



Gamecity Hamburg supports game developers with 'Games Transfer' to participate in in-person and online events

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In order to increase the visibility of current game projects and to support the initiation of new business contacts, Gamecity Hamburg now promotes participation in online and in-person events for game developers and studios from Hamburg. As part of the new Games Transfer funding program, the initiative supports game developers with up to 1,500 euros to ease access to events and exhibitions. The application is now possible at www.gamecity-hamburg.de.

'The ongoing corona situation and the associated changes in major industry events demand new concepts from us as a location initiative to enable indie and junior developers to participate easily in these important events. With this in mind, we are taking a new approach: The game developers from Hamburg tell us which events they would like to participate in to present their projects and make new contacts - and we provide financial support. Applications are now possible!' comments Dennis Schoubye, Project Lead Gamecity Hamburg, on the new Games Transfer funding program.

Who can apply?

Companies and individuals who have a company or business office or a residency in Hamburg, do not have more than 20 permanent employees and are active in game development are eligible to apply. The project to be funded must pursue a commercial utilization and the need for funding must be clearly justified in the application procedure.



What can be funded?

Eligible costs are those which are necessary to attend and carry out an online or face-to-face event and also the costs related to preparation for the event. This includes ticket costs, travel expenses, participation in workshops and panels or the creation of event specific marketing materials.

How much is the funding and when is it paid out?

The maximum total funding per applicant is 1,500 euros per calendar year. Funding requires an own contribution of 20 percent of the calculated total costs. The Games Transfer grant is a non-repayable grant on a de minimis basis, which is paid out on the basis of the actual, documented total costs after the end of the event. Applicants can apply for support for participation in several events, provided that the total application sum over all events does not exceed the maximum sum of 1,500 euros.

Application Process

Games Transfer is an ongoing funding program. Applications can be made at the earliest four months before the event begins. All information about the application process can be found at <https://www.gamecity-hamburg.de/programs/games-transfer-funding/>.

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 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.

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.