengthen inclusion in the Danish games industry and inspire neurodivergent students from stu programmes to pursue future careers in game development.

Activity

Six months before Copenhagen Gaming Week, students and teachers from Specialisterne Stu and Sputnik Stu began developing two original games that would later be presented at the gaming festival.

- **BETA MONKEY:** A virtual reality game developed by 22 students and teachers from Specialisterne Stu in collaboration with a mentor from the game studio, Invisible Walls.

- **Dead Man's Mountain:** A retro arcade game developed by 20 students and teachers from Sputnik Stu. During the development process, the students received guidance from an industry professional through a school visit and visited Unity (a platform to create and grow games and interactive experiences).

Throughout the process, Games Denmark and Copenhagen Legacy Lab connected the schools with experienced professionals from the games industry. What began as informal collaboration evolved into a structured mentorship programme that supported teachers, motivated students, and strengthened the quality of the games.

"I knew that I liked playing games, but I did not know that I also liked developing games"

Student
Specialisterne Stu

Evaluation

During the three days of Copenhagen Gaming Week, the students showcased their games to more than 31,400 visitors (B2C) and engaged directly with professionals from the Danish games industry (B2B). Presenting their projects in a professional festival setting gave the students valuable experience in pitching, networking, and receiving feedback from both players and industry representatives.

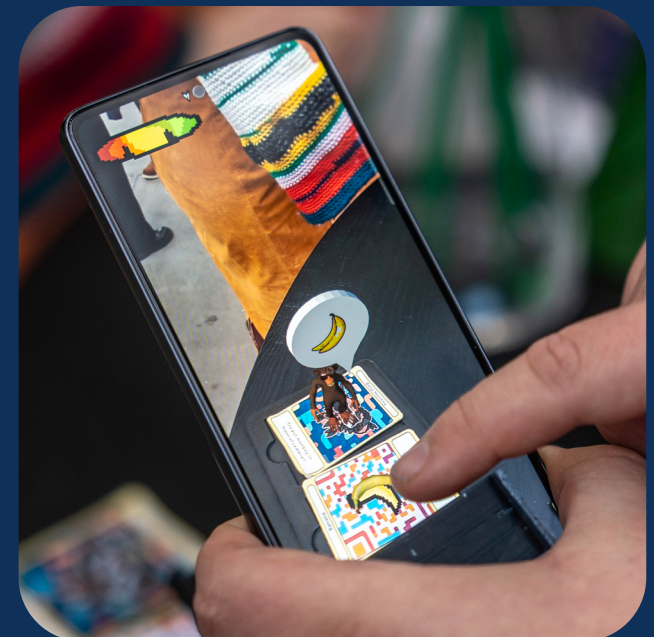
A survey conducted among the participating students showed positive results:

- The students reported an overall positive experience working with game development
- Half of the students expressed interest in pursuing an internship in the games industry

- Half of the students expressed interest in working professionally with game development in the future

"Being at Copenhagen Gaming Week together with all the other indie developers makes it much easier for our students to see themselves in this field"

Anders Eldrup Krog
Teacher, Stu Sputnik





Specialisterne Stu

Since the gaming festival, Specialisterne Stu has continued its work to create pathways into education and employment:

- One student from Specialisterne Stu was employed by Raw Power Games
- Specialisterne Stu visited Invisible Walls in March 2026 to explore professional workflows and internship opportunities
- The dialogue with Raw Power Games continued with the aim of creating pathways into the industry
- Students from Specialisterne Stu continued developing "BETA MONKEY" with the ambition of launching the game on Steam in 2026

- Teachers at Specialisterne Stu began developing an online platform to showcase student portfolios and gameplay projects to strengthen access to internships and employment opportunities
- Participation in Copenhagen Gaming Week also led to a new partnership between Specialisterne Stu, Aalborg University, and CyberSkills, resulting in three workshops focused on cybersecurity and practical training for students
- Specialisterne Stu has subsequently initiated a dialogue with BitFire Games with the aim of establishing an internship collaboration

Sputnik Stu

Since the event, Specialisterne Stu has also continued working with game development:

- A student from Sputnik Stu participated in Nordic Game Jam 2026, a three day event where game development enthusiasts collaborate to create new games
- Students at Sputnik Stu have continued developing "Dead Man's Mountain", adding new levels while further strengthening their game design and development skills
- "Dead Man's Mountain" remains on display at Sputnik Stu, giving both new and returning students the opportunity to play and experience the project



Copenhagen Legacy Lab is an award-winning strategic initiative under Copenhagen Convention Bureau that drives positive long-term impact from congresses and events.

For more information and additional cases, visit
www.wonderfulcopenhagen.com/cll