



Video games . Workshop . Gamification

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<https://deusmarmota.com/>

Deus Marmota develops
colorful video games whose
watchword is transmission.

We transmit stories. We
transmit emotions. We
transmit knowledge.

Deus Marmota, that's it

International
visibility

Video game
creation

Book
publishing

Trainers -
animators

Our labels

#FemmesEntrepreneuses avec Orange



#WomenMakingGames avec

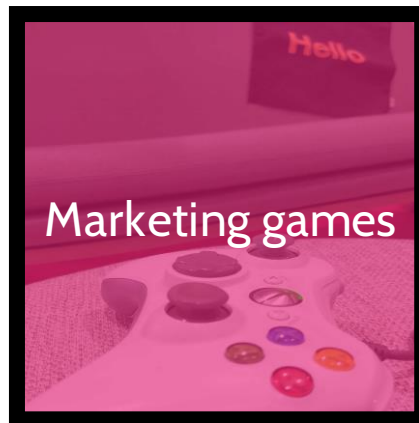
INSTITUT
FRANÇAIS

Our partners

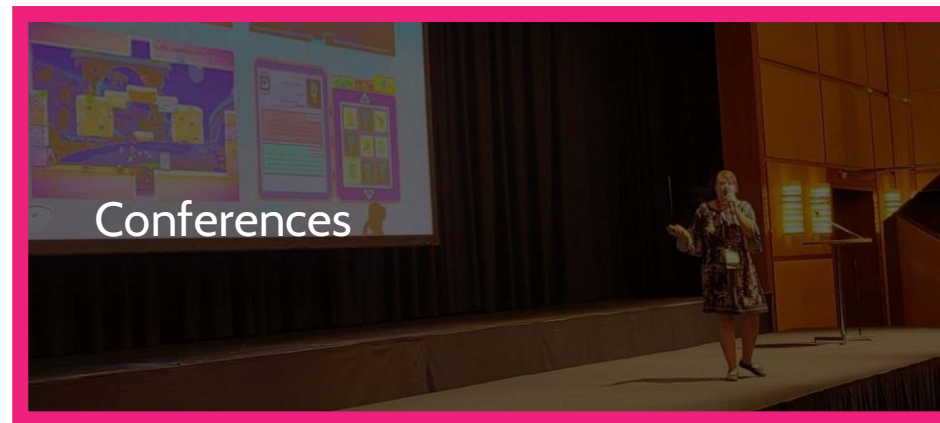




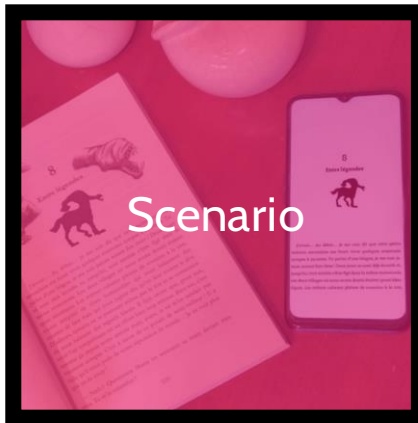
Educational workshops



Marketing games



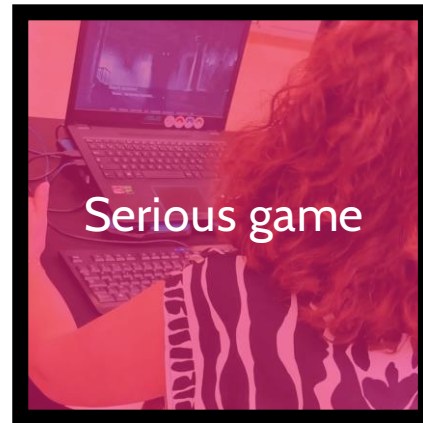
Conferences



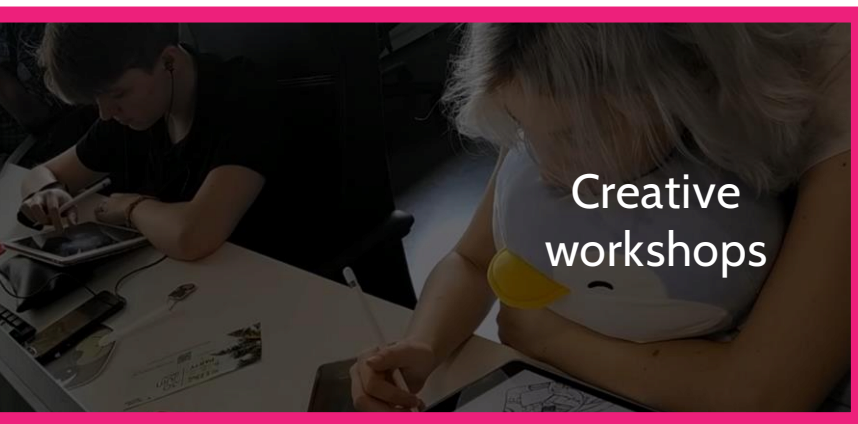
Scenario



Deus Marmota services



Serious game



Creative workshops



Game design



Educational games

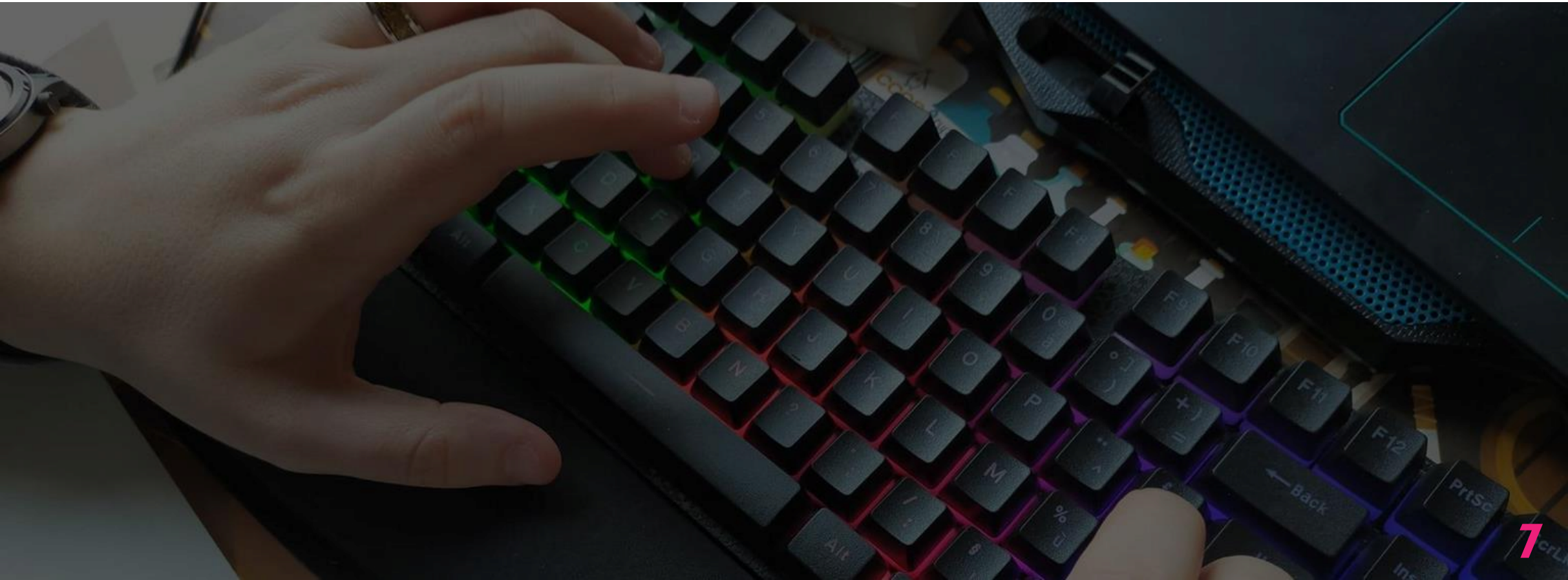
Deus Marmota at your side for your projects

- Discovering careers in the video game industry
- Introduction to video game creation
- Customized video game creation
- Team-building activities
- Introduction to the use of AI
- Escape game creation
- Video game adaptation of other media
- Videogame creation for sales promotion
- Gamification of activities and media

Ideas for specific projects? Let's talk!

Deus Marmota adapts to you

- ✓ On quotation, to suit your needs and budget
- ✓ With you, to create the game or event that suits you best
- ✓ With many options and possibilities



Deus Marmota, it's also about values



We use the interactivity that characterizes video games to create moments of conviviality and social bonding.



We create intergenerational bonds and work with young audiences.



We pass on our knowledge through targeted events, offering an innovative means of expression to as many people as possible.

