GAMFART	QUALITY MANUAL	QM 3
	Section 3 Mission and vision	Page 1/1 Rev: 01

GameArt is a leading provider of high-quality digital gaming. We deliver world-class HTML5 slots with state-of-the-art graphics. Whether you are a single operator or aggregator with hundreds of clients, our multi-language and currency platform offers a complete solution.

We believe that simplicity equates to faster turnarounds and increased efficiency. Gaming is at the heart of what we do, we are proud to provide leading entertainment that will give your business the edge.

Statement of Quality Policy Management DECLARATION of the management of Gameart D.o.o. about the quality policy of the company

For clients Gameart D.o.o. is a reliable, competent and competitive partner in the production of a wide range of products designed for modern online gaming. Gameart D.o.o. aims to continuously improve the quality of products and services, improve the production process and employee qualification to achieve quality that is fully in line with customer expectations.

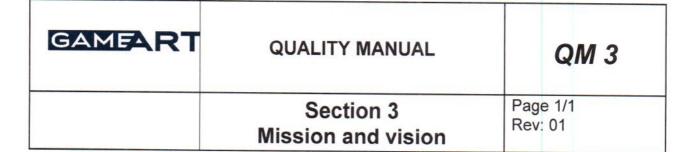
OUR MISSION: To develop innovative, interesting and reliable online games designed to deliver more players and maximize the financial performance of gaming.

OUR OBJECTIVES ARE:

 Production of quality, attractive and innovative online games, applicable to the specific requirements and peculiarities of the different local markets.
☐ Implementation of new and promising technologies in the online gaming industry.
 Creation of strategic partnerships in the country and abroad with leading companies
in various fields of the online gaming industry: producers, distributors and operators.
 Creating favorable conditions for creative and professional growth of the company's
employees. Attracting prospective specialists to implement innovative technological and
engineering solutions.
 Legal requirements – all the jurisdictional requirements on the markets where our
products are given. Compliance topics are responsibility of Project Manager and all
requirements and changes of the jurisdictional requirements are handled by him. Legal
country requirements are handled by lawyers and external consultants.
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To achieve these goals, the management of Gameart D.o.o. develops a quality policy that is aimed at protecting the interests of our clients, engages the entire team of the

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Work Position: Authorized Representative of Quality Management	Work Position: CEO	
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Date: 18.09.2018	Date: 19.09.2018	



company, ensures the upgrading of the qualifications and professional skills of each of our employees and is based on the basic principles of a quality management system in accordance with the requirements of ISO 9001: 2015.

For the quality policy to be effective, we focus on an objective approach to decision making and the consideration of priority aspects of the company's overall activity.

The management of Gameart D.o.o. declares that it will also work in the future for the introduction, maintenance and constant development and improvement of a certified Quality Management System regulating specific, clear and precise relationships, competencies and responsibilities of all units and positions in the company and providing high quality and time-stable parameters of the products.

As a result of the successful implementation of a targeted quality policy, the management of Gameart D.o.o. expects:

- expansion of the market share of the company;
- further development of contacts with different partners and lasting market presence on global markets;
- optimization of the technological processes;
- validation of objective quality criteria for all processes in the company;
- Increasing the conviction of clients in the efficiency of the quality policy implemented by Gameart D.o.o.;
- the overall prosperity of Gameart D.o.o..

The management of Gameart D.o.o. declares the personal commitment of the CEO and the responsible participation of each employee in the practical implementation of the so-called QUALITY POLICY and the related objectives.

Nova Gorica, 10.10.2018 CEO: Matej Knez

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