

Game On NRW!



#GAMEONRW



WELCOME TO NRW!

North Rhine-Westphalia

is one of the leading media hubs in Germany and Europe. No other federal state unites more media companies with more employees across the whole spectrum of all the sectors. We are also first-rate in the games segment and are pooling our efforts to move on to the next level.

- North Rhine-Westphalia is Germany's No. 1 games hub. The State Government has increased funding to the Film- und Medienstiftung NRW for the games industry by a record sum of three million Euros. Prime-Minister Armin Laschet has established a successful dialogue event for the rapidly developing industry with the creation of the annual Games Summit.
- The international computer and video games industry comes together each year at the gamescom in Cologne, the world's largest trade fair for computer and video games. Thousands of eSports fans from around the world meet each year at the ESL One in North Rhine-Westphalia, with millions of people following the tournament via live streams.
- The Mediennetzwerk.NRW provides visibility to the media hub and the games companies and supports them in their presentation – including participation at the trade fairs during the Game Developers Conference in San Francisco and the Tokyo Game Show. This professionalisation and global networking are bolstering the sector.

We are moving on to the next level together with the players in the games industry. With creative minds, companies, educational institutions and game experts in NRW who have been actively engaged in working with us to create good and better conditions in the region. An initial selection of these players from the NRW games industry is presented here in this brochure.

We are continuing to have success in developing the „Digital Media Region NRW“ together with the industry players: the next level for North Rhine-Westphalia as a games hub. The high score is our goal. **#gameonrw**

Nathanael Liminiski
Head of the State Chancellery
of the Federal State of
North Rhine-Westphalia

Petra Müller
CEO
Film- und Medienstiftung NRW

Sandra Winterberg
CEO
Mediennetzwerk.NRW
c/o Mediencluster.NRW

Games industry in North Rhine-Westphalia

3 Mio. EUR

funding budget per annum for Digital Games and Interactive Content by the Film- und Medienstiftung NRW

127

Games companies in NRW

500 Mio. EUR

With an annual turnover of 250 - 500 Mio. EUR in 2015, NRW is one of the leading federal states in Germany

„NRW is the home of the games industry and central meeting point for national and international gamers.“

Sandra Winterberg
CEO, Mediennetzwerk.NRW

14%

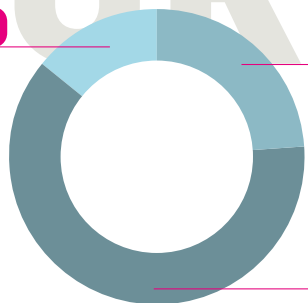
Other

24%

Publisher

62%

Developers



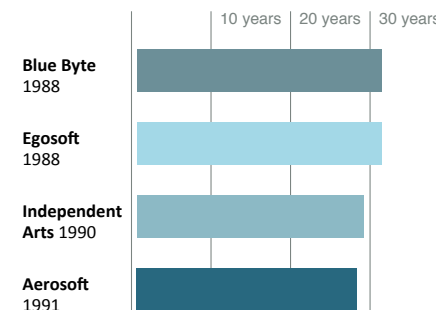
370.000

visitors at gamescom 2018

1.037

exhibitors at gamescom 2018

The German games industry has its roots in NRW



Gaming Hotspot

Germany has a total of 685 games companies, 127 of which are located in North Rhine-Westphalia. This puts NRW in second place among the federal states. But the long-term goal is clear: North Rhine-Westphalia is aiming to be the No. 1 games hub in Germany. With an annual turnover of EUR 250-500 million in 2015, NRW is already at the forefront. “The heart of gaming” – this is the self-proclaimed title of gamescom, the world’s largest consumer fair for video games, which brings together all the big names of the video game industry and numerous fans year after year. With ESL One Cologne, the largest “Counter Strike: Global Offensive” eSports tournament in the world takes place annually in NRW.

Big Player

The German games industry has its roots in NRW with developers such as Blue Byte (founded in 1988 and taken over by Ubisoft in 2001) and Egosoft (founded in 1988). Global players Electronic Arts and Ubisoft have also located their German offices in the heart of NRW. But Indies also feel comfortable and prosper well due to the well networked infrastructure, which NRW provides. After their success with ELEX, developer Piranha Bytes was acquired by the international publisher THQ Nordic.

Data taken from the “Standortstudie – audiovisuelle Medien in NRW 2019” („Location study – audiovisual media in NRW 2019“) by Goldmedia on behalf of Mediencluster NRW GmbH.

