



Hamburg supports 7 game projects with 430,000 euros in first round of new prototype funding initiative

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Hamburg, June 25, 2020:

With its new prototype funding, Gamecity Hamburg supports seven promising game projects with a total funding amount of 430,000 euros. 35 projects have been submitted during the first round. The high number and quality of submissions demonstrate the importance of the games industry for Hamburg and affirm the strategy to develop the location's potential in a sustainable way.

For the funding period of 2020, the Ministry of Culture and Media Hamburg supplies a one-time increase of 30,000 euros for the funding budget.

Dr. Carsten Brosda, Hamburg's Minister of Culture and Media: "Hamburg is one of the largest locations for the development and marketing of computer games in Europe. Not only does the games industry contribute to the economic strength of the city, it is also an important starting point for many young people in their endeavor to explore innovative technologies. With the new prototype funding, we are giving an important stimulus especially for start-up studios who will strengthen Hamburg's media and games network for the long term. The high quality as well as the high number of submissions demonstrate the large potential available here in Hamburg."

"Having reviewed all submissions and after numerous conversations with the teams, I'm delighted to once again notice that Hamburg is home to excellent developers who are working on a range of very promising projects. There are some brilliant games on the way, which we as Gamecity Hamburg will support as a reliable partner with the prototype funding initiative and our upcoming incubator", Dennis Schoubye, Project Lead Gamecity Hamburg, comments.

After the application period from March 31 to May 25, during which Gamecity Hamburg held more than 40 consultation meetings, online pitches with a selection of the most promising projects were held in June.

After thorough discussions, the awarding committee consisting of Mareike Ottrand (founder of Studio Fizbin, Professor of Interactive Illustration and Games at HAW Hamburg), Michael Schade (Co-Founder and CEO of Rockfish Games), Nina Müller (Head of Studio Goodgame Studios), Jens Unrau (Head of the Media and Digital Industry Department at the Ministry of Culture and Media

in Hamburg) and Dennis Schoubye (Project Lead Gamecity Hamburg) decided on seven projects.

Applied criteria besides the project and the team were aspects of the promotion of young talent, feasibility, location effect as well as market potential. Due to the high quality of the submissions, it was a narrow decision for the funded projects based on shoulder to shoulder assessments.

Overview of the funded projects:

Wild Woods by Team Octofox	80,000 €
Out of Place by Backpack Games	80,000 €
Lost Sector by Team Lost Sector	73,270 €
Project MORPH by THREAKS	70,000 €
Soulitaire by BeardShaker	48,000 €
Stadtkinder by Studio Monstrum	48,000 €
Lazor Punx by Team Radioactive Dreams	31,273 €

The seven projects receiving funding represent the kick-off for the already started funding initiative by the City of Hamburg and Gamecity Hamburg. 400,000 euros per year are initially available for the funding of prototypes until 2023. The application phase for the next funding round will start in March 2021.

Within a short time, the application period for the new Gamecity Incubator program will start, which besides financial support will most notably offer informational support through coaching, mentoring as well as co-working facilities. All dates and further information can be found at www.gamecity-hamburg.de.

For further questions please contact:

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About 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 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.

About the Hamburg Kreativ Gesellschaft

Since its foundation in 2010, Hamburg Kreativ Gesellschaft has seen itself as a central contact point for all players in Hamburg's creative industries from the eleven sub-markets of architecture, visual arts, design, film, literature, music, press, radio, software/games, theatre/dance, and advertising. It supports creative professionals with contemporary services and promotes innovation within the framework of the "Cross-Innovation Hub" project. Since 2017 the industry-specific initiatives Gamecity Hamburg, nextMedia.Hamburg and designxport are part of the Hamburg Kreativ Gesellschaft mbH.