



Funding and Financing

An extensive range of advisory services, networks, financing and funding provides the right business environment for the growth of new companies, projects, business ideas and start-ups.

The federal states of Berlin and Brandenburg support games industry start-ups, relocating companies and expanding businesses in a number of different ways: for example, grants of up to 50 % for labor costs and capital investment in fixed assets; grants and loans for tech-oriented R&D projects; and via backing for infrastructure projects, competitions, public-private partnerships and trade fair appearances. In 2007, the Berlin State Investment Bank (IBB) launched a € 30 million venture capital fund called the "VC Fonds Kreativwirtschaft Berlin" along with the € 52 million "VC Fonds Technologie Berlin." In Brandenburg, the Frühphasenfond Brandenburg and BC Brandenburg Capital GmbH use their BFB II Growth Fund to invest in tech-oriented small and medium-sized companies in the early and growth phases.

The Medienboard funds the development of computer games since 2006 and continues to offer ideal conditions by means of a number of networking events and conferences. With several games-related projects per year, the region's support program has established itself as a quality seal for digital entertainment formats.

The region's two business development companies, Berlin Partner and the Brandenburg Economic Development Board (ZAB), provide information on all of the financing opportunities mentioned above.

www.businesslocationcenter.de/games

www.brandenburg-invest.de



Bookmarks II

Education | Research

DIGAREC Digital Games Research Center | Games Academy | Konrad Wolf Academy of Film and Television | HTW University of Applied Sciences Berlin Games Lab | L4 Institute for Digital Communication | Macromedia University for Media and Communication | MD.H University for Media Design | QANTM SAE Institute | Berlin University of the Arts

Events | Exhibitions

A MAZE. Festival | Berlin 2.0 | Computer Game Museum | DGT – Deutsche Gamestage | Quo Vadis Developers Conference | Invisible Playground Berlin | pong.services | Online Educa Berlin

Associations | Networks

Berlin Games & Web 2.0 Forum | BIU Publishers Association | German eSport-Bund (ESB) | G.A.M.E. | Gamesköpfe Berlin | Interface Berlin | Serious Games Berlin | USK | FSM

Useful Links

business-angels-berlin.de | creative-cityberlin.de | deutsche-gamestage.de | interactive-city-berlin.de | medienboard.de | projektzukunft.berlin.de

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Games Industry

in the Berlin-Brandenburg Capital Region



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THE GERMAN CAPITAL REGION
MORE VALUE FOR YOUR INVESTMENT

Games Industry in the Berlin-Brandenburg Capital Region



Business Advantages at a Glance

- ▶ Leading games cluster in Germany with companies such as Frogster, Interactive Pictures, wooga, Bigpoint Berlin, morgen studios, Zeroscale and Yager Development
- ▶ Approximately 130 game developers, service providers and publishers
- ▶ Leading location for digital entertainment, online and browser games, serious games, social games, iPhone and Android application games, virtual worlds, edutainment and e-learning
- ▶ Excellent educational opportunities in games, media management and 3D animation
- ▶ Industry meeting-point with the Deutsche Gamestage (DGT) – Germany's Leading Game Developers Event, Quo Vadis Developers Conference, Deutscher Computerspielpreis – Germany's most lucrative award, A MAZE. Game and Art Festival, Computer Games Museum, DIGAREC and PLAY Bar
- ▶ Home to Cornelsen, Kiddinx and Egmont Ehapa
- ▶ Home of important associations such as G.A.M.E., BIU, ECO, USK, BVDW, ESB



Versatile Games Cluster

In Berlin-Brandenburg, new trends are set and innovative developments put directly into practice. In addition to successful game developers for PCs and consoles, such as Yager and morgen studios, new companies such as wooga and Plinga are making a name for themselves on the social media games market. From early on, the prominent publisher Frogster Interactive Pictures set its sights exclusively on online distribution and gaming and managed to become a world leader in the field with the help of investor Gamesforge. Likewise, the South Korean developer and publisher OnNet set up its European headquarters in Berlin and now operates the games platform gamescampus.eu from here. With more than ten million registered members, GameDuell is one of the most popular game sites in all of Europe. In 2010, the most successful international provider of browser games, Bigpoint, also invested in Berlin.