COMPANIES



Fata Deum

42 Bits Entertainment

The young indie developer studio 42 Bits Entertainment with headquarters in Jüchen develops strategy and simulation games for PC and console (Xbox and PlayStation) for the international market. The company's first work is the Fata Deum "god simulation" which follows in the tradition of such games as Black&White, FromDust, Populous or Reus by letting the player slip into the role of a god in a fantasy world. The production of Fata Deum is supported by the Film- und Medienstiftung NRW.

Game: Fata Deum

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Fiete World

Ahoiii Entertainment

The Cologne-based specialists for children's apps have managed to generate over 6.5 million downloads and inspire children around the world with their Fiete apps. The apps are translated into 20 languages and have already won numerous awards. Apart from the apps, the Fiete brand is also available in book form. A TV series about Fiete is also being planned. The Ahoiii team also works as a consulting agency for companies in the children's segment and has a wealth of experience to offer on all aspects of digital value creation.

Games: Fiete World, Fiete Sports, Fiete Soccer

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PRIMAX®-MemoApp

AppPlusMobile Systemhaus

The mobile experts for developing mobile solutions, platforms, games and enterprise solutions. For native, cross platform and gaming apps and gaming engines such as Unity or Unreal including VR and AR technologies. We create the idea, design the concept and implement for any mobile platform and web. Our apps combine elements of Gamification and technology.

Games: PRIMAX®-MemoApp, Volksbanken und Raiffeisenbanken Devilstriker

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Viking Rage

Arvur Interactive

Small, Cologne-based Game Development Studio focused on Virtual Reality Games & Applications.

Game: Viking Rage

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Landwirtschafts-Simulator

astragon Entertainment

Simulation games – who likes to play stuff like that? We at astragon encounter this question quite often and not just since the amazing success of the Farming Simulator series. Our answer is as easy as it is pleasing: Just about everyone! Core gamers and casual players, teenagers and pensioners, whole families, bus drivers and office workers – the sometimes small, sometimes gigantic but always lovingly modelled vehicles and machines of our simulation games manage to enthrall and inspire new fans every year. Players around the globe are digging, ploughing and transporting left and right on PC, consoles and mobile devices. With that in mind: Simulation games – who doesn't like to play them?

Games: Landwirtschafts-Simulator, Bus Simulator, Construction Simulator

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Unforeseen Incidents

Backwoods Entertainment

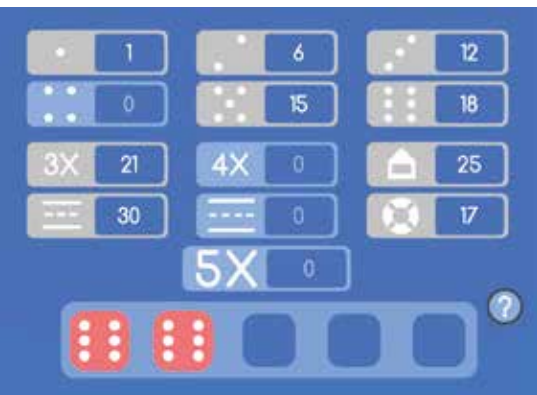
Backwoods Entertainment is an award-winning indie game studio from Germany. We set out to make original and fun story-driven games. In 2018 we released our debut title Unforeseen Incidents, which was well received all over the world. We're currently working on two new games: Pen & Paper Stories: Morriton Manor (in collaboration with Rocket Beans TV) and the interactive mystery Resort.

Games: Unforeseen Incidents, Morriton Manor, Resort

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Kniffel Dice Clubs

b-interaktive

We love what we do and we're translating this passion into our products. The core of our international team consists of talented individuals with decade-long mobile games experience working together in Germany and Poland. We have founded b-interaktive in 2011 and today, our multicultural team speaking over six native languages is an established creator of innovative social games for the broad audiences world wide.

Games: Kniffel Dice Clubs,
Mensch ärgere dich nicht!

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Game of Goats

Bootcamp. Bros

Bootcamp Bros. is a mixed team out of newcomers and professionals, who committed themselves to develop the best mobile game in 2019. Our studio was founded in September 2017 and is based near Bonn. Over the time we quickly grew to up to nine members who highly focus on quality and "friendship-destroying" PVP mobile games. Our first baby is called "Game of Goats" and will be available in your favourite app store soon.

