

PRESS RELEASE

Huge interest in Games Founding Grant: Hundreds of applications await jury chaired by Linda Kruse

- More than 1000 applicants have submitted projects
- Diverse 24-member jury from all over Germany appointed under the chairmanship of founder Linda Kruse (The Good Evil)
- Acceptances and refusals will be sent by Christmas

Berlin, 18 November 2024: At today's kick-off event the 'Press Start: Games Founding Grant' jury will start the review phase of the numerous applications. The 24-member expert jury chaired by Linda Kruse, Founder and Managing Director of The Good Evil, will review and evaluate the applications in a multi-stage process until the beginning of December. The jury members from all parts of Germany bring a wide range of experience and perspectives to the jury's work. An intensive working phase awaits them. By the submission deadline on 17 November, the Foundation for Digital Games Culture had received submissions from over 1000 applicants. The Foundation for Digital Games Culture is responsible for the submission and jury process for the grant programme in collaboration with game – The German Games Industry Association. The 'Press Start: Games Start-up Grant' is funded by the Minister of State for Culture and the Media.

'The interest in the games founding grant is overwhelming. This shows impressively that start-up funding for game developers was urgently needed for the games industry,' says **Felix Falk**, Managing Director of game – The German Games Industry Association. 'The creative potential of the German games industry is huge. In order to utilise this potential, we need precisely the right framework conditions - both for newcomers to the industry, such as this project, as well as reliable and internationally competitive games funding for existing games companies of all sizes. Germany benefits from this as an economic and technology centre as well as a cultural nation.'

'We didn't expect such a high turnout. We now have a lot of work ahead of us, but thanks to the excellent jury, we will master it well,' commented **Nandita Wegehaupt**, Managing Director of the Foundation for Digital Games Culture, on the introduction of the jury members. 'The jury brings together expertise from indie development to AAA publishing, from the founding process to the actual realisation of game ideas. As the Foundation team, we will support the jury in their work to the best of our ability and wish them every success in what will certainly not be an easy selection process.'

Chaired by **Linda Kruse**, the 'Press Start' jury brings together the founding and games expertise of the following industry professionals: **Thomas Bedenk** (bedenk. de/sign), **Valentina Birke** (Super Crowd Entertainment), **Mona Brandt** (Freelancing UI/UX/Gamedesign), **Marek Brunner** (Entertainment Software Self-Regulation Body - USK), **Lena Falkenhagen** (author and game designer), **Manuel Fritsch** (Insert Moin / IGN Germany), **Adrian Goersch** (Black Forest Games), **Tobias Graff** (Mooneye Studios), **Daniel Helbig** (Megagon Industries), **Sebastian Hollstein** (I knew It! - Games / Lucerne University of Applied Sciences and Arts), **Jan Klose** (game Hessen), **Ulrike K uchler** (Gamebook Studio HQ), **Ruth Lemmen** (Interim Management + Coaching), **Michael Liebe** (Booster Space Events & Consulting), **Benjamin Lochmann** (Pixel Maniacs), **Jennifer Pankratz** (Pithead Studio), **Jana Reinhardt** (Rat King Entertainment), **Wolfgang Schmitz** (Ahoiii Entertainment), **Manouchehr Shamsrizi** (RetroBrain R&D), **Mai-Vy Thach** (Capcom), **Martin Thiele-Schweiz** (Playing History), **Anika Thun** (Kalypso Media Group) and **Carolin Wendt** (CD Projekt RED).

All applicants will be notified of acceptances and refusals by Christmas. Current information on 'Press Start' can be found at: <https://games-stipendium.de/>

Photo Linda Kruse: https://www.stiftung-digitale-spielekultur.de/app/uploads/2021/05/thegoodevil_lindakruse.png

Photo Nandita Wegehaupt: https://www.stiftung-digitale-spielekultur.de/app/uploads/2024/07/Foto_Nandita_Wegehaupt_Web.jpg

Photo Felix Falk: <https://www.game.de/medien/pressefoto-von-felix-falk-geschaefsfuehrer-des-game>

Press Start logo/graphic: https://www.stiftung-digitale-spielekultur.de/app/uploads/2024/10/Press_Start_Header.jpg

About the Foundation for Digital Games Culture

The Foundation for Digital Games Culture is the foundation of the German games industry and an ambassador for games. Since its establishment in 2012, it has been building bridges between the world of games and social and political institutions in Germany. The non-profit foundation, which operates nationwide, is the result of an initiative by the German Bundestag and the German games industry. Partners from education, society, youth protection, culture, media, politics, education, administration and science are involved in its projects, events and studies. An equally broad-based advisory board ensures its targeted, independent and transparent work. The foundation's shareholder is game - the German Games Industry Association. Informationen auf www.stiftung-digitale-spielekultur.de/, sowie bei Instagram [@stiftung_digitale_spielekultur](https://www.instagram.com/stiftung_digitale_spielekultur), X/Twitter [@Digitale_Spiele](https://twitter.com/Digitale_Spiele) und LinkedIn (www.linkedin.com/company/stiftung-digitale-spielekultur).

About game – The German Games Industry Association

We are the association of the German games industry. Our members represent the entire video game ecosystem, from development studios and publishers to esports event organisers, educational institutions and other related entities. We are co-organisers of gamescom, the world's biggest event for computer and video games. We are a shareholder in the Entertainment Software Self-Regulation Body (USK), the Foundation for Digital Games Culture, the esports player foundation, devcom and the collecting society VHG, as well as co-host of the German Computer Game Awards. Serving as a central point of contact for media, as well as political and social institutions, we provide comprehensive expertise in areas including market development, game culture and media literacy, and address any inquiries or concerns. Together we are making Germany the heart of gaming worldwide. With games, we enrich the lives of all people.

Press contact

Benjamin Hillmann
Stiftung Digitale Spielekultur gGmbH (Foundation for Digital Games Culture)
Marburger Str. 2
10789 Berlin
Tel: 030 23 62 58 94 15
E-Mail: hillmann@stiftung-digitale-spielekultur.de
www.stiftung-digitale-spielekultur.de/

Martin Puppe
game – The German Games Industry Association
Friedrichstraße 165
10117 Berlin
Germany
Phone: +49 (0)30 2408779-20
Email: martin.puppe@game.de
www.game.de
X: [@game_verband](https://twitter.com/game_verband)
[Facebook.com/game.verband](https://www.facebook.com/game.verband)
Instagram: [game_verband](https://www.instagram.com/game_verband)