Award-winning indie studios such as Neutron Games, Enter-Brain-Ment, Spaces of Play and kunst-stoff also have their offices here, as does the public gaming provider Extrajetzt Interactive. Comprehensive and professional industry services, such as in-game advertising, payment systems, sound recording, localization, quality assurance and concept art, are all provided for by companies such as nexxter, SponsorPay, Anakan, Audioberlin, Games Quality and Karakter. The German Association of Computer and Video Game Developers (G.A.M.E) has its headquarters here, as does the BIU Publishers Association. The industry also gathers once a year in Berlin for the Deutsche Gamestage. The Computer Games Museum in Berlin offers a globally unique permanent exhibition on the cultural history of interactive entertainment. The Digital Games Research Center (DIGAREC) of the University of Potsdam and the Gameslab at the HTW University of Applied Sciences Berlin are also at home here.

No other location in Germany offers such a comprehensive infrastructure in the field of games.



LiftLoft

A mobile, location-based social game from aka-aki networks



Bubble Island

Developed by wooga and recipient of the 2010 European Games Award



Catan – die erste Insel

iPad version from exozet games



Runes of Magic

Developed by Frogster Interactive Pictures

Games Industry in the Berlin-Brandenburg Capital Region



Serious Games, Edutainment und E-Learning

The first network for serious games was established in Berlin-Brandenburg. Roughly 15 companies and institutions have come together to promote the development of new fields of application within interactive entertainment. Publishers such as Egmont Ehapa, Tivola and Cornelsen, as well as companies such as Quadriga Games, exozet and Digital Spirit, offer platforms, programs and technology for edutainment and e-learning. Online Educa, the largest international e-learning conference, takes place annually in Berlin.



International Creative Capital with Solid Educational Opportunities

One of the most important resources in the games industry is a large pool of creative, well-educated young professionals with hands-on experience. Hardly any other location in Europe can cater to this need better than Berlin-Brandenburg. Future game designers, programmers and producers gain professional training at the Games Academy, the first institute specializing in this field in Europe. This academy has been so successful that the concept was even exported to Canada. In addition, the SAE's QANTM Institute, the MD.H University for Media Design and the L4 Institute for Digital Communication also offer professional training in game design. Further study programs focusing on games are also offered by state institutions such as the HTW University of Applied Sciences Berlin, Humboldt Universität zu Berlin, Technischen Universität Berlin, the University of Applied Sciences Potsdam (FHP) and the University of Potsdam. Computer-generated 3D animation is also taught at the Konrad Wolf Academy for Film and Television (HFF) and the power of innovation is explored at the HPI School of Design Thinking.



Rapid Development in a Dynamic Region

The capital region has a natural dynamism that makes it an ideal playground for the ongoing transformation of the games industry. As a result, the region was able to play an active role in the most recent trends in online games, 3D Internet and mobile media. In addition to online major players such as Bigpoint, Frogster and wooga, there are many start-ups, such as OnLegends, which is the first company in the world to market licenses specially made for browser games, and Popmog, which offers a new browser gaming portal. A number of 3D Internet pioneers are also in Berlin. Among their platforms are the online children's world "Panfu," the dating community "Smeet" and the parallel world "Twinity." Online games are also going mobile: aka-aki networks is developing mobile social media games and Just A Game is the first company to concentrate exclusively on online and mobile games.



Exciting Meeting Point for the Games Industry

Several prominent events make the Berlin-Brandenburg region one of the most important meeting points for the games industry. For example, the Deutsche Gamestage and the Quo Vadis Developers Conference take place annually in Berlin since 2007 and have established themselves as trend-setting industry platforms. The Deutscher Computerspielpreis – the most lucrative award in the German gaming world – takes place regularly within Deutsche Gamestage. The "Wii-Bar PLAY," the "A MAZE." and "play" festivals and the street game initiative known as "Berlin Invisible Playground" complete the picture.



Bookmarks I

Developers and Publishers

Aeria Games Europe
Bigpoint Berlin
Binary Madness
exozet games
Extrajetzt Interactive
Frogster Interactive Pictures
kunst-stoff
morgen studios
Neutron Games
OnNet Europe
Silver Style Entertainment
Softgames
Tivola
Yager Development
Zeroscale

Online

Aeria Games
Extrajetzt
GameDuell
Metaversum
Plinga
Popmog
Smeet
wooga
XBlaster
You in 3D

Services

Karakter
SponsorPay
Games Quality
nexxter interactive services

Edutainment and E-Learning

Akademie.de
Condat
Cornelsen
Datango
Digital Spirit
Egmont Ehapa
Kiddinx
Lingua TV
TEIA