

# Games Industry

## in the Berlin-Brandenburg Capital Region



### Strategic Business Advantages at a Glance

- Approx. 5000 IT companies with 50,000 employees and an annual turnover of 11.3 billion euro
- Germany's most innovative games cluster
- Leading location for edutainment und eLearning
- Outstanding educational opportunities at internationally renowned institutes such as the Games Academy for Games Programming, Design, and Production, the Konrad Wolf Academy of Film and Television (HFF), the German Film School, and the University of the Arts' (UdK) Computergenerated 3D Animation Program
- Home of Quo Vadis, Germany's most important conference for games developers

### Innovative Games Cluster

Berlin-Brandenburg boasts the most innovative and distinguished games cluster in Germany. Well-known developers such as YAGER, The Games Company, and RotoBee develop single and multi-user games for consoles and PCs in the capital region. Radon Labs operates the internationally renowned open source games engine "Nebula 2." The start-up GameDuell offers casual gamers online game entertainment. The German eSport Federation supports hundreds of clans that have received numerous awards at international games tournaments. The German Association of Computer Game Developers (G.A.M.E) also has its headquarters here. So too does the BIU Publishers Association. The region produces the games industry magazine, Game Face, as well as softgames.de, the largest forum for games and developers. The first search engine for games, wazap, is currently being developed in the region. And, finally, Europe's only Computer and Video Games Museum offers a look at the entire history of the medium.

#### Regional Games Developers

[www.ascaron.de](http://www.ascaron.de) | [www.ehapa.de](http://www.ehapa.de) | [www.exozet-games.de](http://www.exozet-games.de) | [www.frogster-ip.de](http://www.frogster-ip.de) | [www.gameduell.de](http://www.gameduell.de)  
[www.inscribe.de](http://www.inscribe.de) | [www.metaversum.com](http://www.metaversum.com) | [www.moccu.com](http://www.moccu.com) | [www.morgen-studios.de](http://www.morgen-studios.de)  
[www.ojom.com](http://www.ojom.com) | [www.radonlabs.de](http://www.radonlabs.de) | [www.rotobee.de](http://www.rotobee.de) | [www.silver-style.com](http://www.silver-style.com) | [www.softgames.de](http://www.softgames.de)  
[www.the-games-company.com](http://www.the-games-company.com) | [www.wazap.de](http://www.wazap.de) | [www.yager-development.com](http://www.yager-development.com) | [www.zeroscale.com](http://www.zeroscale.com)



"As a computer and video games production company, we're very active on the international scene. This makes Berlin the perfect place for us because the city has an amazing developer's scene and great educational opportunities, which in turn produce a large pool of qualified workers. Yet another plus is the excellent support that young entrepreneurs get from business associations and the Berlin state administration. As the capital of Germany, Berlin is attractive to people from all over the world and it's also easy to get to."

Markus Malti, CEO of TGC  
 The Games Company Worldwide GmbH  
[www.the-games-company.com](http://www.the-games-company.com)

# Games Industry



"The Berlin-Brandenburg region is one of the traditional centers of games development in Europe. Here you'll find a mixture of young designers, creative potential, major media companies, and a vibrant culture in an exciting metropolis at the very heart of Europe. This makes the location very interesting for our industry."

**Thomas Długaiczek, Rector Games Academy GmbH, Board Member G.A.M.E. Association of Computer Games Developers**  
[www.games-academy.de](http://www.games-academy.de)  
[www.game-verband.de](http://www.game-verband.de)

## Creative Developers

Games designers, programmers, and producers are trained at the Games Academy, the only educational institute specializing in this field in Europe. Computer generated 3D animation is taught at the Konrad Wolf Academy of Film and Television as well as at the German Film School. The L4 Institute for Digital Communication offers two study programs focusing on games. Quo Vadis, the German conference for games developers, has taken place in Berlin since 2007 in the context of the Berlin-Brandenburg Games Days (Gamestage). The annual Berlin-Brandenburg Medienwoche is yet another chance for creative talent and media experts to meet to present new developments and discuss questions facing the media and creative industries.

