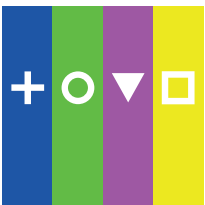


BERLIN



GAMES INDUSTRY

IN THE CAPITAL REGION





In the capital region, start-ups work alongside well-established game developers and publishers. Berlin is home to offices of world-renowned companies from the gaming industry and political institutions, federal associations and networks have their headquarters in the German capital. International industry conferences and events attract professionals in the creative fields, investors and specialists from around the globe. On top of that, Berlin offers a pool of young regionally-trained talent.

- + Around 270 companies in the gaming industry including international headquarters
- + 3000+ employees
- + 250+ million Euro turnover
- + 3.5 million funding budget of the Medienboard Berlin-Brandenburg
- + Several funding possibilities through local and national funding programmes
- + 20+ educational facilities and institutes with gaming related subjects
- + Political institutions, federal associations and several networks
- + Home of international industry conferences and events



“Berlin is a very creative city, where every company finds its place, from local start-ups to big international players. With its pulsing energy, it is very attractive for young talents from all over the world and the gaming industry in Berlin benefits from the strong and diverse developer scene.”



Stephan Schwarz

Senator for Economics, Energy and Public Enterprises



INDUSTRY



Berlin has the highest number of gaming companies in Germany. These develop, publish, distribute, market and advertise video games. On top of that, they contribute to the successful production of console, online and mobile games, as well as cross-platform content and branded entertainment.



“We have grown to a studio of roughly 150 people in less than three years. And for the future there is a lot of potential to grow further in Berlin. The most important thing is that we see the games ecosystem continue to thrive.”

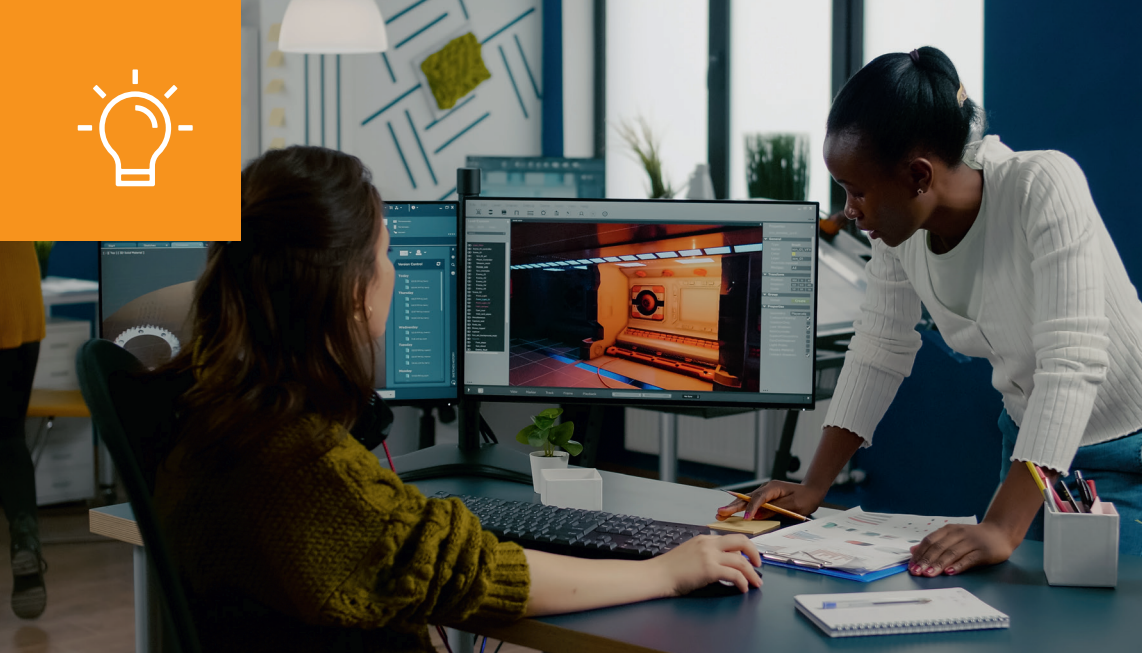


Benedikt Grindel

Managing Director of the German Ubisoft studios

More and more international companies such as Ubisoft, King, Epic Games, Jam City and Wargaming.net are establishing offices here. Freaks4U, Riot Games or G2 esports make Berlin one of Europe’s top esports locations. Companies such as Wooga, Bigpoint, Yager, Deca Games, Kolibri Games and King contribute to the international success of online, social network, mobile and browser games. Many networks like medianet berlinbrandenburg e.V. and federal associations have their headquarters in Berlin.

Just outside of Berlin you can find Babelsberg, one of Europe’s leading film industry sites, including the Volucap, the first volumetric video studio on the European continent and the state-of-the-art studio for all moving image media.



“Berlin’s higher education landscape provides the ideal conditions for the growing games industry. Highly specialised degree programs with partly affiliated research centers are very sensibly underpinned by numerous offers for vocational games training.”



Prof. Susanne Brandhorst
Co-Founder DE:HIVE at HTW Berlin

EDUCATION



Almost no other region in Europe provides such an extensive spectrum of educational opportunities as Berlin-Brandenburg. At universities such as HTW Berlin and the Berlin University of the Arts, students can take degree courses that focus on the gaming industry. The Film University Babelsberg KONRAD WOLF offers classes in animation, sound and creative technologies. Private institutions such as GAMES ACADEMY™, SAE Institute, Macromedia University for Media and Communication, BTK (University of Applied Sciences Europe), Mediadesign Hochschule and the School for Games all offer training courses in the heart of Berlin.

