

# devcom Indie Area FAQ

**How do we get access to MeetToMatch? When can we start setting up our stuff? What are the exhibition hours? We answer your questions about the devcom Indie Area.**

**Q: If booked the silver package with monitor: Is the monitor also usable in portrait mode (pivot option)?**

**A:** Yes, it is!

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**Q: How do we register our second team member?**

**A:** In the next days, we'll send you an email with an access code which you can use to unlock your second Conference Pass. Maybe you have even received it already. To redeem your code, go to <https://www.devcom.global/order/> and choose the option "Enter Promotional Code".

If you didn't get your second ticket until now please get back to [andre@indieadvisor.de](mailto:andre@indieadvisor.de).

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**Q: How do I get access to the MeetToMatch system?**

**A:** Right after you pay your indie package through Eventbrite, you will receive an email from the MeetToMatch team with your log-in details. Also, when your second team member redeems their access code, they will receive an email as well. If you don't receive an email within one day, please send an email to [info@devcom.global](mailto:info@devcom.global) and we'll get in touch with our partners at MeetToMatch.

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**Q: Since we showcase a roomscale VR title (ideally 3m x 3m), I was wondering how much space we can work with for our setup?**

**A:** 3 x 3 m!

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**Q: When can we set up our stuff?**

**A:** If you bring your stuff with a car, you can enter the area on Saturday afternoon at 6 pm. You have to leave the building at 9 pm (so that's plenty of time to setup your stuff), the address is Congress-Centrum Ost Koelnmesse, Deutz-Mülheimer Straße 51. Also, you can set up your stuff on Sunday between 8 am and 10 am. Important: You need to register first at the regular entrance so you can get your badge and enter the hall.

**Q: What are the exhibition hours?**

**A:** At least one person of your team needs to be at your booth from 10 am – 8 pm on Sunday the 19th. On Monday the 20th the exhibition starts at 9 am and ends at 6 pm.

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**Q: What do we have to prepare for the exhibition?**

**A:** We will provide you with seats and tables in the Indie Area. Two seats, one table, internet and at least two power plugs per exhibitor are available, everything else is up to you (so don't forget power adapters for Germany, screens etc.) and also depending on your booked package.

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**Q: Do we have to dismantle all the tech every evening or can we leave all the equipment there? (pc-vive-tripods-lighthouses)**

**A:** You don't have to dismantle the stuff because at night the location is closed and guarded.

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**Q: Is MeetToMatch @ devcom organized in a different location then the devcom Indie Area? Can both my partner and I get away from that zone?**

**A:** Yes, MeetToMatch @ devcom is located in the business area while the devcom Indie Area is a part of the exhibition area. It should be in your own interest that there is always someone at your booth to take questions or business cards or show the game.

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**Q: Are there two MeetToMatch events in Cologne within Gamescom?**

**A:** Yes – be careful. By participating within the Indie Game Expo you will only get access to MeetToMatch @ devcom! MeetToMatch – The Cologne edition is a different thing happening at different dates – check it out here: <https://www.eventbrite.com/e/meettomatch-the-cologne-edition-2018-tickets-44976382571>

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**Q: Do we have space for a banner with the game cover (with its support) 85 cm x 200 cm?**

**A:** Everything that fits on your part of the table is cool. Unfortunately we do not have enough space to cover all additional wishes like roll-ups, standees, microwaves and fridges – sorry. If you want to, we can try to set it up somewhere but there is no guarantee.

Please note: All additional materials (banners, decoration etc.) must be B1 certified according to fire protection standard DIN 4102-1 (i.e. flame retardant). Please send us the certificates at least 14 days before the event.

**Q: Is there a monitor / television where to show some video or to stream what's happening inside the VR headset?**

**A:** Organizing all the tech to showcase your game like displays, monitors, etc. is on you if you only booked the bronze package.

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**Q: When does it all end? When can we start dismantling?**

**A:** You can start dismantling your setup after the devcom Indie Awards at 6 pm on the 20th of August. Please note: Everyone has to leave the building at 8 pm and there is no way to store things to pick them up later.

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**Q: Regarding the sound setup – what do you recommend?**

**A:** Please only use headphones!

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**Q: Is the access to gamescom included with the devcom Indie Area?**

**A:** Yay – this year an trade visitor ticket is included. You will get your access code automatically!

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**Q: My question is not covered here, who is my contact person?**

**A:** If you have any further questions please get in contact with André: [andre@indieadvisor.de](mailto:andre@indieadvisor.de)

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**General Help/Organisation:**

Andre Bernhardt: 0049 163 601 666 9 [@Indie\\_advisor](https://www.instagram.com/indie_advisor)

Dirk Gooding: 0049 162 940 870 5 [@GoodingDirk](https://www.instagram.com/GoodingDirk)

Marcel Naeem Cheema: 0049 176 438 316 12

## Indies @ devcom – Media Coverage FAQ

### Q: What can you expect from the media packages?

A: The media package includes:

- At least a quarter page within an online article within an Indie Special after the event.
- Article will be mirrored at buffed.de, Pcgames.de and gamesaktuell.de
- At least one news release within buffed.de, pcgames.de
- Trailer release
- Advertisement within all social media channels (Facebook & Twitter: pcgames.de & buffed.de)
- Media penetration: <https://www.computecmediagroup.de/mediadaten/infos-und-download/>

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### Q: How does the agreement work? What are our tasks after the event?

A: At the beginning you don't have to do anything, just wait until we get back to you. Thereupon we need of course press information, as well as pictures etc.

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### Q: How exactly can such a media coverage look like?

A: Here are a few examples to give you a better understanding:

#### News release

<http://www.makinggames.biz/?p=2329877&preview=1&ppp=d8a6c5fb9c>

#### PC Games Indie Special article

<http://www.pcgames.de/Spiele-Thema-239104/Specials/Quo-Vadis-2018-Rueckblick-Indie-Spiele-1256882/>

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### Q: I need more information.

A: Here is a better overview of our media data 2018, including the reach of the various magazines:

[https://www.computecmediagroup.de/wp-content/uploads/2017/12/MD2018\\_Infos\\_Print\\_Online\\_engl.pdf](https://www.computecmediagroup.de/wp-content/uploads/2017/12/MD2018_Infos_Print_Online_engl.pdf)

For example:

#### Buffed.de

Page Impressions: 37.537.359 (IVW 09/17)

Unique Users: 4,11 Mio. (AGOF e.V./internet facts 2017-09)

Visits: 14.545.548 (IVW 09/17)

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**Q: My question is still not answered, who is my contact person?**

**A:** If you still have questions, you can always contact Maci. He'll help you as best as he can. Here you can find his contact information: [marcel.naeem@computec.de](mailto:marcel.naeem@computec.de)