devcom

The official
GAME
DEVELOPER
CONFERENCE
of gamescom

Events & Activities 2021

gamescom

game
Verband der deutschen
Games-Branche

koelnmesse
we energize your business | since 1924

The Premier of the State of
North Rhine-Westphalia

devcom 365, an ongoing year-round online programme, perfect add-on to devcom developer conference in August

The year 2020 marked the beginning of "devcom 365", an ongoing year-round online programme, that delivers industry insights and entertainment right into living rooms all across the world.

devcom 365 is the perfect add-on to devcom main conference, highlight of the year, that will take place from the 22nd to the 24th of August, 2021.

With an even higher focus on game developers and their ecosystem, the devcom team is proud to offer its partners, sponsors, exhibitors, visitors and fans a 2021 full of events & activities:

- devcom developer conference / #ddc2021 – the heart, soul, and highlight of 2021

- Summits in February, May, July and November, focusing on individual topic areas

- Weekly & monthly live Twitch streams, including panels, late shows, tutorials, Let's Plays, and more

- Podcasts

- Masterclasses by renowned lecturers

- The annual Heroes Awards

For us, devcom developer conference and devcom 365 are more than places to learn, share knowledge, and conduct business, but a hub for the global game dev community to come together, make new friends and catch up with old ones, and – most importantly – have a good time. We are looking forward to welcoming you at one of our next get-togethers – either digitally or in person!

the devcom team

2021 events & activities in a glance

Feb	Mar	Apr	May	July	Aug	Oct	Nov
	Master Class 1	Master Class 3	Master Class 5			Master Class 6	
	Master Class 2	Master Class 4		Top Executive Summit 8th & 9th of July		Master Class 7	
Call For Change Summit 25th & 26th of Feb.					devcom developer conference + Heroes Awards 23rd & 24th of Aug.		
			Tech & Tool Summit 27th & 28th of May		devcom@ gamescom 25th – 27th of Aug.		Art & Animation Summit 25th & 26th of Nov.

devcom developer conference

Hybrid format

August 23-24:   devcom developer conference (#ddc2021)
- Offline & Online (tool + Twitch)
- 2,000+ attendees
- 100+ pre-recorded sessions
- 140+ speakers

August 25-27:   devcom @ gamescom
- Offline & Online (tool + Twitch)
- Within gamescom's B2B area
- 1:1 meetings
- Game Dev Pitch sessions
- Live Twitch streams with game dev and pub interviews
- Conference stages with sessions focused on B2B and

Various sponsoring options available!

Past Events

The official
GAME
DEVELOPER
CONFERENCE
of gamescom
August 17 - 30, 2020
www.devcom.global

17 AUGUST, 2020
devcom digital
conference
(#ddc2020)
Köln, Germany

All in one single app:
ddc2021 and devcom @
gamesom

4 x Summits

Call For Change	Tech & Tool	Top Executive	Art & Animation
• February 25-26 • 300+ attendees (estimated!) • Decision makers and game developers • Workshops, presentations, panels and roundtables • 2 days	• May 27-28 • 500+ attendees (estimated!) • CTOs, programmers, software engineers, etc. • Keynotes, presentations, panels, and workshops • 2 days	• July 8-9 • 200+ attendees (estimated) • Top management & executives only. • Keynotes, presentations, panels, and workshops • 2 days	• November 25-26 • 700+ attendees (estimated!) • Art directors, 2D & 3D artists, animators, etc. • Keynotes, presentations, panels, and workshops • 2 days
Online			
Various sponsoring options available!			

Live Weekly Twitch Shows _ schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
CET / UTC+1					
10:00		**EARLY ACCESS**			**EARLY ACCESS**
10:30		Started in Dec. 2020	**GAMES UND KAFFEE** *	**VERTICAL SLICE**	Started in Dec. 2020
11:00		Hosts: The devcom team			Hosts: The devcom team
11:30			Started in Nov. 2020	Starting Feb. 4th, 2021	
12:00			Host: Stephan	Hosts: Astrid & André	
12:30					
13:00					
13:30			**STUDIO TOUR**		
14:00					
14:30			Starting Feb. 17th, 2021		
15:00			Host: Roufina **(monthly)**		
15:30		**INDUSTRY INSIDERS**			
16:00				**TUTORIALS**	
16:30		Starting Jan. 26th, 2021		Starting Jan. 21st, 2021	
17:00		Hosts: Stephan & Roufina		Host: Hellcat (Michael from	
17:30				Spaceflower)	
18:00					
18:30					
19:00			**GAMEDEV SHOW**		
19:30					
20:00	**TEARS & TROPHIES**		Started in June 2020		
20:30			Hosts: Stephan & Deborah		
21:00	Starting Feb. 1st, 2021				
21:30	Host: Nico				
22:00					
22:30					
23:00					
23:30					

*show in German

Live Weekly Twitch Shows _ details

- **Early Access** - a friendly and open discussion between the devcom team and our community.

- **Games und Kaffee** - a German-only show, focusing on topics related to German industry topics.

- **Studio Tour** – a monthly show peeking behind the curtains of the best game developers in the world and meeting, face to face, with the game creators.

- **Industry Insiders** - a weekly meet-up of 4 industry experts sharing their insights, ideas and thoughts into and on current games industry business related.

- **Vertical Slice** - a biweekly show fully dedicated to indie developers and their projects.

- **Tears & Trophies** – we're playing games, new and old. Simple. But a ton of fun!

