



**CENTRAL
EUROPEAN
GAMES
CONFERENCE** TM

MAILING ADDRESS
Games Austria
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1100 Wien

PRESS RELEASE

2ND CENTRAL EUROPEAN GAMES CONFERENCE IN 2016 ASSEMBLES GAME DEVELOPERS FROM CENTRAL AND EASTERN EUROPE, WITH A NEW VENUE AND ENHANCED PROGRAM

FOR IMMEDIATE RELEASE
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Vienna, Austria -- The 2nd Central European Games Conference (CEGC) by Games Austria will be held at the University of Vienna on February 17-21, 2016, with the main conference taking place on February 18-19. With last year's event hosting more than 300 attendees from the Central European region¹, CEGC is looking to further establish itself as a pillar of the community for games industry professionals in Central Europe. The program will again feature two days of main conference with an indie expo (February 18-19) and the Austria Game Jam (February 20-21), while the addition of a dedicated developer day (February 17) will bring this year's conference to a full five days of networking and creating opportunities.

CEGC 2016 MAIN THEME: DIVERSITY

For the second edition, **Diversity** has been chosen as the central theme. This aims to showcase the variety and individuality of the Central European region's professionals, promoting inclusivity at the same time. CEGC2016 does not set narrow boundaries when it comes to the definition of the word "diversity", but chooses to apply this value to the topics that are close and relatable to Games Austria and its members, and the games industry.

"Central Europe is a place like no other. Apart from the similarities and shared history, the differences make this region unique. From small indie studios to huge AAA powerhouses, there is a different culture and a different world view behind every game maker's story." - **Martin Pichlmair, Head of CEGC Advisory Board**

To support this theme and to further encourage visitors from various CE countries, the CEGC2016 program will provide advice and inspiration to developers of their areas and include highlights from Poland, Slovakia and Czech Republic. To facilitate the interchange between these areas, CEGC is cooperating with local associations and organizations to provide buses to the conference as a service to attendants from Croatia, Slovenia, Poland and the Czech Republic.

¹ Complete statistics are available online

www.cegconf.com/2015/stats.html



**GAMES
AUSTRIA**

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The Central European Games Conference is organized by Games Austria, the Association for the Advancement of Game Development in Austria and its partners www.gamesaustria.com



CENTRAL EUROPEAN WOMEN IN GAMES SUMMIT

As a part of its diversity promotion, CEGC2016 introduces the new Central European Women in Games Summit. With the aim to encourage the acceptance and better integration of women in the games sector, especially in Central Europe, CEGC strives for an equal treatment for everyone in order to build a stronger games industry. Thus all attendants regardless of gender are invited to join and contribute to the talks and discussions on the topics raised by our speakers.

CEE++ SUMMIT OF GAMES INDUSTRY ENABLING ORGANIZATIONS AND ASSOCIATIONS

Following its course from the previous year, CEGC2016 would like to bring the spotlight to those who usually remain behind the scenes during the creation of games. The CEE++ Summit invites everyone to attend the talks with facilitators of the games industry: games associations, incubators, accelerators, governmental structures, educational institutions, and all the other organizations that keep the games world turning. Sharing the experience, learning from each other, establishing proper communication are CEGC goals in order to help bring games to life.

EDUCATION SUMMIT

New at CEGC, our Education Summit is one of the very few events that provides information about education in relation to game development. Games Austria seeks to fill this gap, as CEGC2016 invites educational institutions to inform its attendees more about educational possibilities, challenges and needs, in terms of creating games. Another goal is to strengthen the bond between educational institutions and game development companies, thus making sure there will always be continuous growth within our still young industry sector.

ADVISORY BOARD

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The talks for CEGC are curated and reviewed by these advisory board members.



AMBASSADORS

The CEGC Ambassadors are major community builders and multipliers in their respective regions and have helped to secure support and attract a diverse crowd for the first CEGC in 2015. This makes them a vital part of the upcoming CEGC2016 as well. Organizations that are interested in supporting the conference are strongly encouraged to contact CEGC directly or through their regional CEGC ambassador.

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BE PART OF CEGC2016!

You can buy tickets for the Central European Games Conference here:
<http://www.cegconf.com/#tickets>

Become part of the team that helps build CEGC onsite:
<http://www.cegconf.com/#volunteer>

Show off your game in the CEGC Indie Expo:
<http://www.cegconf.com/#exhibit>

For more information, get in touch with us!

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