Games Industry in the Capital Region Berlin-Brandenburg
We can’t wait to open the new Ubisoft Studio in Berlin. The reception was overwhelmingly positive and we feel very welcome. It’s already obvious that Berlin was the right decision for us. There is a lot of potential for a large international team. The future in Berlin will be exciting, as we are going to work on some of the biggest game productions of the industry here.

Benedikt Grindel
Studio Manager at Ubisoft Blue Byte

Developers | Publishers
Actoz Soft Europe
Aeria Games Europe
Bigpoint
Epic Games
exozet games
Experimental Game
Fox & Sheep
GameDuell
Gameloft
Gamespree
Gamevil
Happy Tuesday
Honig Studios
King
Klang Games
kunst-stoff
Maschinen-Mensch
Nexon
Playasnak
Pinga
Promotion Software
Riot Games
Saftladen Kollektiv
Sandbox Interactive
Six Foot
Smilegate
Snowprint Studios
SOFTGAMES
Spaces of Play
Striking Entertainment
Studio Fizbin
Tencent
Ubisoft Berlin
wargaming.net
Wooga
YAGER Development

Services
Altagram
Anakan
AppLift
Curse
Dojo Madness
Freaks4you
Glispa
HitFox
Karakter Design Studio
SponsorPay
Unity Technology

Diverse games cluster
In the capital region, we set trends, but also scout out and support new developments. This is a place where startups work alongside established game developers and where political institutions, federal associations and networks have their headquarters. International industry conferences and events attract professionals in the creative fields, investors and specialists from around the globe. We are also home to a pool of young talent, trained in the region. Around 1,500 companies develop, publish, distribute, market and advertise video games and contribute to the successful production of console, online and mobile games, as well as cross-platform content and branded entertainment, made in Berlin-Brandenburg. More and more international companies such as Ubisoft, King, Epic Games and Riot Games are establishing branches here, because no other location in Germany has such a dense, differentiated and internationally-oriented games infrastructure. Companies such as Wooga, Bigpoint and King contribute to the international success of online, social network and browser games. They now export their games to over 50 countries worldwide. GameDuell has developed one of the largest game websites in Europe, with over 125 million members. Distributors specializing in online and mobile games, such as HitFox, reach gamers from over 180 countries. Award-winning indie studios such as Spaces of Play, LudInc and the Saftladen Indie Games Kollektiv (Maschi-nen-Mensch, Studio Fizbin, etc.) are headquartered here, and game developers such as YAGER develop computer and console games.

The German Games Industry Association (GAME) and the German Trade Association of Interactive Entertainment Software (BIU), the Entertainment Software Self-Regulation Body (USK), the foundation Digitale Spielekultur and the games:net berlinbrandenburg initia-
Berlin’s higher education landscape provides the ideal conditions for the growing games industry. Highly specialized degree programs with partly affiliated research centers are very sensibly underpinned by numerous offers for vocational games training.«

Prof. Susanne Brandhorst
GAME CHANGER Institut, HTW Berlin

“Deutsche Gamestage” in 2007, it has evolved into a major industry platform featuring the Quo Vadis developer conference, the A MAZE. / Berlin video game festival, the action day Womenize! and the Making Games Talents job board.

As part of International Games Week Berlin, the German Computer Game Award – the most highly endowed games award in Germany – is presented in Berlin every other year. The unique Computerspielemuseum (computer games museum) organizes Gamefest and presents the cultural history of the medium in a permanent exhibition.

games:net berlinbrandenburg, the Gamestorm game design community, the Invisible Playground collective and the Game Science Center also host a multitude of events.

International games industry meeting place

Numerous events make the capital region one of the most important meeting places of the international games scene. In 2017, International Games Week Berlin attracted more than 15,000 participants. Initiated as

»Berlin was a great choice due to the vast amount of talent available from both established companies and start-ups. Also, the city offers great quality of life making it easy to attract and retain people from all over the world.«

Paw Linnemann Larsen
Managing Director, European Publishing
Epic Games

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Education | Research
BTK (University of Applied Sciences Europe)
DIGAREC Zentrum für Computerspieleforschung
design akademie berlin,
Institute of Ludology
EFGAMP
GAMES ACADEMY/IGA
Hochschule
Film University Babelsberg KONRAD WOLF
HTW Berlin,
GAME CHANGER Institut
Macromedia University for Media and Communication
MD.H Mediadesign Hochschule
S4G Institute
S4G School for Games
Universität der Künste

Events | Exhibitions
A MAZE. / Berlin
Computerspielemuseum
Deutscher Computerspieelpreis
Gamestorm
Game Science Center
International Games Week
Invisible Playground
Making Games Talents
Matchmaking Dinner
MEDIA CONVENTION
Quo Vadis
Womenize!

Associations | Networks
Berlin Games Forum
Bundesverband Interaktive Unterhaltungssoftware (BIU)
GAME – Bundesverband der deutschen Games-Branche
games:net berlinbrandenburg
interfaceberlin
Projekt Zukunft
SERIOUS GAMES BERLIN
Stiftung Digitale Spielekultur
Entertainment Software Self-Regulation Body (USK)
Support and financing

- Dense support in the form of consulting, financing and subsidies provides the perfect environment for inward investment, startups and innovative projects.

- Medienboard Berlin-Brandenburg supports the development of digital games within the audiovisual content category as well as regional projects for networking the games industry on national, international and cross-sectoral levels.

- To invest in startups during their initial and growth phases, the investment banks in Berlin and Brandenburg have set up venture capital funds.

- Two regional economic development agencies, Berlin Partner for Business and Technology and Brandenburg Invest (WFBB), provide information about the range of support and financing options.

- 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.