[www.games-tage.de](http://www.games-tage.de) | [www.medienwoche.de](http://www.medienwoche.de)

## Edutainment and eLearning

Egmont Ehapa Publishers has its headquarters in Berlin, as does Kiddinx, Germany's largest children's portal. Germany's major producer of family entertainment, morgen studios, has development units in Berlin, Potsdam, and Hungary. Also located in the capital region are the Cornelsen Publishing House, the second largest publisher of school and interactive learning books, and Tivola, the internationally prominent multimedia publisher. Companies such as Datango, Digital Spirit, and Condat develop technology for eLearning platforms used by initiatives such as TEIA AG, firms such as akademie.de, publishing houses such as Cornelsen, and institutional bodies such as the Brandenburg Chamber of Industry and Commerce (IHK).

## Attractive Funding Opportunities

By means of favorable nationwide technological and economic policies and generous development funds, Berlin and Brandenburg are able to provide significant support for the media industry as well as for national and international IT and telecommunications companies. Since September 2006, the Medienboard has been a major supporter of digital media content such as mobile content and games for PCs, consoles, and the Internet.

[www.ilb.de](http://www.ilb.de) | [www.ibb.de](http://www.ibb.de) | [www.mediadesk.de](http://www.mediadesk.de) | [www.medienboard.de](http://www.medienboard.de)

## Bookmarks

### Education and Training

[www.games-academy.de](http://www.games-academy.de)  
[www.filmschool.de](http://www.filmschool.de)  
[www.hff-potsdam.de](http://www.hff-potsdam.de)  
[www.mediadesign.de](http://www.mediadesign.de)  
[www.udk-berlin.de](http://www.udk-berlin.de)  
[www.die-entwicklerkonferenz.de](http://www.die-entwicklerkonferenz.de)  
[www.l-4.de](http://www.l-4.de)

### Edutainment

[www.cornelsen.de](http://www.cornelsen.de)  
[www.kiddinx.de](http://www.kiddinx.de)  
[www.morgen-studios.de](http://www.morgen-studios.de)  
[www.TIVOLA.de](http://www.TIVOLA.de)

### eLearning

[www.akademie.de](http://www.akademie.de)  
[www.condat.de](http://www.condat.de)  
[www.datango.de](http://www.datango.de)  
[www.digital-spirit.de](http://www.digital-spirit.de)  
[www.teialehrbuch.de](http://www.teialehrbuch.de)

### Associations and Networks

[www.game-bundesverband.de](http://www.game-bundesverband.de)  
[www.biu-online.de](http://www.biu-online.de)  
[www.berlin.ihk24.de](http://www.berlin.ihk24.de)  
[www.potsdam.ihk24.de](http://www.potsdam.ihk24.de)  
[www.interface-berlin.org](http://www.interface-berlin.org)  
[www.medianet-bb.de](http://www.medianet-bb.de)  
[www.seriousgames-berlin.de](http://www.seriousgames-berlin.de)  
[www.e-sb.de](http://www.e-sb.de)

### Useful Links

[www.medienboard.de](http://www.medienboard.de)  
[www.creative-city-berlin.de](http://www.creative-city-berlin.de)

[www.businesslocationcenter.de/games](http://www.businesslocationcenter.de/games)



**Alexander Kölpin**  
Tel. +49-30/399 80-245 | Fax -239  
[alexander.koelpin@berlin-partner.de](mailto:alexander.koelpin@berlin-partner.de)  
**Berlin Partner GmbH**  
[www.berlin-partner.de](http://www.berlin-partner.de)



**Stephan Worch**  
Tel. +49-331/660-3109 | Fax -3144  
[stephan.worch@zab-brandenburg.de](mailto:stephan.worch@zab-brandenburg.de)  
**ZukunftsAgentur Brandenburg GmbH**  
[www.invest-in-brandenburg.com](http://www.invest-in-brandenburg.com)



**Anastasia Ziegler**  
Tel. +49 (0)331-743 87-80 | Fax -99  
[a.ziegler@medienboard.de](mailto:a.ziegler@medienboard.de)  
**Medienboard Berlin-Brandenburg GmbH**  
[www.medienboard.de](http://www.medienboard.de)