

## Press Release

Developers' conference from 21 to 23 April 2015 in Berlin:

### **Quo Vadis 2015 Issues Call for Papers**

**Berlin / Mülheim a.d. Ruhr, 1 October 2014:** Today is the kick-off date of the Call for Papers for the 2015 Quo Vadis conference. From 1 October to 1 December, presentation proposals for Europe's longest-standing game developers' conference may be submitted in English on [www.gvconf.com/news/call2015](http://www.gvconf.com/news/call2015). Quo Vadis has been held since 2003, and in its upcoming installment from 21 to 23 April as part of the 2015 INTERNATIONAL GAMES WEEK BERLIN will be welcoming game developers, industry professionals and students at Berlin's Café Moskau. Apart from expert panels and workshops presented by internationally renowned members of the developer scene, visitors can look forward to an expanded Business Area with additional room for exhibitors and the newly introduced "Pitch & Match" business format.

Quo Vadis has established itself as Germany's biggest expert convention on games industry topics and is one of the top three games industry conferences in Europe. More than 2,500 visitors were hosted at Café Moskau in 2014. One reason for the lasting success of this developer conference is the innovative spirit shown by the organizer, Aruba Events. Following the full transition to English as the conference language, Quo Vadis' business area will now be significantly expanded.

Quo Vadis organizer, Stephan Reichart: "Our choice of topics and speakers has made Quo Vadis Germany's most popular games industry expert conference. We will stay the course and provide even more room for trade visitors in our optimized Business Area. More space for exhibitors will open up more possibilities for game developers and service partners of the games industry to present themselves. To make this happen, we are expanding the total floor space considerably by incorporating the well-known Kino International movie theater directly across from Café Moskau. At the same time, we will also introduce 'Pitch & Match' in Berlin, the business format which already proved very successful in bringing together business partners at the Respawn conference."

"Pitch & Match" helps games companies arrange well-targeted meetings with potential business associates. The 2015 program will maintain the conference's customary, broad scope. In 2014, a total of 110 presentations and workshops

delivered by 170 speakers focused on current developments in the computer and video game industry. Among those featured were Amazon, Google, Sony, Microsoft, CD Projekt RED, CCP Games and other game developers of international stature. The consistently high quality of the presentations and workshops is also a result of the two-stage selection process. After the Call for Papers has ended, an experienced advisory committee decides on the submitted proposals. In the second step, the contributors on this shortlist are asked to provide a detailed preview of the proposed session.

Full details of the Call for Papers and additional information on Quo Vadis 2015 are provided on [www.qvconf.com](http://www.qvconf.com).

Presented by Aruba Events GmbH, Quo Vadis is part of the INTERNATIONAL GAMES WEEK BERLIN. In 2014, the INTERNATIONAL GAMES WEEK BERLIN succeeded the "Deutsche Gamestage", an event initiated by Medienboard Berlin-Brandenburg GmbH in 2007, and has since become a privately operated company. Once a year, the event platform brings together the entire spectrum of the world of digital games under the motto: "Connecting Game Business, Technology and Culture". Apart from the Quo Vadis conference, the INTERNATIONAL GAMES WEEK BERLIN from 21 to 26 April 2015 will feature many more events for games fans and professionals.

#### **About 'Quo Vadis – create.game.business'**

Held annually since 2003, Quo Vadis is Europe's longest-standing game developers' conference. In 2007 the event moved to Berlin, and was attended by more than 2,500 visitors in 2014. Quo Vadis has firmly established itself as Germany's biggest conference for all games industry-related themes and is one of the industry's top three conventions in Europe. Featuring a broad range of panel discussions, presentations and workshops, the developer-focused conference provides an insight into industry trends and is the centerpiece of the concurrently held INTERNATIONAL GAMES WEEK BERLIN. Quo Vadis is organized by Aruba Events GmbH. Learn more about Quo Vadis on [www.qvconf.com](http://www.qvconf.com).

#### **About the INTERNATIONAL GAMES WEEK BERLIN**

The INTERNATIONAL GAMES WEEK BERLIN 2015 is a leading cross-industry communication and networking platform for games business, development and culture. More than six individual events over six days offer a plethora of information on the topic of games. Participants include German and international game developers, publishers, investors and representatives of public institutions and the media industry as well as gamers, families and fans. In 2014 about 10.000 visitors Games Capital of Berlin-Brandenburg. The INTERNATIONAL GAMES WEEK BERLIN follows in the footsteps of the DGT – Deutsche Gamestage – an event initiated by the Medienboard Berlin-Brandenburg in Berlin in 2007.

The umbrella brand of the INTERNATIONAL GAMES WEEK BERLIN from April 21 – 26, 2015, includes the following events:

- Opening Summit: the official opening event
- Quo Vadis. Create. Game. Business: games business and development conference
- Matchmaking Dinner: VIP networking event
- A MAZE. / Berlin: Independent video games festival
- Gamefest at the Computerspielmuseum: (Computer Games Museum)
- Making Games Talents: recruitment event
- and many more.

More information on [www.gamesweekberlin.com](http://www.gamesweekberlin.com).

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