Game: Game of Goats

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Shiggys Takoyaki

Ducks on the Water – DOTW

Narrative Games To Go: In our fast-paced time, to catch a player's attention, one element is needed: a great story. Our Cologne based games studio "Ducks on the Water" develops interactive, narrative video games for mobile devices. In short: narrative games to go. A couple of our games will also be available for desktop or consoles. We also develop and produce games and apps for third party contractors. Additionally we offer Game Design consulting, talks and workshops.

Games: No Money, Dude!,
Shifty Funky Space, Shiggys Takoyaki

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X4: Foundations

EGOSOFT

EGOSOFT, founded in 1990, is one of Germany's leading game developers. Its team of industry veterans and dedicated game enthusiasts entered the international stage with the widely-acclaimed X-Beyond the Frontier space simulation game in 1999. EGOSOFT is now exclusively dedicated to setting new standards in the space game genre and continuing to improve the game-play experience for fans of the X Universe.

Games: X4: Foundations, X Rebirth VR Edition,
X3: Terran Conflict

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FIFA 20

Electronic Arts

Electronic Arts is a global leader in the field of digital interactive entertainment. The company develops and offers games, content and online services for Internet connected consoles, mobile devices and computers. In fiscal 2019, EA generated net sales of \$ 4.95 billion, according to U.S. GAAP. Based in Redwood City, California, EA is known for such high-quality blockbuster brands as EA SPORTS™ FIFA, Battlefield™, Apex Legends™, The Sims™, Madden NFL, Need for Speed™, Titanfall™ and Plants vs. Zombies™.

Games: EA SPORTS™ FIFA 19, Battlefield™ V, The Sims™ 4

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Valnir Rok

encurio

Founded in 2007 by Sebastian Rahmel, encurio is an internet company and game studio based in Cologne, Germany. encurio has been developing software, portals, websites and online shops for the finance, beauty, gaming and entertainment industry. Using the knowledge and expertise from their internet and gaming business ventures has naturally led to the development of online games. The first game developed by encurio was titled «Valnir Rok». Valnir Rok is an online sandbox survival roleplaying game inspired by Norse mythology. Currently encurio is working on a turnbased RPG set in the 12th century during the second crusade, called Faith+Honor: Barbarossa.

Games: Valnir Rok, Faith+Honor: Barbarossa

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KLOTZ

epicsauerkraut studio

epicsauerkraut is an indie game studio based in Cologne, Germany. The studio focuses on visually attractive and minimalist hypercasual games for mobile. The illustrator and concept designer Paul Kollenbach is the founder of the studio and is responsible for the taste of the games. After KLOTZ the next mobilegame LOCH is already in production. A more complex adventure game for PC and console is being planned as well. Always with the epic taste of sauerkraut!

Game: KLOTZ

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Sunrise Roots

Flying Sheep Studios

Flying Sheep Studios uses HTML5 to build mid-core mobile games playable in mobile browsers, instant messengers and native apps, delivering high-quality visuals even on older devices. Since the company's founding in 2014 in Cologne, we have delivered over 150 games on time, quality and budget to satisfied clients, often working with world renowned brands such as LEGO, Barbie and DreamWorks. We use this experience and know-how to create our own IPs and usher in the next generation of high quality web games.

Games: Knights of Fortune, Lego Ninjago: Turnier der Tapferen, Dreamworks Spirit: Reite Los!

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Cold Comfort

Gamma Minus

Gamma Minus is a young, independent game development studio founded in April 2018 by Jeremiah Costello. Cold Comfort is the flagship game that the team has been working on since around 2016. Some of the team members have been active in the gaming industry for several years in various capacities. For example, some of the 3D artists of Gamma Minus worked on franchises like Battlefield, Call of Duty, Homefront or Tomb Raider. Another member of the team, a composer, has already written countless soundtracks and game trailers for Call of Duty, Age of Empires IV, For Honor and Destiny 2 as well as the soundtracks for such acclaimed Netflix shows as Narcos and The Blacklist.

Game: Cold Comfort

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Maze Slaughter

Giant Gun Games

Giant Gun Games is a small developer from Duisburg in the Ruhr region. The team of about nine people is currently working on a rogue-like first person shooter called Maze Slaughter. The team is a closely-knit mix of veterans and juniors, and some prototypes had already been created by the core team prior to the company being set up. Development is done exclusively on the Unreal Engine and only for PC/console. Giant Gun Games was founded in 2018 by Sascha Henrichs. He began his career in 1998 as a 3D environment artist at Piranha Bytes. He worked on Gothic 1-3 and Risen 1-3.

