



## MEDIA INFORMATION

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### **InnoGames hosts Game Jam in the midst of gamescom**

**12 participants will develop 3 games in 96 hours – with 250.000 people watching**

**Hamburg, July 1, 2014.** Today [InnoGames](#) announced to hosts a 96-hour long game jam on the show floor of this years' gamescom in cologne. During the event, a total of 12 participants will develop 3 entirely new games – from the very first idea to a playable product. The Game jam starts on Wednesday, August 13 at 2pm and will end on Sunday, August 17, the last day of gamescom. At 2pm that day, InnoGames will officially announce the winning game at the booth. Four InnoGames employees and eight external developers will form the three competing teams. At the InnoGames booth C15 in hall 10.1, visitors and media will be able to not only have a look at the development process throughout gamescom, but also to test the latest versions of the unfinished games.

InnoGames regularly hosts game jams in its Hamburg offices. A video of the 2013 summer game jam, the fifth, was published on [YouTube](#). “The response to the latest game jams was massive, in our new offices we had more than 120 people getting together to code all weekend”, says Michael Indyk, initiator and host of the game jams. This makes the event the largest of its kind in Germany. Creative exchange and building a team spirit are always at the heart of the game jams. “It’s always fascinating to see how impressive the results can be, even after only that short amount of time. And we always have a very wide spectrum of ideas – the last game jams contained everything from an android-based action game to a PC puzzler.” Developing at gamescom, being eyed by thousands of trade show visitors instead will be a special challenge for the participants this time, he adds.

With more than 120 million registered players, InnoGames is one of the world's leading developers and providers of online games. The Hamburg-based company has scored major successes with games such as [Tribal Wars](#), [Forge of Empires](#) and [Grepolis](#).