

# GOODGAME BECOMES A MEMBER OF GAME – ASSOCIATION OF THE GERMAN GAMES INDUSTRY

Hamburg, February 3, 2020 - Goodgame Studios, developer and provider of gaming software on a global level, will join game – Association of the German games industry with immediate effect, becoming part of the strongest interest group in the games industry worldwide.

The company from the port city of Hamburg will be represented as a full member. In doing so, the company wants to strengthen the association's voice in its relations with the public and politics, while simultaneously working with the association to achieve positive ongoing development of the continuously emerging industry in Germany.

"As a dynamic company geared towards the growing market, joining game - Association of the German games industry is a matter close to our hearts. Our common goal is to develop Germany as a gaming hub

in a future-oriented and sustainable manner. This cooperation will promote and strengthen the importance of our industry within the German economy on a national and global level. Goodgame Studios will enrich the association with its proven expertise and I am sure that together, we will significantly advance the professionalization of our industry," says Oleg Rößger, CEO of Goodgame Studios.

"Goodgame Studios is among the largest companies and employers in the German gaming industry. We are delighted to welcome them on board as a new member. We want to work together on many common issues in the future, such as the improvement of framework conditions by international standards and the shortage of skilled workers," says game managing director Felix Falk.



## ABOUT GOODGAME STUDIOS

Goodgame Studios is a leading developer and publisher of gaming software, specializing in the free-to-play segment. Its focus is on mobile and browser games. The company offers games in 26 languages and has over 400 million registered users worldwide. Empire: Four Kingdoms – the world's all-time highest grossing app produced by a German company – is part of Goodgame Studios' portfolio. The games developer was founded in Hamburg in 2009. Apart from the head office in Germany, the company has a subsidiary in Tokyo. In January 2018, Goodgame Studios was fully taken over by listed Swedish company Stillfront Group AB. For further information, please visit [www.goodgamestudios.com](http://www.goodgamestudios.com).

## ABOUT GAME – ASSOCIATION OF THE GERMAN GAMES INDUSTRY

We are the association of the German games industry. Our members are developers, publishers and many other stakeholders in the games industry like eSports organizers, educational institutions and service providers. As a co-organizer of gamescom, we are responsible for the world's largest event for computer and video games. We are partners in the USK and the Stiftung Digitale Spielekultur (Digital Game Culture Foundation), as well as sponsors of the German Computer Game Prize. As a central point of contact for media, politics, and the community, we answer all questions, for example on market development, gaming culture and media expertise. Our games enrich the lives of all people, therefore it is our mission to turn Germany into the world's best gaming hub.

## YOUR CONTACT

Patrick Abrar, CSO

E-Mail: [pr@goodgamestudios.com](mailto:pr@goodgamestudios.com)

## LATEST NEWS

[www.goodgamestudios.com/company/press/](http://www.goodgamestudios.com/company/press/)