

About the studio



A dynamic team



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For more information, visit www.slimcricket.com

Founded in November 2011, Slim Cricket was born from the initiative of four people from the Lyon region of France, all of whom have many years of experience working in the video game industry. Slim Cricket is aiming to capitalise on its 15 years of experience in visual arts, video games and animated cartoons to become a leading producer of interactive books.

Our goal is to create books built on three central pillars:

- Author-centric approach and original works
- Games integrated in the narrative inviting the reader to interact
- Making full use of peripheral devices for smartphones and tablets (touch screen, camera, microphone, compass and gyroscope)

Our first book, "The Witch With No Name", develops the theme of indifference through the story of a witch who is looking for her name. It is aimed at children from 4 years old.

Our second book, "The Chilly Penguin", is an adaptation of a puppet show that has been staged regularly for more than ten years. The book is aimed at toddlers and is based around the theme of lack of affection and its impact.

