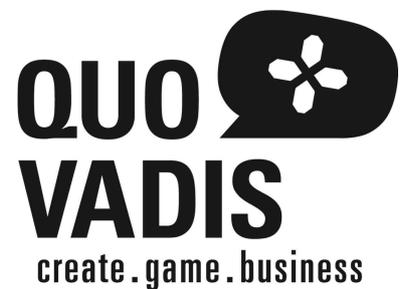


Partner of:



Press Release

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

2015 Quo Vadis Announces AAA Speakers

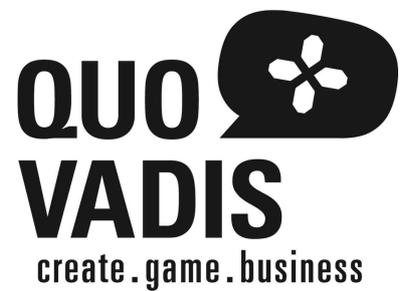
- **Glen Schofield and Michael Condrey (Sledgehammer Games/ "Call of Duty: Advanced Warfare")**
- **Dorian Kieken (BioWare/ "Mass Effect")**
- **Matias Myllyrinne (Remedy Entertainment/ "Alan Wake")**

Berlin / Mülheim a.d. Ruhr, 16 December 2014: The upcoming Quo Vadis conference from 21 to 23 April 2015 will feature an impressive line-up drawn from the elite of the American and European game developer scene. Europe's longest-standing developers' conference today announces the participation of some of the masterminds behind blockbuster games loved all over the world. Appearing in Berlin will be: **Glen Schofield and Michael Condrey (Sledgehammer Games), Dorian Kieken (BioWare) and Matias Myllyrinne (Remedy Entertainment).** Besides YAGER, Wooga and Crytek, numerous German- and European-based studios have stated that they will take part in the Quo Vadis conference. An Early Bird Discount on all tickets is still available until 31 December 2014 on www.qvconf.com/tickets.

"The motto for Quo Vadis 2015 is: Bigger, better, and even more international. Our developers' conference, held as part of the INTERNATIONAL GAMES WEEK BERLIN, has gained an excellent reputation far beyond Europe's borders. We are proud that we will be able to welcome some of the great minds of the world's cutting-edge game studios in April. Apart from the talks and sessions, we are committed to fostering a vibrant exchange between the German and international games industries, and this is precisely where Quo Vadis, expanded to nearly twice its previous size and featuring the business format 'Pitch & Match', provides ample opportunity," as Quo Vadis organizer Stephan Reichart states.

Offering insights into the production of AAA game titles for consoles and PC, to casting a spotlight on the challenges of the mobile and free-to-play market, the Quo Vadis conference covers a plethora of relevant games industry issues. Speakers Michael Condrey (co-founder & Studio Head of Development) and Glen Schofield (co-founder & General Manager) of Sledgehammer Games bring to the table 40 years of combined games industry experience, and apart from their latest game, "Call of Duty: Advanced Warfare", the Co-Development of "Call of

Partner of:



Duty: Modern Warfare 3”, and the creation of the “Dead Space” series, have played a central role in the development of such game series as FIFA, James Bond and Need for Speed. As Project Development Director at BioWare, Dorian Kieken is currently working on the next installment of the Mass Effect series. For 13 years, he has collaborated on a wide range of game projects in various positions from game designer to producer, including his task at Bioware Montreal as Development Director for “Mass Effect 2” and “Mass Effect 3”. Thus, an exciting behind-the-scenes look at the creation of some of the world’s biggest blockbuster games is guaranteed.

Also Matias Myllyrinne, CEO of Finland based developer studio Remedy Entertainment, will join Quo Vadis 2015. Remedy is well known for highly acclaimed games including “Death Rally”, “Max Payne”, “Max Payne 2: The Fall of Max Payne”, “Alan Wake” and “Alan Wake’s American Nightmare”.

At the same time, the Quo Vadis program also provides a superb communication platform for indie developers and a wide-ranging audience, which will be further enhanced by the debut of the “Tech-Summit”.

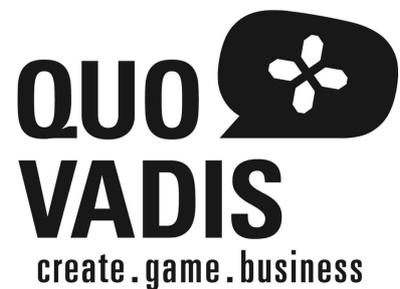
Having hosted over 2,500 visitors in 2014, Quo Vadis is about to nearly double its capacity in 2015. The established venue, Café Moskau, will be augmented by Berlin’s nearby Kino International, where the keynote presentations and other featured talks are to be held. Quo Vadis has reserved a whopping 800 sqm of floor space for the “Pitch & Match” business format which will be introduced at the conference to support games companies in their targeted business development activities by providing a forum for meetings with potential partners and associates.

Additional speakers at the 2015 Quo Vadis are to be announced after the completion of the Call for Proposals which will continue until 31 December. In 2014, a total of 170 speakers presented 110 lectures and workshops which addressed current developments in the computer and video game industry. For all the details, and to obtain tickets for Quo Vadis, please visit www.qvconf.com.

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.

Partner of:



About the INTERNATIONAL GAMES WEEK BERLIN

The INTERNATIONAL GAMES WEEK BERLIN from April 21–26, 2015 is the leading cross-industry communication and networking platform for games business, development and culture in Europe. Over six days, the umbrella brand combines more than ten events for industry representatives and game enthusiasts alike. In 2014, about 10.000 international and German game developers, publishers, investors and representatives of public institutions and the media industry as well as gamers, families and fans came to Berlin.

The INTERNATIONAL GAMES WEEK BERLIN includes the opening event Opening Summit, the German Games Award, the games business and development conference Quo Vadis, the independent video games festival A MAZE. / Berlin, Gamefest at the Computer Games Museum, Womenize!, Matchmaking Dinner, Making Games Talents, CGC eSports BarTalk, Apps World Germany, and many more events. 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.

Information on www.gamesweekberlin.com.

Contact

Aruba Events GmbH
Lena Alter
Sudetenstraße 67
50354 Hürth, Germany
Phone: +49/ 2233/80 84 33 4
E-mail: alter@aruba-events.de
www.aruba-events.de

Press Relations

Quinke Networks
Dennis Schoubye
Bei den Mühren 70
20457 Hamburg, Germany
Phone: +49/40/43 09 39 49
E-mail: ds@quinke.com
www.quinke.com

Press contact, International Games Week

SteinbrennerMüller Kommunikation
Dr. Kathrin Steinbrenner/Kristian Müller
Klosterstraße 64
10179 Berlin, Germany
E-mail: mail@steinbrennermueller.de
www.steinbrennermueller.de