



## **Hamburg Prototype Funding 2021: € 252,000 for 6 games projects in first funding round**

Hamburg, June 9, 2021:

The location initiative Gamecity Hamburg supports six promising games projects with a total of 252,000 euros. The non-repayable grant will enable the selected start-ups from Hamburg to develop prototypes in order to position themselves in the growing global games market. A total of 23 game developers and companies have applied with their projects for the 1st funding round 2021. The quality and number of applications shows the great potential of Hamburg as a games industry hotspot. The application phase for the second funding round 2021 will run from August 30 to October 18.

Dr. Carsten Brosda, Hamburg's Minister of Culture and Media: "Hamburg is one of the leading games industry hubs in Europe. To maintain this position, the Senate of the Free and Hanseatic City of Hamburg provides tailored support to the games industry, through the Prototype Funding program and other measures. It gives studios and developers who plan to start up, settle or open a branch in Hamburg the opportunity to develop and implement their ideas here and thus further strengthens Hamburg as a business location. The projects submitted this year were once again convincing through their multitude as well as their high quality and demonstrated the large potential of the games industry location Hamburg."

"After we were able to launch the new Hamburg Prototype Funding and our Games Lift Incubator in 2020, this year already shows how well these two funding instruments work together. For example, Crumbling is the first game project to receive prototype funding that has previously successfully completed our incubation program. With the help of feedback from our mentors, the team has made a great leap forward and developed a convincing concept for the game and a marketing plan around an innovative virtual reality game mechanic," says Dennis Schoubye, Project Lead Gamecity Hamburg.

The application phase for the funding ran from March 29 to May 17. In an online pitch day, a pre-selection of the best project teams presented their ideas to the awarding committee.

The awarding committee, consisting of Hamburg games industry experts Nina Müller (Head of Publishing Goodgame Studios), Michael Schade (Co-Founder and CEO ROCKFISH Games), Valentina Birke (Project Manager Super Crowd

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Entertainment), Jens Unrau (Head of Department Media and Digital Economy of the Ministry of Culture and Media in Hamburg) and Dennis Schoubye (Project Lead Gamecity Hamburg) made the funding decision for the six projects.

In addition to a convincing presentation of the project and team, other criteria such as feasibility, promotion of young talent, location effect and market potential were factored in in the decision. A further prerequisite for funding from the Hamburg Prototype Funding is that the funded teams must be based in Hamburg or relocate to Hamburg if funding is approved, or open a branch office in the city.

#### The funded projects:

- **THE INVITATION** by tool1 – **60,000 euros**
- **ARC BREAK** by SpiceVR – **50,000 euros**
- **Rocket Science GONE WRONG** (*working title*) by James Rucks & Clemens Runge – **48,000 euros**
- **Crumbling** by Team Crumbling – **39,782 euros**
- **The Hunt for Epic Treasure** (*working title*) by Elecular – **35,200 euros**
- **Fantasma Ville** by Torito Games – **19,140 euros**

For the first time, there will be a second round of prototype funding in the current year 2021. Further teams of developers will be able to apply for funding for their project prototypes from August 30.

Further information on the Hamburg Prototype Funding can be found at:

<https://www.gamecity-hamburg.de/funding/>

The application phase for the Games Lift Incubator will start on June 21. In this second funding program under the umbrella of Gamecity Hamburg, teams are supported with up to 15,000 euros and a three-month coaching and mentoring program by experienced, international experts from the games industry. All information about the Games Lift Incubator is available at:

<https://www.gamecity-hamburg.de/incubator/>

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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.