Game: Maze Slaughter

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Cinderella – An Interactive Fairytale

Golden Orb

Golden Orb is an independent, creative game studio which Katharina Kühn and Sonja Hawranke founded in spring 2018. Its team develops story-driven games based on traditional lore for fairytale fans of all age groups. By rewriting the stories, they alter outdated views and offer a fresh perspective on old tales. They also incorporate current days issues into the traditional plots to provoke thought in a humorous, entertaining way. The co-founders of Golden Orb have over 20 years of combined experience in game development. They released their first game “Cinderella – An Interactive Fairytale” in summer 2018 and won the Ubisoft Newcomer Award in December of the same year.

Game: Cinderella – An Interactive Fairytale

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Trüberbrook

Headup Games

Headup is a hybrid games publishing and development company providing players worldwide with the best content in the independent gaming sector. Established in 2009, it is active on all major platforms such as consoles, mobile devices and PC, and was awarded as “Best Publisher” at the German Developers Awards in 2012, 2013 and 2017. With over 80 million customers served on mobile and further several million players on the PC and consoles, Headup is always looking to raise awareness and commercial success for developers thinking outside the box.

Games: Bridge Constructor Portal, Trüberbrook, The Inner World

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Fun Factory

Holocafé

The Holocafé GmbH with its HQ in Düsseldorf is Germany's first location-based virtual reality franchise to develop exclusive games and an entire store management platform. The company was founded in 2016 by three game developers and after a successful pop-up store collaboration with Media Markt, Metro and Unibail-Rodamco, the company quickly established a franchise of virtual reality cafés in Aachen, Troisdorf and Düsseldorf. After building an internationalized platform for ticketing, business intelligence and store automatization, the company is now expanding its licensing business to new territories, including venues in Cologne, Bochum, Finland, Canada and USA.

Games: Fun Factory,
Holo Arena, Chaos Commando

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Nova Nukers!

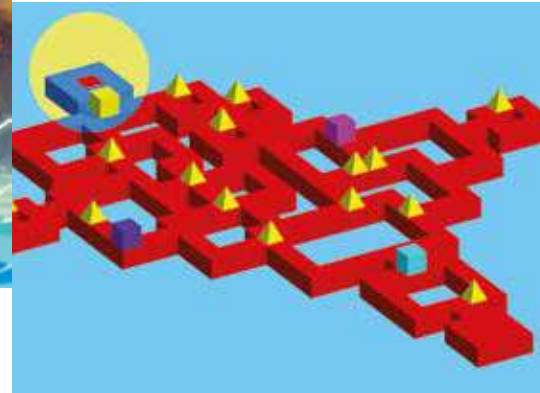
Lemonbomb Entertainment

Since its founding in 2015 Lemonbomb Entertainment focused on the development of games for PC and Consoles. Both the action packed "Nova Nukers!" and the upcoming farming adventure "Stranded Sails – Explorers of the Cursed Islands" were built around distinctive characters, strong mechanics and stylized art. For "Stranded Sails – Explorers of the Cursed Islands" Lemonbomb Entertainment teamed up with roka play while "Nova Nukers!" got published by Assemble Entertainment. Lemonbomb Entertainment is capable of developing original IPs creating games out of pre existing ideas of a partner.

Game: Nova Nukers!

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Vectronom

Ludopium

Ludopium is an independent game studio based in Cologne, Germany that specializes in music games and ludic audiovisual installations. The team consists of an international group of highly innovative game developers with backgrounds in multiple areas of media production. Their passion for music, visually striking art and experimentation powers the creation of all their work. Ludopium aims to build artistic experiences that invite players to listen, play and interact while keeping fun and accessibility at the forefront of development.

Game: Vectronom

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Spitlings

Massive Miniteam

We're a small studio in the heart of Cologne and we create Indie Games and VR/AR Apps. We founded our studio with four people in 2017 and have since grown to our 10th member in June 2019. Our first game is SPITLINGS – a co-op hardcore Arcade game. It's published by HandyGames and to be released in Winter 2019 for PC and all consoles. We're privileged to be supported by Cologne Game Haus, Mediengründerzentrum NRW and Film- und Medienstiftung NRW.

