



Press Release

gamesweekberlin from 8 – 14 April 2019

- More than ten events during seven days
- From games business, funding and fundraising, esports and politics to women in the game industry as well as game culture and art
- New gamesweekberlin base in Berlin's Kulturbrauerei

Berlin, 4 March 2019. Seven days in April will see the capital becoming the magnet for gamers and international professionals. The umbrella brand of gamesweekberlin will again gather more than ten events that are aimed at both game enthusiasts and an experienced professional audience. This year will see the gamesweekberlin being based for the first time at the Kulturbrauerei in Prenzlauer Berg with numerous events all being held at one venue. Around 15,000 visitors are expected to attend gamesweekberlin 2019. The gamesweekberlin will kick off on Monday, 8 April, with the Opening Breakfast in the Palais of the Kulturbrauerei. Melek Balgün will moderate the event starting at 10 am. The Opening Breakfast as well as numerous other events under the umbrella brand are funded by Medienboard Berlin-Brandenburg. All the events and information can be found at www.gamesweekberlin.com.

QUO VADIS, 8 - 9 APRIL, Kulturbrauerei (Schönhauser Allee 36, Berlin)

Europe's oldest game developers conference has received a makeover since the brand was taken over by the Berlin company Booster Space. Topics such as marketing, live-ops, community management, financing and funding of games as well current developer trends, innovative deployment of technology and the use of computer games in the health service will be discussed in concentrated sessions at eight summits over two days. And another premiere: the renowned Clash of Realities conference will be discussing the overall state of digital games in higher education at its own summit. QUO VADIS is funded by Medienboard Berlin-Brandenburg.

BONUS-LEVEL JAPAN, 8 April – 8 September, Computer Games Museum (Karl-Marx-Allee 93a, Berlin)

The special exhibition of „BONUS-LEVEL JAPAN“ draws attention to Japan's video game culture on the occasion of the gamesweekberlin. The focus here is on the history of the development of its games industry, public and private gaming culture, and the interaction between Japanese gaming and pop culture. The exhibition is funded by Medienboard Berlin-Brandenburg.

Matchmaking Dinner, 8 April, (Spindler&Klatt), only by invitation

The exclusive Matchmaking Dinner connects local and international decision-makers from the games industry with opposite numbers from the worlds of politics and science. The yearly event of the initiative games:net berlinbrandenburg brings more than 200 stakeholders from all sectors of the industry together with personalities of the international game culture. The Matchmaking Dinner is funded by Medienboard Berlin-Brandenburg.



Rainbow Arcade, until 13. Mai, Schwules Museum (Lützowstr. 73, Berlin)

This is the first time ever worldwide that a museum has cast a spotlight on the queer history of video games: the RAINBOW ARCADE exhibition will be showing diverse exhibits from more than 30 years of media history, including playable titles, concept drawings, modifications written by fans themselves, and documentation from online communities.

Womenize! Games and Tech, 10 April 2019, Kulturbrauerei (Schönhauser Allee 36, Berlin)

This is now the fifth time that talks, panels and workshops at Womenize! will be focusing on everything to do with careers, prospects and empowering of women in the games and tech sector. The speakers include Carolin Wendt (Community Managerin CD Projekt RED), Rachel Quirico (Event Host Cyber Solution Agency), Rae Grimm (Director GamePro.de) or Martine Spaans (Founder Tamalaki). Womenize! is funded by Medienboard Berlin-Brandenburg.

A MAZE. / Berlin 2019, 10 - 13 April, SEZ Berlin (Landsberger Allee 77, Berlin)

Creatives and artists from more than 35 countries are expected to attend the international A MAZE./Berlin festival. The festival focuses on the art and culture of games and presents a unique, games and playful media exhibition, inspiring talks and workshops as well as a public evening program with performances, live music and DJs in a new location, the SEZ in Berlin-Friedrichshain. For the eighth time the A MAZE. Awards will be awarded in six categories. The event is funded by Medienboard Berlin-Brandenburg.

GERMAN ESPORTS SUMMIT 2019, 11 April, Kulturbrauerei (Schönhauser Allee 36, Berlin)

The second GERMAN ESPORTS SUMMIT, the symposium of the German Esports Federation ESBD, is taking the debate about esports to a new level under the banner of „The Esports Movement“. The focus is on esport as a digital sports movement with millions of people around the world competing against one another. The declared aim of this event is to work together on developing the movement and exploiting its potential at all levels.

