

# CALL FOR APPLICATIONS:

## GAME MIXER SOUTH AFRICA

Application deadline is 5 October 2017. Scroll down for more information on how to apply.

**From 16 to 24 November 2017 the Goethe-Institut invites seven game developers from South Africa and eight from Sub Saharan Africa to join an eight day program with sixteen game developers from Germany, Brazil and Indonesia in Johannesburg. The German participants are award winners and nominees of the German Video Game Awards.**

Within the program "Game Mixer", the Goethe-Institut aims to promote professional exchange between game developers from around the world. In 2015, the first Game Mixer Program took place in Jakarta and Bandung, Indonesia. The following year, the second iteration of the program took place in Sao Paulo, Brazil. In its third iteration, the Game Mixer program seeks to mix up the international game development scene even further by not only including game developers from Germany and the host country of South Africa, but by also inviting participants from broader Sub-Saharan Africa and the former host countries Indonesia and Brazil, too.

### **Game Mixer Johannesburg Programme:**

- Thursday 16 November - Arrival of guests in Johannesburg, get together, welcome dinner
- Friday and Saturday 17 and 18 November - Game Camp
- Sunday 19 November - Public showcase of the games
- Monday 20 November - Leisure time or Sightseeing
- Tuesday 21 November – Studio visits
- Wednesday 22 November - Internal showcase for participants
- Thursday and Friday 23 and 24 November - Game Jam
- Saturday 25 November - Departure of guests

Game Mixer Johannesburg starts with the GameCamp, an open, participatory bar-camp-style series of DIY workshops, talks and sessions. The GameCamp focuses on peer learning and open discussions on chances and challenges of the game industry in participating countries. The GameCamp will be followed by a public showcase of games by all participants. The group will get the opportunity to present their games and have in-depth discussions with the audience. For one day we will visit the most interesting game studios in Johannesburg to get an inside view of the industry. In an internal showcase participants will have the opportunity to acquaint themselves with each other's works by playtesting their fellow participants' games. The program's finale will be a game jam, wherein mixed teams will collaborate on game prototypes.

Communication language during the program will be English.

### **Application:**

If you are interested and want to apply, you should:

- be a professional developer from an African game company that has released at least one game;
- be committed to participate full-time during the whole ten-day program; and
- be able to communicate in English

Smaller, emerging studios are preferred, since they would benefit most from this programme.

The Goethe-Institut will provide:

- travel expenses to and from Johannesburg
- accommodation (for participants not living in Johannesburg)
- local transfers

Your application should include:

- a CV highlighting your professional background
- a one-page letter of motivation;
- a one-page profile of your studio including: founding date, number of games produced / released, number of developers, performance (e.g. downloads, users, revenue);
- a one-page summary of one product that you want to highlight in the showcase including: game details, game performance (e.g. downloads, users, revenue, KPIs), screenshots

**Please send your application to [Ralf.Eppeneder.extern@goethe.de](mailto:Ralf.Eppeneder.extern@goethe.de). The deadline for applications is 5 October 2017. The participants will be chosen by a jury of the Goethe-Institut and Interactive Entertainment South Africa.**

#### **How to share this information:**

Please use to following links to forward and share this call for applications:

- [Goethe-Institut Johannesburg website](#)
- [Call for applications on Facebook](#)
- [Call for applications on Twitter #gamemixer](#)

#### **About the German Video Game Awards:**

The game industry is the most dynamic sector of the German cultural and creative industries. At present Germany is the largest market for digital games in Europe and the fifth largest in the world. With the aim to promote the development of video games that are of high quality, as well as being culturally and educationally valuable, the German government together with the two industry associations BIU and GAME founded the German Video Game Award. Annually an independent jury awards video games that are technologically innovative, culturally valuable and offer gaming fun.

#### **About the Game Mixer:**

Partners of the Goethe-Institut in this project are Digital Gaming Culture Foundation, BIU – Bundesverband Interaktive Unterhaltungssoftware, GAME – Bundesverband der deutschen Games-Branche, A.MAZE Festival

Johannesburg. The project is funded by the Foreign Office of the Federal Republic of Germany.



**Contact:**

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