Game: Spitlings

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Meister Cody – Talasia

Meister Cody

Since 2013, Meister Cody GmbH and researchers from universities in Dortmund, Munich and Münster have been dedicated to the development of Meister Cody, an app-based learning game and diagnostic tool for children struggling in math and reading. Meister Cody offers a wide array of features for home, school and therapy. As of March 2018, our math assessment is #1 in the S3 Guideline for the diagnosis and treatment of dyscalculia. S3 is the highest level of scientific rigor. Our titles Talasia (Maths), Namagi (German) and Testcenter (Diagnostics) are available for mobile devices in the Google Play Store, iTunes App Store and Amazon App Store.

Games: Meister Cody – Talasia, Meister Cody – Namagi, Meister Cody – Testcenter

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ELEX

Piranha Bytes

Piranha Bytes is based in Germany's old industrial heartland, the Ruhr region. It was founded in 1997 and has since developed various singleplayer open world RPGs for PC and consoles. Piranha Bytes has acquired fame with their RPG successes "Gothic" (2001), "Gothic II" (2002), "Gothic – Night of the Raven" (2003), "Gothic 3" (2006), "Risen" (2009), "Risen 2: Dark Waters" (2012), "Risen 3: Titanlords" (2014) and "ELEX" (2017) that have so far sold several million copies worldwide.

Games: Gothic, Risen, ELEX

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Colt Canyon

Retrific

Retrific, founded in 2013, is a German independent one-man game studio by Jonathan Mannshoven that specializes on gameplay focused 2D PC games, prioritizing fun over narrative and following the passion to make small but polished gaming experiences. From time to time, we also work on smaller and completely free game prototypes and demos for game jams or as experiments that can later become full games. For example, our upcoming game "Colt Canyon", an atmospheric and punchy cowboy roguelike game with an emphasis on game feel, that will be released in 2019 for PC and consoles.

Games: Colt Canyon, Just Get Through, Invisibox

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The Lost Shapes

RockAByte

Founded in 2008, we focus on the production of games and apps for the platforms Online, Mobile (iOS & Android), Handheld and Console. As a full service provider we manage all levels easily – starting with the idea up to the final product. Taking over contractual work, we offer both turnkey solutions as well as the implementation of parts of the production chain. We think ahead as well as along the lines of our customers. We love to pick up your idea, craft a cradle, tailor the cloth and rock your "baby" until it's mature enough to walk on its own. And even then, we'll continue watching your back. We develop internally – no offshoring! Made in Germany. Made with love in Cologne.

Game: The Lost Shapes

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Super Paperman

Secret Item Games

Secret Item Games is an indie game developer, a console porting service provider and an indie game publisher all in one. We are a small flexible team working on bringing our own games, as well as the games of our partners and clients to consoles. Our company has worked on over a dozen games and we always have a new secret project (a "secret item") in the pipeline. You want your game on consoles but cannot port or publish it yourself? Let us take care of that. We port and publish your game. No need to figure out how complicated console publishing can get. We do it for you!

Games: Grave Dange, 3D Billiard, 3D MiniGolf

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Hell Pie

Sluggerfly

We are Sluggerfly, a small, independent game development studio. Founded 2015 in Essen, Germany, we released our first game "Ben and Ed" the same year. We try to create games with charme and personality, characters you can remember, and think that dark and funny work well together. We are inspired by a wide range of influences, from silly entertainment to meaningful art and want this to show in our products.

Games: Ben and Ed, Ben and Ed – Blood Party

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Igor the Electrician

Springwald Software

Springwald Software is located in Bochum in the heart of the Ruhr area and can look back on 25 years of experience in computer game development. Already in the early 1990s the members published graphic adventures and jump'n'run games. In addition to multimedia projects and intelligent assistants, the focus of game development in the recent past has been primarily on virtual reality and arcade games.

Games: MiniTrue – in security we trust!, Pumpkin Jumpin, MWK Touchgames

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Gold Rush! Anniversary

Sunlight Games

Cologne-based Sunlight Games was founded in 2008 and transformed into a GmbH in May 2013. Sunlight Games consists of a team of experienced game designers led by development veteran Marco Sowa-Israel. Marco Sowa-Israel has worked on over 90 titles for PC, Mac, Nintendo Wii, Nintendo DS, Android, iOS and Xbox One. Sunlight Games creates games of all genres for PC, Mac, mobile, consoles and online platforms. Since 2019 Sunlight Games is member in game – The German Games Industry Association (game).