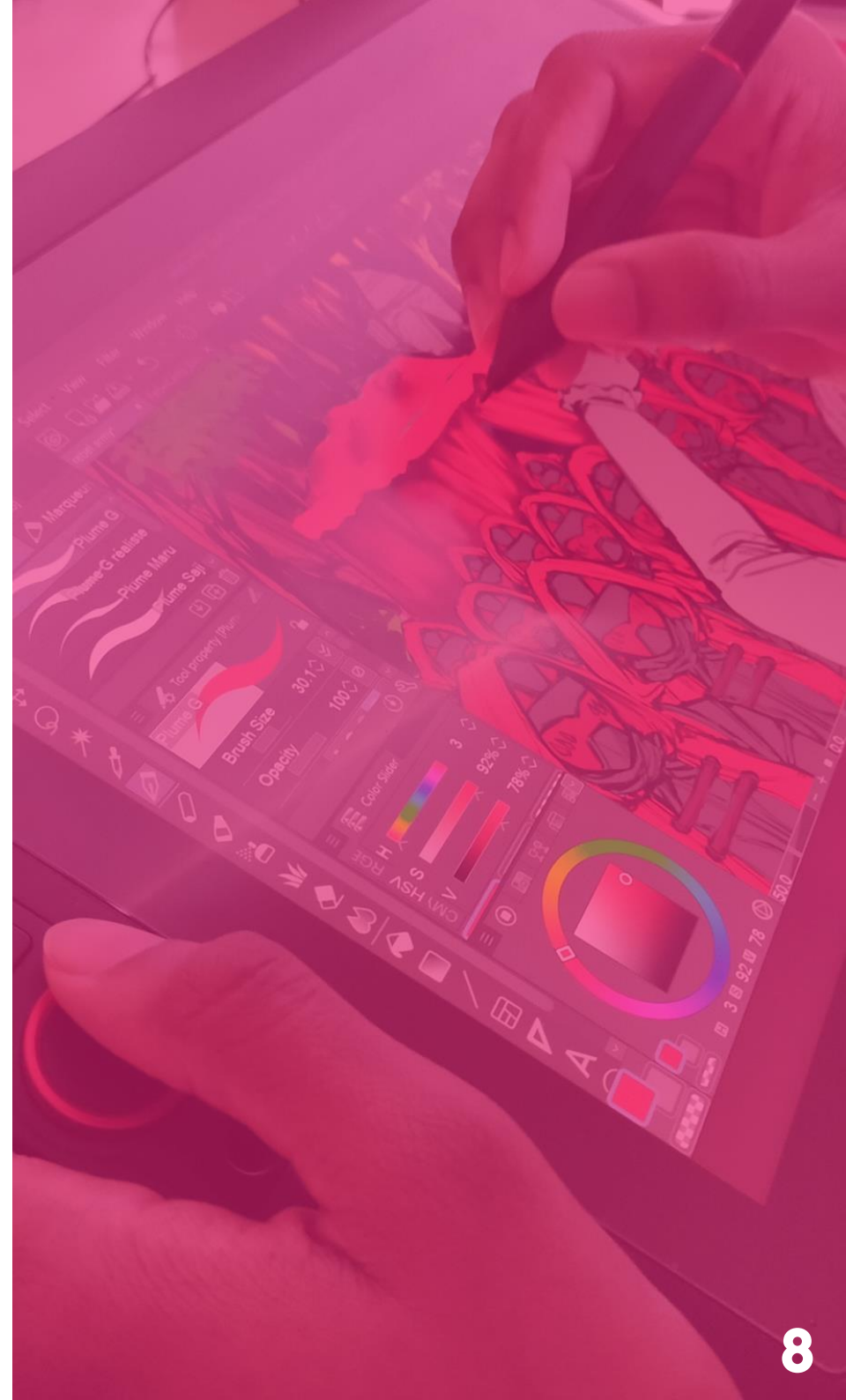


Our pricing structure is designed to make our services accessible to structures of all sizes.

Deus Marmota, experts at your service



- Professionals from a video game production studio
- A wide range of skills
- Profiles as trainers and animators
- Years of experience in teaching and animation
- A president committed to Women in Games France, an association of professionals working to promote gender equality in the video game industry in France.



Deus Marmota, A family studio

Deus Marmota was co-founded in 2021 by Caroline Lamarque and Jonathan Sauvignet.

This passionate couple cultivate the conviviality and good humor that video games convey through our creations, but also through our services.

The birth of their first child in 2022 strengthened their focus on young audiences. It was then that they decided to put their years of experience in animation and teaching to good use. This is how Deus Marmota's services, already open to adults and professionals, opened up to the latest generations.

Parenthood has also inspired the game currently in production, *Rogue, Rogue, Baby!* This game, aimed at the general public, offers parents and children a chance to play together on the theme of domestic risk prevention in early childhood.



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