

PRESS RELEASE

gamescom congress 2022 shows the potential of games

Cologne, 26 August 2022: The 14th edition of the gamescom congress on Thursday, 25 August 2022, has been met with wide enthusiasm by covering a broad range of topics and having great speakers. After two digital editions, the congress welcomed around 800 visitors on site in Cologne. At the same time, more than 140,000 users followed the event via live stream, which is more than ever before. Around 90 experts from all over the world impressively presented the potential that video games hold for education, science, business, culture as well as society in more than 40 talks, panels, and workshops. Once again, the gamescom congress secured its position as Europe's leading conference about the potential of video games.

The congress opened with one of the political highlights of the entire gamescom. At the **Debatt(l)e Royale**, **Kevin Kühnert** (General Secretary, SPD), **Emily Büning** (Federal Executive Director, Bündnis 90/Die Grünen), **Bijan Djir-Sarai** (General Secretary, FDP) and **Thomas Jarzombek** (digital expert of the CDU/CSU parliamentary group), who had stepped in at short notice for General Secretary Mario Czaja, debated politics and games. They discussed what conditions politics must establish in order to take full advantage of the potential video games offer. The discussion was moderated by streamer Kim-Noemi Adam aka Freiraumreh and science journalist Niklas Kolorz.

Afterwards, the congress' diverse agenda commenced in the conference rooms of the Congress Centre North of Koelnmesse. Beyond the talks, panels and workshops, this year's gamescom congress offered numerous opportunities for networking again. The talk held by Lionel Ferra, space astronaut, astronaut trainer, founder and head of the XR Lab and crew technology team of the ESA European Astronaut Center, was particularly popular. He revealed how game technologies are used in ESA exercises to operate the robotic arm of the ISS. Maic Masuch, Professor of Media Informatics and Entertainment Computing at the University of Duisburg-Essen, showed how games can be utilised to improve people's health and offered insights into the current research on the field of health games - from fitness games to games in psychotherapy to educating patients through gamification. Another focus was the subject "Games in Education". Together with the congress' partner **Gesellschaft für Medienpädagogik und Kommunikationskultur e.V.** (Society for Media Education and Communication Culture), it was illustrated how games can contribute to a more future-driven education and pedagogy.

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Felix Falk, Managing Director of game - Association of the German Games Industry: "For two years, the gamescom congress could only be held digitally. Now it is finally possible to debate and connect in person again. That is what makes the gamescom congress exceptional: Inspiring lectures and exchanges with experts on the important matters of our time. Whether in education, science, business, environmental protection, or politics: games are not only a great form of entertainment, but they also offer enormous potential for many of the major societal challenges we face. The diverse possibilities of games were impressively demonstrated by the gamescom congress 2022 with many exciting impulses and debates."

"The gamescom congress is back and shows that there is much more to games than entertainment on many different levels. We are pleased to finally have the congress offer an exciting live experience again in Cologne and we are proud that it was followed by so many people online as well. The gamescom congress is an important component within the scope of the entire gamescom because it brings together visitors from all business sectors, science, politics and education for a professional exchange," says **Gerald Böse, Chief Executive Officer of Koelnmesse GmbH.**

The gamescom congress took place for the 14th time in 2022 as part of gamescom, the world's largest event for computer and video games and Europe's leading business platform for the games industry. After two years in which the congress had been held exclusively online, it returned to Cologne with in-person keynotes, panels and workshops. The gamescom congress was organised by Koelnmesse GmbH and game - Association of the German Games Industry. The conference was sponsored by the state of North Rhine-Westphalia.

gamescom congress 2022 thanks its partners [Deutscher Kulturrat](#), [esports player foundation](#), [GMK](#), [Google](#), [k3d](#), [KölnBusiness](#), [Mediennetzwerk NRW](#), [Meta0](#), [Stiftung Digitale Spielekultur](#), [USK](#) und [WDR 5](#).

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About gamescom congress 2022

The gamescom congress takes place annually as part of gamescom. After two digital editions due to the restrictions caused by the corona pandemic, the gamescom congress will once again take place on site at the Koelnmesse exhibition centre on 25 August 2022. The congress is Europe's leading conference on the potential of computer games in a digitalised world and offers interfaces far beyond the digital and media industry. Speakers from Germany and abroad will present their topics in lectures, seminars and panel discussions. The gamescom congress is organised by Koelnmesse GmbH and game e.V., the association of the German games industry. The gamescom congress is sponsored by the state of North Rhine-Westphalia. www.gamescom-congress.de

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