Games: Game Tycoon 2, One Hundred Ways, Gold Rush! Anniversary

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Blautopf VR

TELLUX next

TELLUX next produces cross-platform entertainment projects for film & TV as well as the online and games sector, and serves as both a production house and creative agency for its partners. As part of the TELLUX Group, TELLUX next is one of Germany's largest independent film and media companies. With its vision of telling original and moving stories, TELLUX next produces high-quality dramas, impressive documentaries and transmedial experiences.

Games: Blautopf VR, goRome!

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History Voices

TeraKnights

Onward to digital glory!!! We're a 4-man Indie Studio near Cologne with an immense passion for games. Currently it's our knightly duty to create all kinds of digital content. In August 2019 the game "History Voices", for which we created the graphics, will be released. It's going to come to life through collaboration with a team of teachers and historians. Creating 3D Animations for our noble lords (or customers) is another one of our honorary tasks. We're using every second of our left-over time to work on our passion project "Fairyfail", a 2.5D platformer couch-multiplayer that lets you play a failed fairytale character like an alcoholic princess or an obese knight.

Games: History Voices, Fairyfail

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Squirrel & Bear

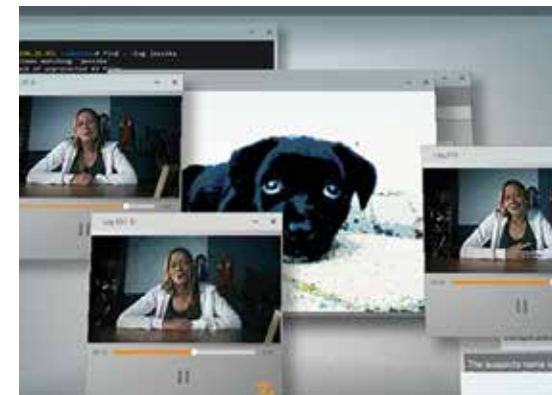
the Good Evil

the Good Evil is an award-winning Indie Game Studio based in Cologne, Germany. We create games, that make the world a better place! Our games are designed to inspire and educate audiences with stories and topics that matter! Made for mobile, console, desktop or web and audiences including kids, teens, adults, and cats. For our clients, ranging from private enterprises to educational institutions and NGOs, we co-design experiences around their requirements, ensuring high-quality games through iterative development, rapid-prototyping, and user-testing. Right now we are developing Squirrel & Bear: Europe – an adventure game for families to explore the beautiful cultural diversity in Europe.

Games: Squirrel & Bear, Simkult, Serena Supergreen and the broken blade

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Jessika – Underneath the system

TriTrie Games

TriTrie Games is an international micro-indie with roots in Cologne and Bonn. Taken together, the three founders combine knowledge, creativity and the demand for high-quality software solutions and digital games with a narrative focus. They have been part of the German developer scene for many years and are committed to playing a role in the up-and-coming industry on the banks of the Rhine. The goal is to develop sustainable, commercially successful and socially relevant entertainment software. The long-term plan as a multicultural employer in Cologne includes accessibility, unconditional equality and inclusion of employees of all faiths, regardless of their origin and according to European standards and values.

Game: Jessika – Underneath the system

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www.tritriegames.de





The Settlers

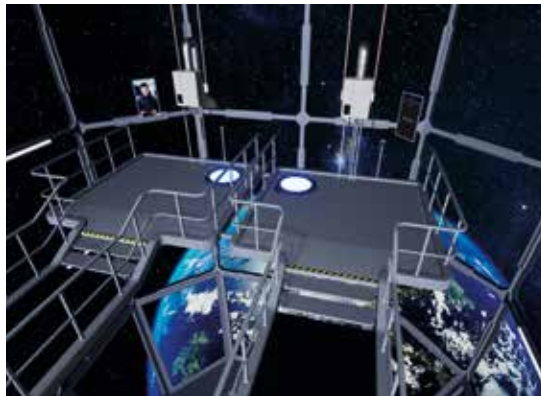
Ubisoft Blue Byte

With more than 30 years of experience, Ubisoft Blue Byte is one of the pioneers of the German games industry. At three sites in Düsseldorf, Mainz and Berlin the teams develop high-class gaming experiences. Ubisoft Blue Byte Düsseldorf and Mainz are leading the development of Anno 1800 and The Settlers as well as the VR escape room Beyond Medusa's Gate. As co-developer the teams are supporting titles such as Tom Clancy's Rainbow Six Siege and Beyond Good and Evil 2. Ubisoft Berlin is focussing on co-development, including the Far Cry series. All three studios combined form the German Ubisoft studio network.

