Hamburg Kreativ Gesellschaft

Gamecity Hamburg Kreativ Gesellschaft

400,000 Euros Gamecity Hamburg Prototype Funding 2026: Applications Accepted Until March 30

400,000 euros in funding for computer games “Made in Hamburg.”

- Up to 80,000 euros in funding and 80% of project costs per game.
- Selection process via Awarding Committee consisting of industry experts.
- Founders, start-ups, and small and medium-sized enterprises (SMEs) registered in Hamburg are eligible for funding.

Hamburg, February 19, 2026: From February 23 to March 30, founders, start-ups, and small and medium-sized enterprises (SMEs) can apply for Prototype Funding from Gamecity Hamburg. Applicants can receive up to 80,000 euros in funding for the development of digital games. The funding is non-repayable. Gamecity Hamburg, part of Hamburg Kreativ Gesellschaft, is supporting game developers with a total of 400,000 euros in Prototype Funding on behalf of the Free and Hanseatic City of Hamburg. Karsten Schwaiger, Head of the Media and Digital Economy Department at the Hamburg Ministry of Culture and Media, is a new member of the Awarding Committee.

"Since 2020, Gamecity Hamburg's Prototype Funding Program has been a reliable and important source of financing for developers in Hamburg. In this funding round, our Awarding Committee is once again determined to select teams and games with high market potential. We are impressed by the quality of the applications in recent funding rounds, which underscore Hamburg's status as a games location," explains Dennis Schoubye, head of Gamecity Hamburg.

The Application Process

The following are eligible to apply for prototype funding:

- Developers and developer communities
- Or small and medium-sized enterprises (SMEs)
- That are based in Hamburg
- Or are relocating their headquarters to Hamburg
- Or are opening a branch/business premises in Hamburg.

A consultation with Gamecity Hamburg is mandatory at least two weeks before the submission deadline to prepare applicants in the best possible way for the application process. All

information about the application, a comprehensive FAQ, and the necessary templates can be found at: https://gamecity-hamburg.de/funding/apply-now/

The Awarding Committee consists of Valentina Birke (Director Indie Arena Booth), Jonas Hüsges (COO Daedalic Entertainment), Nina Müller (VP Publishing & Development Services Goodgame Studios), Michael Schade (CEO & Co-Founder ROCKFISH Games), Karsten Schwaiger (Head of Media and Digital Economy at the Hamburg Ministry of Culture and Media), and Dennis Schoubye (Head of Gamecity Hamburg). The Awarding Committee will decide on the allocation of funding after the application phase ends, while meeting on April 27, based on the applications and a subsequent pitch by selected applicants on May 6.

Projects from previous funding rounds
Recently, several recipients of Prototype Funding published their games funded by Gamecity Hamburg, including Octofox Games with "Wild Woods," Tiny Roar with "Into the Emberlands," and Best Jack Entertainment with the app "Skatfreunde." All previous funding recipients and teams can be found at: https://gamecity-hamburg.de/funding/#All_Projects

Additional support programs for the games industry from Gamecity Hamburg
Each year, the Games Lift Incubator supports five teams, developers, and start-ups in developing digital games and preparing projects for a successful market launch. In addition to receiving 15,000 euros in funding, recipients gain access to a comprehensive coaching and mentoring program with experienced international experts, as well as workshops and subsequent individual support. The application phase for Games Lift 2026 begins on April 27 and runs until June 1.

Further information can be found at: https://gamecity-hamburg.de/incubator/

Interested parties are invited to join the Gamecity Hamburg Discord server: https://discord.gg/gamecityhamburg

News on our Prototype Funding and other topics regarding the games industry can be found in the monthly Gamecity Hamburg newsletter: https://gamecity-hamburg.de/newsletter/.

If you have any questions, please contact:

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Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

Hamburg Kreativ Gesellschaft

Since 2010, Hamburg Kreativ Gesellschaft has been the municipal economic promotion agency for the creative industries in Hamburg. It plays a pioneering role in promoting the creative industries throughout Germany and sets standards in this field. As one of the largest and oldest institutions of its kind in Germany, it supports creative professionals in all eleven sub-markets – from design and music to film and architecture to games and advertising. As a publicly funded, independent institution, Hamburg Kreativ Gesellschaft creates support programs, consultations, networking events, and innovation formats.

Hamburg Kreativ Gesellschaft mbH
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