Research institutes such as the Digital Games Research Center in Potsdam and the DE:HIVE Institute at HTW Berlin – University of Applied Sciences are active in games research.

FUNDING



Comprehensive support in the form of consulting, financing and subsidies provide the perfect environment for inward investment, start-ups and innovative projects.

- + Medienboard Berlin-Brandenburg supports the development of digital games as well as networking projects on national, international and cross-sectoral levels.
- + The national funding program systematically supports game developments in Germany with loans of up to several million Euro.
- + The Berlin Senate Department for Economics, Energy and Public Enterprises and the Brandenburg Ministry for Economic Affairs and Energy assist the industry with subsidies or loans for capital investment, salaries and technology-oriented R&D projects, as well as with infrastructure projects, competitions and trade show presentations.
- + Projekt Zukunft develops strategies for Berlin as a location and ecosystem for the digital and creative economy. The guiding principle is for Berlin to be a creative, innovative and economically successful metropolis with an international presence.
- + The investment banks of Berlin and Brandenburg have set up venture capital funds to invest in start-ups during their initial and growth phases.
- + Two regional economic development agencies, Berlin Partner for Business and Technology and Brandenburg Invest (WFBF), provide information about the range of support and financing options.



“Government funding is a big part of our financing and very important to us. We got our first funding for Through the Darkest of Times through Medienboard Berlin-Brandenburg in 2017. And that gave us the chance to found Paintbucket Games.”

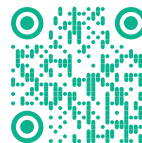


Sebastian St. Schulz
Art Director / Co-Founder
Paintbucket Games





EVENTS



“Berlin is an excellent place for conferences, festivals and trade shows. It offers a great combination of infrastructure for business travel and touristic value. The attractiveness of the city and its surroundings as well as its dense network of internationally acclaimed companies and institutions make it the perfect place to host game development and business conferences.”



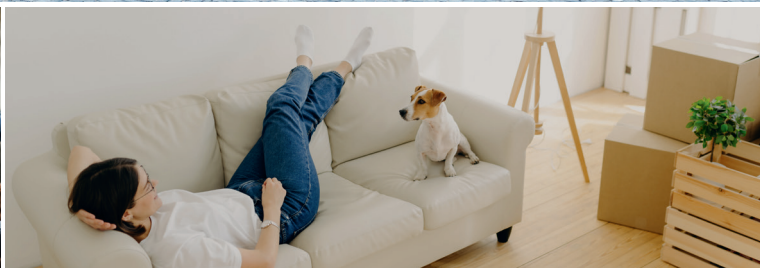
Michael Liebe

CEO and Founder of Booster Space Events and Consulting, Founder and Head of gamesweekberlin

Numerous events make the capital region one of the most important meeting places of the international games scene. The gamesweekberlin has evolved into a major industry platform featuring the PRO X conference, the A MAZE. / Berlin video game festival and Womenize!, the program for women in games and tech. As part of it, the German Computer Game Award – the most highly prized games award in Germany – is presented in Berlin every two years.

On top of that, with several esports organisations based in Berlin, many esports tournaments and events take place in the region. Furthermore, in Potsdam you will find the Media-Tech Hub Conference, the only B2B event on media technologies in Germany, as well as the VR Now Awards.





WORKING & LIVING

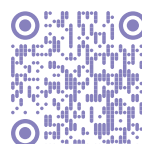
Berlin is a very diverse and multicultural city in the heart of Europe. With around 3.7 million Berliners from 190 nations living in the twelve districts, the city has become a melting pot that attracts talent from all over the world. There are several networks and associations that can help establish a business in the capital region, including support to find the right office location, VISA applications and residence permits, childcare and German courses.



“Berlin attracts talents from all over the world who enjoy living and working here. Why? I don’t know any other city in the world that is so complete: cultural and subcultural, metropolis and Kiez, black tie and sweatpants, start-up and grown-up. Above all never boring and always full of ideas.”



Dr. Stefan Franzke
CEO Berlin Partner





SAY  TO THE **GAMES INDUSTRY**
IN THE CAPITAL REGION



Berlin Partner for Business and Technology

Fasanenstraße 85
10623 Berlin
www.berlin-partner.de/en

contact
Birgit Reuter
T +49 30 46302-338
birgit.reuter@berlin-partner.de



Senate Department for Economics, Energy and Public Enterprises

Martin-Luther-Straße 105
10825 Berlin
www.berlin.de/sen/wirtschaft/en

contact
Christopher Hohage
T +49 30 9013-8208
christopher.hohage@senweb.berlin.de



Economic Development Agency Brandenburg (WfBB)

Babelsberger Straße 21
14473 Potsdam
www.wfbb.de/en

contact
Fernanda Lange Boettcher
T +49 33 173061-268
fernanda.lange@wfbb.de



Medienboard Berlin-Brandenburg GmbH

August-Bebel-Str. 28
14482 Potsdam-Babelsberg
www.medienboard.de/en

contact
New-Media Förderung
T +49 33 174387-85
games@medienboard.de

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