Indie Arena Booth: Pressemitteilung vom 23. März 2022

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

· Developers from around the world have the opportunity to join Indie Arena Booth at gamescom 2022, as the official booth applications have just opened for the year. We are thrilled that Indie Arena Booth is returning to its physical roots in Cologne. Exhibitors, partners and visitors alike will be getting the best of both worlds, as our popular online game will complement the experience! We·ll be hosting your favorite Indie event on 1,500 square meters and the Internet. The online game that is exclusive to gamescom now enables developers and exhibitors to showcase their work whilst interacting with curious visitors and engaging in fun gamified activities. In addition, the well-known live program on Twitch is planned to accompany the event. With a combined booth space of 1,500 m^2, different individual booths will be offered, including small, big and arcade. We are also ecstatic to be working with Intel as our official partner for Indie Arena Booth. They share our vision of making unique talent in the Indie games industry stand out and provide them with the needed support. Developers who sign up to their Intel® GameDev Program will receive fantastic support, gain access to a variety of tools and resources whilst obtaining reduced showcasing prices at Indie Arena Booth 2022. We are extremely thankful that they are making this possible, so please find more details on the program here: https://software.seek.intel.com/gamedev-indiearenabooth Submissions are officially open from 23 March 2022 until 10 May 2022 and developers will be able to choose between a small, big and arcade booth. All booth types include the following: * Both an online AND offline booth, so that your game is shown to everyone, no matter where they join the Indie Arena Booth from. * Platform sales event (e.g. Steam festival) * Backend account to reach out to our press and publishers * Exhibitor Ticket * Hardware * Drinks & snacks * Access to exclusive booth events * Inclusion in the gamescom shows, such as Opening Night Live, Awesome Indies and gamescom studio * Small Booth - · 2.000 * Big Booth - · 4.000 * Arcade Booth - · 2.500 · Discounts are possible! · Thanks to our partner Intel, members of the Intel GameDev Program will receive a 50 % discount on either the Small Booth (Intel) or the Arcade Booth (Intel)! Learn more about the booth types and application here: www.indiearenabooth.de/apply. Developers who are interested in taking part need to either be available to join the physical event or provide a member of staff on their behalf to ensure that their booth is not left unattended. We are looking forward to receiving your game applications! Your Indie Arena Booth Team About the Indie Arena Booth The renowned and award-winning Indie Arena Booth has become synonymous with ·best Indie titles of the world· and offers Indie devs from around the globe the opportunity to showcase their work to industry professionals and gamers in order to reach a wider audience and to create their own network. Every year, the Indie Arena Booth receives countless game applications that are curated by an independent jury of industry experts and features them at the physical and digital event. Since the beginning of the global pandemic, Indie Arena Booth has been able to prove that not only can digital events be a ton of fun, but they can truly captivate audiences. In 2021, 16.000 visitors made their way into the digital version of Indie Arena Booth, while 119 studios from 33 countries presented their work. Rocking a hybrid concept for the first time, Indie Arena Booth will be back in 2022 with both a physical presence at gamescom in Cologne and the famous playable online event. The experience is complemented by the renowned Indie Arena Booth live stream program on Twitch. The event is hosted and organized by Super Crowd Entertainment GmbH.