WILLIAM COREY BARNARD JOINS GOODGAME STUDIOS AS HEAD OF STUDIO

Hamburg, February 18, 2016 – Goodgame Studios, Germany's leading game software developer and publisher, is pleased to announce that William Corey Barnard has been appointed as Head of Studio for the company's first core game venture.

Corey will be taking over this role from Michael Böni who will be leaving Goodgame Studios to pursue other opportunities in the industry. In his role Corey will be providing vision, strategy and leadership to this autonomous, dedicated core-gaming development team.

Corey joins GGS with over 20 years of experience in the digital entertainment industry. His prior roles include Development Director for Warner Bros. and Electronic Arts, where he was instrumental in the development and launch of AAA titles such as Lord of the *Rings Online, Infinite Crisis, Dungeons & Dragons Online and Need for Speed: ProStreet*.

"With Corey coming aboard, this is the start of an exciting time for Goodgame Studios," commented **Dr. Kai Wawrzinek, CEO Goodgame Studios**. "His guidance of our studio is a key part of our current strategy that is geared towards establishing Goodgame as a leading gaming company. I am confident that with Corey as Head of Studio, our first PC client title is destined for success."

Corey also embodies the innovative spirit of Goodgame Studios that draws inspiration and experience from diverse industries outside of gaming. His illustrious career before venturing into the gaming industry included stints in the animation industry working on well known projects like *Spiderman and Hot Wheels*.

Corey is no stranger to leading game development teams, having already successfully pioneered the role of Senior Hansoft Coach for Customer Success in the United States, where he evangelizing advanced agile project management software which is now at the heart of his studio.

Speaking about his new role, Corey said "This is a unique opportunity to use Goodgame's world-class technologies and skilled developers to make a truly outstanding product for the core-gamer market. The team is fantastic, and we are already starting to see some very exciting new developments. Stay tuned for more exciting news from us!"

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ABOUT GOODGAME STUDIOS

Goodgame Studios is a leading company in game software and specializes in the free-to-play market, with a focus on mobile and browser games. The company offers more than 10 games in 26 languages and has over 270 million registered users worldwide. With more than 1200 employees, the company has the largest workforce compared to other German computer game developers. Goodgame Studios was founded in Hamburg in 2009 and is owner-operated. Along with the headquarters, there are also subsidiaries in Tokyo and Seoul. Goodgame Studios only markets and publishes games which it develops in-house. You can find them on its portal, as well as through an extensive global partner network.

The development of the company has been recognized by multiple reputed awards such as "Entrepreneur of the Year 2011" from Ernst & Young as well as "Best European Studio" at the European Games Awards 2014. The company's games have also received several industry awards; most recently, Goodgame Empire was awarded “Best European Browser Game” and Empire: Four Kingdoms “Best European Mobile Game” at the European Game Awards 2014.

YOUR CONTACT

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