

## PRESS RELEASE

# DIGITAL GAME'N'TRAIN MIXER ONLINE BRINGS TOGETHER YOUNG GAME DEVELOPERS FROM THREE CONTINENTS

- *Game Mixer* is an international peer-learning programme conducted by the Goethe-Institut / Max Mueller Bhavan in partnership with the Stiftung Digitale Spielekultur (German Foundation for Digital Games Culture)
- For the first time, it was a purely online collaboration
- In this fifth edition, 20 selected participants developed games on the topic of 'Digital Literacy'

**From February to April 2021, the Goethe-Institut and the Stiftung Digitale Spielekultur jointly implemented the fifth Game Mixer programme. After Game Mixer stations in Jakarta, São Paulo, Johannesburg and Cologne, international game developers met virtually for the first time to develop games addressing the subject of digital literacy. Game Mixer is an international peer-learning programme and a source of inspiration for international cultural exchanges. In 2021, it brought together 20 creative young minds from Germany, India, Pakistan, Indonesia, Brazil, and South Africa.**

Newcomers and young professionals from the gaming industry got to know each other at the online BarCamp powered by Games/Bavaria. The BarCamp ended with the participants pitching their respective game concepts. With the help of two mentors, participants were divided into five very diverse teams comprising four members each. During the ten-week development phase, each team was supported by its own mentor, who also offered workshops on special aspects of game development. The programme was supplemented with virtual studio visits in Germany (Ubisoft Blue Byte und Wooga) and India (GameEon, Hashtash and Zynga). At a virtual public showcase on 24 April 2021, participants presented their projects and received feedback. The programme ended on 29 April 2021 with certificates of participation being formally handed over to *Game Mixer* graduates.

**Benjamin Rostalski, Project Manager at the Foundation for Digital Games Culture** says, "We're happy that we managed to continue with our international peer-learning programme Game Mixer in 2021, despite the global Covid-19 pandemic. Instead of holding a short, intensive programme in Delhi and Kolkata, participants across time zones spent a trimester collaborating on their games. We would like to express our sincere thanks to the mentors Vaibhav Chavan, Chirag Chopra, Sebastian Holstein, Johanna Janiszewski and Patrick Rau for their professional support. Congratulations to our fresh set of *Game Mixer* alumni 2021!"

**Thomas Meyer, Director Information Services South Asia, Goethe-Institut / Max Mueller Bhavan**, adds, "I'm delighted that we were able to span distances and hold a cultural exchange between developers. The participants have grown together as teams and the results are there to see: the five digital literacy games developed are quite impressive in terms of diversity, creativity and quality."



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[Game'n'Train Mixer Online](#) is an event organised by the Goethe-Institut India / Max Mueller Bhavan in collaboration with [Stiftung Digitale Spielkultur](#). The programme has been sponsored by the [Federal Foreign Office](#) and [Games/Bavaria](#). An overview of participants and the games they developed can be found [here](#) and a brief introduction of the participants can be found [here](#).

### **About the Goethe-Institut**

The Goethe-Institut is the cultural institute of the Federal Republic of Germany with a worldwide presence. With 157 institutes in 98 countries, it promotes the German language abroad, fosters international cultural cooperation and conveys a comprehensive image of Germany. Through cooperation with partner institutions in numerous other locations, the Goethe-Institut has a total of around 1,000 contact points worldwide.

### **About Stiftung Digitale Spielkultur**

The Foundation for Digital Game Culture highlights and develops the economic, technological, cultural and social potential of online games. It initiates projects, develops formats and enters collaborations. It is based on a joint initiative of the German Parliament and the German computer and video game sector. In addition to German ministries, partners from the fields of culture, society, politics, science, youth protection and pedagogy are involved in the initiative. Shareholder is the German Games Industry Association.