

Invitation

The Fish Sandwich Reception – gamecity:Hamburg’s Traditional Lunch Break at gamescom 2010 in Cologne

Hamburg, 18 August 2010: It will be “Moin, moin!” and time again for fish sandwiches and Hamburg-brewed beer at this year’s gamescom in Cologne: A much-appreciated break from the show’s hectic atmosphere, the reception hosted by gamecity:Hamburg, Germany’s largest regional gaming industry network, is an annual trade show highlight – and an ideal opportunity to meet other professionals and whet your appetite for the projects and support services you will find on the gamecity:Hamburg menu. We kindly thank our sponsor ATLAS Interactive Deutschland GmbH, specialists for micropayments in online games, for their generous support.

gamecity:Hamburg cordially invites you to enjoy the Hanseatic speciality and genuine beer from Hamburg with us. Registration is not required.

When? Friday, August 20, from 12 noon
Where? Gamecity Hamburg booth, Hall 4.2, No. M-034



Since 2004, the Fish Sandwich Reception has become a fixture at Germany’s leading games trade show, part and parcel of gamecity:Hamburg like eel at the fish market. Every year, project directors Stefan Klein and Achim Quinke fly their Hanseatic colours to welcome 200 games industry professionals for a relaxed get-together and inspiring conversations. Apart from indulging in northern culinary delights, guests can use the casual setting for a personal exchange with the representatives of the Hamburg games companies exhibiting at the 145-sqm shared booth: ATLAS Interactive Deutschland GmbH, Anima Entertainment GmbH, FISHLABS Entertainment GmbH, InnoGames GmbH, INTENIUM GmbH, Playa Games GmbH, Taylor Wessing Deutschland and M.I.T. Media Info Transfer GmbH.

Additional information:

Find out more about gamecity:Hamburg at www.gamecity-hamburg.de. Additional information about the industry initiative Hamburg@work is available at www.hamburg-media.net.

About gamecity:Hamburg

gamecity:Hamburg has approximately 1,800 members and is Germany's largest regional network of the games industry. As a division of the Hamburg@work initiative for media, IT and telecommunication, gamecity:Hamburg is concerned with creating optimal local conditions for the digital entertainment industry. Its target groups are computer, console and mobile game developers and producers, as well as related industries such as advertising, technical service providers, online agencies, and music and film production companies from Hamburg and Europe. The network helps companies to establish cooperation agreements and to break into new markets. In addition, gamecity:Hamburg supports local businesses by providing a broad range of services including workshops, industry meetings, joint trade show appearances in Germany and abroad, affordable office space, start-up consulting, qualification programmes and funding for prototype production. To provide demand-oriented training of junior staff, a Games master's degree programme was created in cooperation with the Hamburg University of Applied Sciences (HAW Hamburg) which began in the 2010 summer term. Gamecity:Hamburg is a public-private partnership headed by Stefan Klein (Hamburg@work) and Achim Quinke (Quinke Networks). Detailed information is available at www.gamecity-hamburg.de.

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