

How to strengthen the financing power of the European games sector?

European GAMES Debate

public funding - private investment - publishing - professionalisation

2nd December 2020 - 10:00 AM - 4:00 PM (CET)

online - free registration

<http://spielfabrique.eu/en/europeangamesdebate/>



European Games Debate on Investment and Publishing

The **Gaming sector in Europe** is currently changing at fast pace. Several countries have established **public funding programmes at national and regional level** to incentivize expanded game production in Europe and raise the **global competitiveness of innovative entrepreneurs** in this field.

Most recently, the **German Federal Government in 2019 has established a new grant program with 250 Million Euro made available for the coming years**. Beyond kickstarting public support mechanisms, strengthening linkages to the financial industry and investor's community are key elements for further expanding the sector.

In light of current changes and initiatives, the German Ministry for

Transport and Digital Infrastructure (BMVI) and SpielFabrique are happy to organize an **Expert Forum to discuss the market setting, investment opportunities and recommendations for raising the profile of video game production Europe**.

The debate will take place online on December 2, 2020, from 10 a.m. to 4 p.m.

Addressed are key players that could foster and contribute to expanding the European Gaming sector and start a community dialogue about funding and financial investment in the sector.

Register [here](#) to join us at the event to build with us a stronger European Video Game sector!

Debate's goals

Discuss and better understand:

- ▶ What are the financing sources available in Europe, their impact and outcome?
- ▶ How to educate the financial players to the game sector?
- ▶ How can the publishers strengthen their financial means?
- ▶ How attractive is the gaming sector to private investment?
- ▶ Which support is needed for developers to professionalize and access smart financing strategies?

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Agenda

Moderated by:

Per Strömback – Association of Swedish Game developers

Odile Limpach – SpielFabrique

Welcome Address

- ▶ Dr. Tobias Miethaner, Director General - Digital Society, Federal Ministry of Transport and Digital Infrastructure (BMVI)

10:00

10:10

Introduction and Context

- ▶ Thierry Baujard, Co-founder, SpielFabrique

Welcoming Statements

10:10

10:30

- ▶ Maciej SZYMANOWICZ – Policy Officer, Creative Europe- European Commission – Belgium
- ▶ Felix Falk – Head of Game Verband – Germany

Keynote Speeches: *An analysis of the European game market, investments and challenges in the global context*

10:30

11:30

- ▶ Peter Warman – CEO NewZoo, Netherlands
- ▶ Odile Limpach – Professor Entrepreneurship at Cologne Game Lab/TH Köln

Panel 1: Current Initiatives for expanded public financial support for Games production in Europe

Studio impulse: Marine Lemaitre – A Piece of Cake studio - France

11:30

12:20

- ▶ Olivier Fontenay/Pauline Augrain – CNC France (Centre National du Cinéma) (tbc)
- ▶ Till Hardy – Medienstiftung NRW – Germany (Nord Rhein Westphalen)
- ▶ Youri Loedts – VAF – Belgium (Flanders Audiovisual Fund)
- ▶ Carmen Paez, Ministry of Culture and Sport, Spain

Panel 2: How to strengthen European Publishing as a financing power?

Studio impulse: European game studio short presentation with focus on funding challenges

- 12:25 ▶ Jürgen Göldner – Fidius Trust – Germany
- 13:15 ▶ Nicolas Parpex – BPI – France
- ▶ Martin Balawajder – 11Bits Studio S.A – Poland
- ▶ Klemens Kreuzer – THQ Nordic – Sweden (tbc)

13:15
14:00 **Lunch Break**

Panel 3: Stimulating more private sector funding and investment towards European game productions

Studio impulse: European game studio short presentation with focus on funding challenges

- 14:00 ▶ Niclas Holmberg – Nasdaq – Sweden
- 14:50 ▶ Laoura Ntziourou – European Investment Fund – Luxembourg
- ▶ Harri Manninen – Play Ventures – Finland
- ▶ Mikkel Wieder – Nordisk Film Games – Denmark

14:50
15:00 **Break**

Panel 4: What are the best ways to professionalize the European games market and investment environment?

Studio impulse: Utz Stauder – Ludopium - Germany

- 15:00 ▶ Hendrik Lesser – CEO Remote Control and President of EGDF – Germany
- 15:50 (European Games Developer Federation)
- ▶ Davor Svaic – University of Zagreb – Croatia
- ▶ Benedikt Grindel – CEO – Ubisoft Blue Byte – Germany
- ▶ Adrien Larouzée – ARTE France

Summary of panel discussions and recommendations, perspectives for next steps

- 15:50 ▶ Dr. Christian Schlosser, Head of Unit - Funding Initiatives, Data
- 16:00 Innovations, BMVI