Indie Arena Booth matchmaking is open! - 12. August 2021

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Indie Arena Booth (25-29 August) at gamescom. Register as a press partner to obtain access to the backend matchmaking system before the event starts. Browse the line-up and connect directly with developers for interviews. The matchmaking system was reworked over the last year and now supports direct messages via the backend.

Registration is available for Press, Streamer and Publisher. Press: contact developers and access demos, with manual activation. Streamer: contact developers and see who wants to join a streamer in game, with automatic access. Publisher: contact developers, see elevator pitches and what developers are looking for. A search profile allows teams to contact publishers, with manual activation.

The full line-up includes 120 games. Pre-registration for the business and press version of Indie Arena Booth Online will start soon. The restricted online world will start together with devcom on August 23rd. The public version will go live after gamescom Opening Night Live on August 25th, at 10pm CEST.

Source: Indie Arena Booth Team, press newsletter, 12 August 2021. Registration endpoints and private distribution identifiers omitted.