- **The GameDev Show** – what happens when you put 3-4 specialists into one room and let them talk about their work and current trends in their fields of expertise? Well, we'll find out soon enough!

Various sponsoring options available!

Tutorials

In collaboration with [Michael Hengstmann](#) (Co-Founder and CTO at SpaceFlower) 10 tutorials on "Coding for Unreal Engine in C++" have been already uploaded and are now available on [Twitch](#) and [YouTube](#).

10 more episodes on "Coding for Unity" as well as other live tutorials are coming up next in 2021!
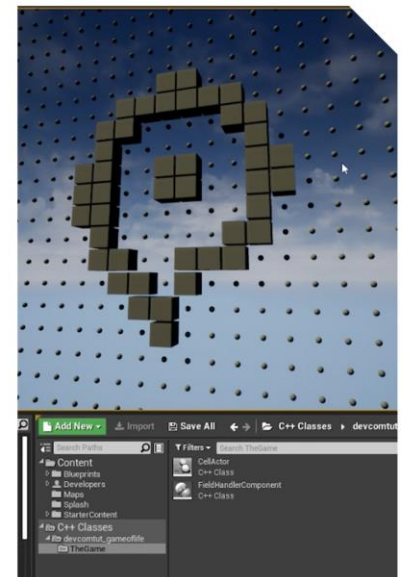
Various sponsoring options available!

devcom 365

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devcom TUTORIALS

UNREAL ENGINE
EP.10: Summary

Podcasts

Hosted by Lars Janssen, Studio Relations Director at Koch Media/Deep Silver, more than 20 exclusive podcasts have been already produced. Each features some of global games industry's finest, such as:

- Odile Limpach – former Director at Ubisoft Blue Byte
- Christopher Schmitz – COO at Remedy Entertainment
- Jens Begemann – former CEO at Wooga
- Gareth Coker – Renowned composer on titles such as Ori and the Blind Forest, Ori and the Will of the Wisps, ARK: Survival Evolved, Darksiders Genesis, The Unspoken, and many more
- Tommy Tallarico – CEO at Intellivision Amico
- David Perry – former CEO of Gaikai, CEO and Co-Founder at VRYL
- Philomena Schwab – Co-Founder of Stray Fawn Studio

Check out all available podcasts on our Patreon page: https://www.patreon.com/devcom_conf

Various sponsoring options available!

PATREON

Master Classes

Masterclasses are devcom's unique online workshops led by renowned games industry experts. Each masterclass focuses on a very specific topic and will be structured individually. Depending on the topic and content, lecturers may communicate certain requirements that will need to be met in order to apply.

Up to 6 Master Classes are currently in the works for 2021, delivered by (among others):

- Celia Hodent – Game UX Consultant on "Psychology in Game UI/UX Design"
- Christian Fonnesbech – CEO at Leverage on "Brand and IP Building"
- Raul Aparicio – Senior Environment Artist at Sony Santa Monica Studios on "Environment Building & Design"
- And many more, so better stay tuned!

Single and/or group ticket purchases possible
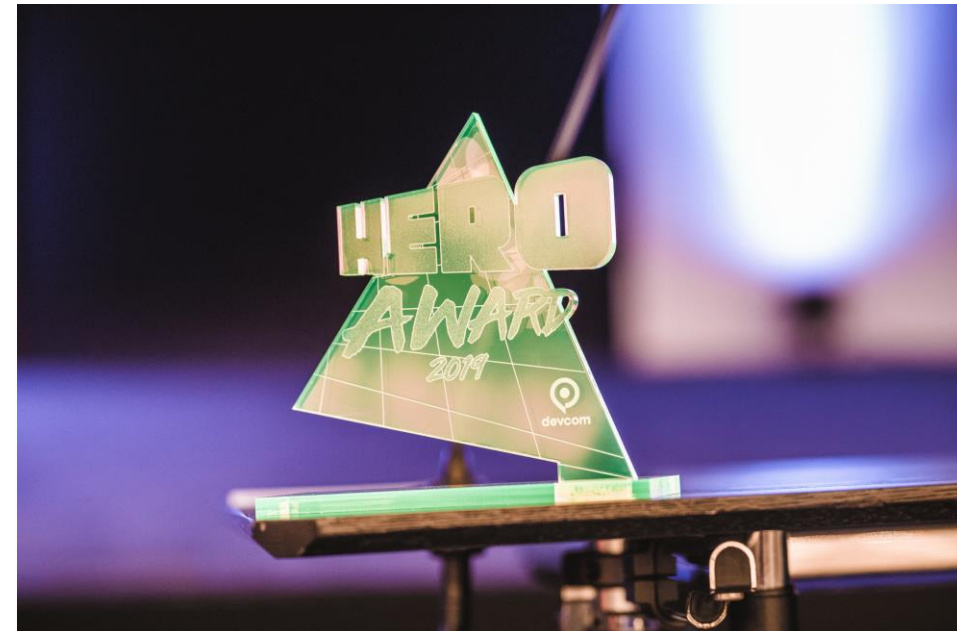
Tailor-made masterclasses possible

devcom Heroes Awards Ceremony

devcom's annual Heroes Awards go out to individuals within the games industry, who dedicated themselves to not only making the games industry but making the world a better place to live and work in – devcom's Thank you!', recognition and appreciation of deeds that way too often go unrecognized!

The devcom Heroes Awards are set to take

during devcom & gamescom week

Online & live on devcom's Twitch channel!

Various sponsoring options available!

Contacts

Contact our sales team to get more information about our sponsoring opportunities.

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