

# dgst 13

DEUTSCHE  
**GAMESTAGE**  
GERMANY'S LEADING  
GAME DEVELOPERS EVENT

**BERLIN / APRIL 23 – 27, 2013**



Invitation to companies to participate at:

## **DGT – Deutsche Gamestage with Quo Vadis - Create. Game. Business. - conference, Berlin, April 23 – 27, 2013.**

The DGT – Deutsche Gamestage (lit. “German Game Days”) is Germany’s leading cross-industry communication and networking platform for games business, development and culture. The format of the DGT is unique in Germany. Since its beginning in 2007 it has become the most relevant and diverse platform for German game industry professionals. In 2013, more than six events offer five days full of face-to-face matchmaking opportunities, high-profile conference presentations and excellent gaming experiences.

The events take place in the heart of Europe’s hottest metropolitan area, the German capital of Berlin.

The main event of DGT is the **Create. Game. Business. Conference Quo Vadis**. Delegation partners benefit from great discounts, VIP invitations and online matchmaking services.

### **Core topics:**

- European games markets and emerging markets
- Cultural exchange and international matchmaking
- New audiences
- Mobile and online Games
- Online business models
- Online technologies from cross platform to cloud computing
- Developer workshops
- Retro gaming





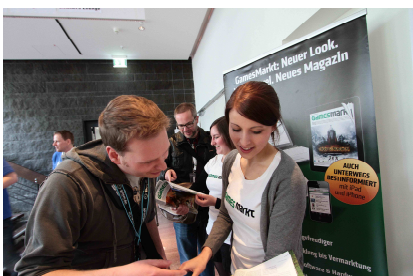
Core event of the overarching brand, DGT – Deutsche Gamestage, is the business and technology conference, Quo Vadis – Create. Game. Business. Now in its 11th year, it is the biggest German event for game industry professionals. Taking place from April 23-25 at Café Moskau in the heart of Berlin, it offers an exclusive business center, international keynotes, hands-on workshops, visionary lectures and top-class networking events.

**Quo Vadis - Where are we headed?** Representatives of the games industry have been addressing this question every year since 2003. Quo Vadis has become Germany's largest conference for the video games industry. Keynotes, workshops, panel discussions and lectures provide Quo Vadis participants with a platform to discuss the hottest trends. There are few areas in which change happens as rapidly and radically as in the video games industry – it is a melting pot for different creative disciplines which are themselves subject to constant change. From graphic design to sound composition, from story-telling to animation technology, from business models to investment strategies – it is these multiple facets which make the games industry so challenging, yet attractive. Quo Vadis provides in-depth knowledge of topics related to marketing, sustainability and business models. It has a strong focus on fostering young talent.

**Attendants** of the Quo Vadis conference come from the fields of development, publishing, distribution, marketing and service providers such as payment solutions, PR agencies or cloud technologies. In 2012 we had 1.500 attendants from around the world.

**Core topics** are B2B matchmaking / emerging markets / online business / mobile games / Nextgen consoles / online technologies / cross platform + cloud computing / self-publishing / policy-making

The **speaker line-up** covers some of the most popular and most influential game professionals from around the world. Look forward to meet e.g. Ed Fries (Xbox creator & Ouya advisor), Paul Trowe (CEO of Replay Games), Klaas Kersting (Founder of Gameforge & Flaregames, investor of Supercell), Jens Begemann (Founder of Wooga) and many more.



## All further DGT-Events at a glance:

Feel free to inquire further information on these events. We are happy to discuss your presence.



- For the second time the festival **A MAZE. Indie Connect** takes place within the framework of DGT. The A MAZE. Award, the interactive exhibition of the nominees as well as the Jump'n Run party have instantly become must see events for the European Indie developers scene.
- For the third time Berlin celebrates the winners of the **Deutscher Computerspielpreis** – Germany's most prestigious videogame award. Since 2011 it is enhanced by the LARA – the German Games Award of Gruner + Jahr. (tbc).
- Putting female players and industry professionals into focus, the industry association, BIU, hosts the **Girls' Day** on April 25, 2013. It informs girls about career-opportunities in the games industry.
- Germany's top recruitment event, **Making Games Talents**, takes place at the Mediadesign Hochschule in Kreuzberg.
- Attracting more and more visitors every year, the **Gamefest of the Computerspielmuseum** – the world's first public videogame museum – offers unique retro gaming opportunities. For the first time the museum challenges videogame veterans in a European Speedrun Contest.

[www.deutsche-gamestage.de/en/](http://www.deutsche-gamestage.de/en/)