Games: The Settlers, Beyond Medusa's Gate, Tom Clancy's Rainbow Six Siege

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Titanium Space

Weltenmacher

At Weltenmacher we combine the importance of education with the amusement of gaming: All in the realm of Virtual Reality technology. This allows us to create innovative training applications for companies whose biggest asset are its employees. Our digital laboratories are workspaces of the future. Since 2017 our Düsseldorf based team forges innovation in digital education, goal oriented, cross-functional and fully committed. It consists of experts for didactics, programming, Game- and UX- Design. Immersing our users in digital worlds is what we truly know best – for it is surely not by chance that Weltenmacher can be loosely translated as World Creators.

Games: Titanium Space, VR Chemical Technician

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RoboManiac – Heavy Metal auf Centerra?!

YEPS!

YEPS! develops and operates exciting, lively online games that are completely playable in the browser and mobile. Founded in Cologne in 2015, the development studio focuses on cross-platform multiplayer games and is currently working on its own production of "ROBOMANIAC – Heavy Metal auf Centerra!" In addition, YEPS! is reinterpreting the term of "social gaming": genuinely social, not just "playable" on Facebook & Co., and is promoting lasting social projects related to the topic. Revenues are generated by the sale of creative, novel premium content.

Games: RoboManiac – Heavy Metal auf Centerra?!

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Dustwind

Z-Software

Z-Software is an independent game studio founded in 2008 in Dortmund. In this time the company developed and shipped more than 15 games for a variety of platforms. These include current generation platforms like Playstation 4, Xbox One, Nintendo Switch, PC, iOS and Android. Simulators, sports games, arcade casual games, story-driven adventures ... Z-Software loves to put its spin on different game genres. Some highlights: Pilot Sports, a colorful casual flying simulation with a hilarious local multiplayer mode, Dustwind, a postapocalyptic real time tactics game, developed together with Dustwind Studios UG and the successful Autobahn Police Simulator series, which already spawned various sequels.

Games: Autobahn Police Simulator 2, Pilot Sports, Dustwind

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On behalf of the State Chancellery of North Rhine-Westphalia we support the development of the digital media industry through sustainable networking and placement activities, both within the industry and across disciplines. Our main industry events are the GameDevs meeting „Gametreff NRW“, the webvideo meeting “Content Creators Club” and our networking event “Match Me If You Can!” – twice a year across all media sectors. We offer founders and young creatives a comprehensive range of advice and information on funding and financing in NRW.

In this context we collaborate with our local partners such as Film- und Medienstiftung NRW and Mediengründerzentrum NRW. We create visibility for the digital media location NRW and its companies at trade fairs and markets in Germany and abroad. We offer international networking opportunities via presence at gamescom, Slush Helsinki, Tokyo Game Show, GDC San Francisco and others.

Film und Medien Stiftung NRW

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With an annual funding volume of 35 million Euros, the Film- und Medienstiftung NRW is one of the largest regional funding institutions in Europe. Its shareholders are the federal state of North Rhine-Westphalia (NRW) and the broadcasters WDR, ZDF and RTL.

Within its responsibility for film and media, the Film- und Medienstiftung NRW holds interests in institutions and companies such as ifs internationale filmschule köln, Mediengründerzentrum NRW and Mediencluster NRW/Mediennetzwerk.NRW.

The Filmstiftung's brief includes the promotion and presentation of the media region. As the central point of contact for film and media in NRW, the Film- und Medienstiftung provides funding for the development and production of films, series, web content and games.

KEY PLAYERS

NETWORKING

FUNDING



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Please be aware that this industry register does not represent the entire developer or publisher landscape in North Rhine-Westphalia. The Mediencluster NRW GmbH does not claim the brochure to be complete. The Mediencluster NRW GmbH is not liable for the accuracy and/or completeness of the information provided by the individual companies. If you are a developer or publisher based on or with a local office in NRW and are missing your company, please contact cluster@medien.nrw.de



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North Rhine-Westphalia



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Investition in unsere Zukunft
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für regionale Entwicklung



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Investitionen in Wachstum
und Beschäftigung

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