

## Press Release

Quo Vadis 2014 – create.game.business:

### **“Max Payne” Developer Myllyrinne and Other Speakers Confirmed – Early Bird Ticket Promotion Ends February 15<sup>th</sup>**

**Berlin / Mülheim a.d. Ruhr, 13 February 2014:** The Quo Vadis developer conference, held in Berlin from 8 to 10 April, announces the appearance of further, high-profile speakers. **Matias Myllyrinne (Remedy Entertainment)** will deliver a keynote speech on next-gen game development with all its challenges and risks. Moreover, **Robert Tercek (Creative Visions Foundation)**, **Bob Bates (formerly Zynga)** and **Guillaume de Fondaumiére (Quantic Dream)** will address current development issues in their presentations. Early Bird Tickets will be available until 15 February at a rebate of 15 percent (25 percent for students). Quo Vadis is the core event of the **INTERNATIONAL GAMES WEEK BERLIN 2014**. Tickets can be purchased through [www.die-entwicklerkonferenz.de/en/tickets](http://www.die-entwicklerkonferenz.de/en/tickets).

Matias Myllyrinne is the CEO of Remedy Entertainment and will deliver a keynote speech at this year's event. The Finnish studio is known for such titles as “Max Payne” and “Alan Wake”. The team is currently working on the XBOX ONE-exclusive next-gen title, “Quantum Break”. Another developer of premium games who has confirmed his participation is Guillaume de Fondaumiére. The co-CEO and Executive Producer at Quantic Dream is responsible for the blockbusters, “Heavy Rain” and “Beyond: Two Souls”. His Featured Talk on Thursday, 10 April, is entitled: “AAA Console Productions – A Pain Still Worth It?”

US industry veteran Robert Tercek is a noted speaker who has in the past appeared at the Mobile Games Forum in London and the Game Developer Conference Mobile Symposium. The latter is an event initiated by Tercek himself, spurred by his particular enthusiasm for mobile content. Like Robert Tercek, Bob Bates will hold a Featured Talk. Bates is highly regarded in the games industry as an excellent storyteller. Now working as an independent writer and producer, Bob Bates can look back on a prolific career – including a position as Chief Creative Director at Zynga.

Quo Vadis organizer Stephan Reichart on the latest additions to the speaker roster: “In 2014 we are again relying exclusively on speakers and topics that we know will provide real value to our expert audience. Quo Vadis is Germany’s leading forum for an exchange with internationally renowned game developers and for discussions on gaming trends.”

Other confirmed speakers at this year’s Quo Vadis are Chris Taylor (Wargaming.net), Guido Henkel (G3 Studios) and Don Daglow. Daglow will focus on “A New Kind of Next Gen: Free-to-Play, Console and the Future of Games”.

Quo Vadis is one of the top three European games industry conventions. As Europe’s longest-standing professional game developers’ conference, Quo Vadis focuses in depth on all aspects of video game development and marketing, and addresses developers, publishers, decision-makers, researchers and young talents in the industry.

Presented by Aruba Events GmbH, Quo Vadis is part of the INTERNATIONAL GAMES WEEK BERLIN 2014. The INTERNATIONAL GAMES WEEK was initiated and is supported by Medienboard Berlin-Brandenburg GmbH. The annual gathering draws German and international game developers, publishers, investors and media industry representatives. Apart from the “Quo Vadis” conference, the INTERNATIONAL GAMES WEEK BERLIN 2014 also features “Making Games Talents”, the “A MAZE. Festival”, the “Gamefest” at the Computer Game Museum and many other activities.

For more information on Quo Vadis please visit [www.qvconf.com](http://www.qvconf.com).

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

Held annually since 2003, Quo Vadis is Europe’s longest-standing game developers’ conference. The event moved to Berlin in 2007, and was attended by more than 2,000 visitors in 2013. 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 2014**

The INTERNATIONAL GAMES WEEK BERLIN 2014 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 gamers as well as representatives of public institutions and the media industry. In 2013, more than 6,000 visitors came to the Games Capital of Berlin-Brandenburg. The INTERNATIONAL GAMES WEEK BERLIN 2014

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 2014 from 8-13 April includes the following events:

- Opening Summit: the official opening event, April 8
- Matchmaking Dinner: VIP gala event, April 8
- Quo Vadis. Create.Game.Business: games business and development conference, April 8-10
- A MAZE. / Berlin: Independent video games festival, April 9-11
- Gamefest at the Computerspielmuseum: (Computer Games Museum)
- Making Games Talents: recruitment event, April 12

The events are funded by the Medienboard Berlin-Brandenburg. The INTERNATIONAL GAMES WEEK BERLIN 2014 is hosted and coordinated by Booster Space.

Event Partners: Aruba Events, A MAZE., Stiftung Digitale Spielekultur, IDG Media, Computerspielmuseum, BIU, G.A.M.E., media.net berlinbrandenburg, Projekt Zukunft Berlin. More information is provided on [www.gamesweekberlin.com](http://www.gamesweekberlin.com).

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