gamescom asia 2024: Archivierte Programmankündigungen vom Juli und August 2024

Archivierte Textfassung einer offiziellen Pressemitteilung. Inhalt aus der damaligen Pressezustellung, neu gesetztes PDF ohne private Kontaktdaten.

Offizieller Koelnmesse-Newsletter, Quellmail 36912: Unveiling key exhibitors, speakers, stage programme and more! Open in Browser business area 17 - 18 Oct | entertainment area 18 - 20 Oct Less than 100 days left to gamescom asia! GET YOUR TICKETS What·s the hottest tea? · entertainment area Welcome back to CAPCOM with spectacular showcase of their upcoming games and CAPCOM Pro Tour 2024 SUPER PREMIER SINGAPORE. BAFTA-winning Andrew Wincott - the voice of Raphael in Baldur·s Gate 3 - join the entertainment area stage programme. GCL group returns to feature 2024 titles such as JDM: Japanese Drift Master, Terratech Worlds, and S.T.A.L.K.E.R. 2: Heart of Chornobyl. business area Shawn Layden, pivotal in shaping the iconic PlayStation brand, takes center stage at the gamescom asia conference. Hear from over 80 industry experts from Riot Games, NEXON, Hooded Horse, Rovio and many more at the business conference. Pitch your best games and win cash prizes at the gamescom asia pitch competition ! Read the full press release here Compared to the previous year, gamescom asia 2024 has more than doubled the number of registered companies with a 35% increase in booked exhibition space up to this point. This growth underscores its position as the premier hub for Asian gaming, drawing companies from Australia, China, Europe, Hong Kong S.A.R., Indonesia, Japan, the Middle East, Philippines, South Korea, Taiwan, USA, along with country pavilions from Singapore, Thailand, and Spain. Want to be part of gamescom asia?· Explore your participation options here

Offizieller Koelnmesse-Newsletter, Quellmail 37352: Don't miss the opportunity! Open in Browser Our developer-publisher-investor speed networking returns If we gave you one-on-one time with as many publishers and investors in an hour, how would you pitch your game? The gamescom asia Invest Circle session aims to facilitate worthwhile face time for promising game studios from Southeast Asia and beyond with publishers and investors looking for the next game IP to fund. Studios can pitch projects built for any platforms. You will get valuable feedback and more opportunities for extended conversations to be continued after the event, at the exclusive VIP mixer and throughout gamescom asia. For publishers and investors, this is your chance to meet and talk to promising game developers and explore a plethora of new games through an interactive format, all under an hour. Register your interest* and get crackin· on your pitch right away! *Participation in the Invest Circle requires a conference delegate ticket - please indicate your interest when registering. Reserved for developers, publishers, and investors only. Invest Circle / Speed Networking When: Thursday, 17 October 2024 Time: 3:30pm - 5:00pm VIP Mixer Time : 5:00pm onwards REGISTER NOW

Offizieller Koelnmesse-Newsletter, Quellmail 38121: Secure your ticket at early bird rate before 17 September 2024 Open in Browser business area 17 - 18 Oct | entertainment area 18 - 20 Oct Hi there, This year, we have launched a new ticket category: the VIP ticket. The VIP ticket provides exclusive access to gamescom asia speakers and VIPs, including entry to the Speakers Lounge and a guaranteed invite to the exclusive VIP mixer, which takes place after Invest Circle. Invest Circle is a highly coveted speed networking session for developers, publishers, and investors scheduled for 17 October. Your VIP Exclusive Access + All-Inclusive Experience: · Enjoy access to the business area conference and exhibition on 17-18 Oct. · VIP ticket holders get access to the VIP/Speakers Lounge on 17-18 Oct. · Premium lunch and coffee provided in the VIP/Speakers lounge on 17-18 Oct. · Guaranteed access to the exclusive VIP mixer on 17 Oct. · Gain entry to the B2B party on 18 Oct. · Access to the entertainment area exhibition on 18-20 Oct, including its VIP/GUEST lounge. · Use the gamescom biz app to connect with industry professionals. GET YOUR VIP TICKET NOW Reminder · Pitch your cool ideas to publishers and investors! More conference speakers & sessions confirmed ·Unleashing

Creativity: Building Artist-Friendly Pipeline Tools & Workflows· by Liu Chunyi, Senior Technical Artist, LIGHTSPEED STUDIOS (China) …… "What Goes on Behind the Scenes: A Guide to Indie Game Greenlight Reviews, Commercial Potential & Pitch Perfection" by Jasper Barnes, Head of Game Scouting, Team17 (UK) "Iterating Towards Day 1 Retention: How to Start Your Own Incubation Team" by Luna Javier, Design Director, Altitude Games (Philippines) ·Legend of Slime· Postmortem: A Data-Driven Approach to Help Creativity· by Soo Jeong Bae, CEO, Loadcomplete (South Korea) "Live-ing in the Moment: Adapting Skull & Bones' Production to Serve Its Players as a GaaS Game" by Samuel Soh, Project Manager, Ubisoft (Singapore) "Beyond the Screen: Terahard's Innovation with Location-Based AR in ·Overbeast·" by Aris Tsevrenis, CEO & Founder, Terahard (UK) and more! …… · See the full agenda . GET TICKETS