



MEDIA INFORMATION

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Armin Busen Supervises InnoGames' Portfolio Strategy

Hamburg, January 20, 2015. Former CFO Armin Busen will become the new Chief Product Officer (CPO) at InnoGames effective immediately. Thus, he takes over the responsibility for games in development (Producing) and live games (Product Management) at the German online games publisher. Busen's goal is to continue to increase the quality of the games and expand the current portfolio since this is the foundation for ongoing profitable growth. Busen will continue to be responsible for both the accounting and controlling departments until InnoGames hires a new CFO.

"Armin Busen proved his outstanding analytical skills in his previous position and has profound knowledge about the international gaming market. Thereby he is the perfect choice to lift our gaming development to the next level", InnoGames CEO Hendrik Klindworth explains. Klindworth himself was responsible for Product Management until now and will now focus more on the strategic level of company development.

"The expansion of the InnoGames portfolio is a great task. Our current position with five live games offers a formidable base to further conquer the mobile market in 2015", says Armin Busen. "Due to the strong competition in the mobile gaming market it is essential to produce games with the highest possible quality and long term motivation. We want to set new standards in these areas", he elaborates.

With about 150 million registered players, InnoGames is one of the world's leading developers and providers of online games. The Hamburg-based company employs over 350 people from about 30 nations and scored major successes with the games [Tribal Wars](#), [Grepolis](#) and [Forge of Empires](#).