APITs Day, 11 April, Hochschule für Technik und Wirtschaft, Ernst-Ziesel-Straße, 12459 Berlin

The APITs Day („Applied Interactive Technologies“) is about the application of hard- and software technologies from the games sector in non-entertainment contexts as APITs. The APITs Day informs, presents and offers plenty of networking opportunities.

Gamefest, 12 - 14 April, Kulturbrauerei (Schönhauser Allee 36, Berlin)

This year's Gamefest invites families and gamers to play and gamble on over 600 square metres. An interactive exhibition promises lots of gaming fun from 12 - 14 April with indie titles, board games, VR adventures, arcade and retro consoles as well as the Indie Arena Booth. The programme on the stage includes interviews, live Let's Play, tournaments and live music. The Youtuber Saftiges Gnu and Mikkel Robrahn are among those expected to appear. In addition, workshops are being organised in cooperation with the Games Academy and the alliance Youtube network to provide e.g. information about career prospects and training opportunities in the games industry. The Gamefest is funded by Medienboard Berlin-Brandenburg. On 11 April, on the evening before the Gamefest, gaming experts have the possibility to show their knowledge at the Seitenquiz in the Alte Kantine of the Kulturbrauerei.



Berlin Games Breakfast 2019: Berlin's cultural scene – no place for games?!

For decades now, video games have been able to develop their own lives in Berlin. With the Computer Games Museum, the Digital Game Culture Foundation and many creative video games. The Green parliamentary group will engage in a discussion with its guests about the kind of institutional foundation video games have in Berlin's cultural scene and the place they might and should occupy.

Other events during the gamesweekberlin

German Computer Games Awards 2019, 9 April, Admiralspalast, only by invitation

Around 700 invited guests are expected to attend the awards ceremony for the 11th German Computer Games Awards (DCP). The best games of the year compete in 14 categories for prize-money totalling 590,000 Euros. The gala is moderated by Ina Müller and broadcast on www.deutscher-computerspielpreis.de. The awards are organised by the Federal Government – represented by the Minister of State for Digitalisation and the Federal Ministry of Transport and Digital Infrastructure (BMVI) – as well as game – the Association of German Games Industry. The event is funded by Medienboard Berlin-Brandenburg.

TwitchCon, 13 - 14 April, Berlin CityCube

TwitchCon in Berlin is the first convention of the US streaming service to be staged outside of the USA. The mega-event will open with a keynote by the Twitch CEO and co-founder Emmet Shear.

All information at: www.gamesweekberlin.com

Tickets at: www.gamesweekberlin.com/tickets

Press accreditation at: www.gamesweekberlin.com/for-press/

Facebook: www.facebook.com/gamesweekberlin/

Instagram: www.instagram.com/gamesweekberlin/

Twitter: twitter.com/gamesweekberlin?lang=de

LinkedIn: www.linkedin.com/showcase/-gamesweekberlin/



The gamesweekberlin partners & sponsors:

Supported by Medienboard Berlin-Brandenburg

Sponsors of the umbrella brand gamesweekberlin: game Verband, Tannhaus, Myer's Hotel, Kickstarter, PlayFab, UE Germany, Ubisoft BlueByte, Crytek, XMG

Partner events: Opening Breakfast, QUO VADIS - game development & business conference, BONUS-LEVEL JAPAN, Matchmaking Dinner, Rainbow Arcade, Womenize! Games and Tech, A MAZE. / Berlin, GERMAN ESPORTS SUMMIT, APITs Day, Gamefest, Berlin Games Breakfast, Deutscher Computerspielpreis

Event partners: ESBD – eSport-Bund Deutschland, Freaks 4U Gaming, Factory-C, Computerspielmuseum, A MAZE. / Berlin, Booster Space, HTW Berlin, Schwules Museum, Fraktion Die Grünen, game Verband

Networking partners: games:net berlinbrandenburg, media:net berlinbrandenburg, Gamesmith, Global Games Industry Network

Official ticketing partner: Eventbrite

About gamesweekberlin:

The gamesweekberlin from 8-14 April 2019 is a leading cross-industry communication and networking platform for games business, development and culture. The umbrella brand gamesweekberlin gathers more than ten individual events over seven days suitable for both games fans and industry participants. In 2018, almost 15,000 game developers, publishers, investors and gamers, representatives of public institutions and the media industry as well as gamer, fans and families came to the gamesweekberlin. The event follows in the footsteps of the DGT – Deutsche Gamestage – an event initiated by the Medienboard Berlin-Brandenburg in Berlin in 2007.

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