

PRESS RELEASE

## gamescom congress opens Call for Submissions of topic proposals



**gamescom congress 2026 launches Call for Submissions +++ This year's thematic focus: "Playing Field Democracy" and "The Games Effect" +++ Tickets already available +++ Press accreditation has started**

The gamescom congress, the world's leading conference on the potential of games, is now inviting submissions of topic proposals: proposals are sought for panels, talks and keynotes on the wide-ranging influence of computer and video games across a variety of fields beyond the games industry. Submissions are possible until 27th of May 2026 on the [gamescom congress website](#). The gamescom congress will take place on 27th of August 2026 in Cologne as part of gamescom, the world's largest games event.

This year, the gamescom congress will place two highly relevant social topics at its centre: the positive influence of games on democracy, and games as a driver of innovation across a wide range of industries. Perspectives are sought from science, education, politics, economics, culture, NGOs and the games industry — with concrete projects, studies and use cases with tangible outcomes. The congress is aimed at a professional audience from culture, education, politics, science and the media, as well as representatives from various economic sectors who want to learn how other fields can benefit from the innovative power of games.

### **Promoting democracy and boosting innovation**

The first thematic focus, “Playing Field Democracy”, highlights the potential of games to strengthen social cohesion and democratic engagement. Possible contributions include the promotion of media literacy across all age groups or the strengthening of social participation for diverse population segments. Protection of minors and media regulation, as well as historical awareness and extremism prevention, can also serve as potential focal points.

The second focus theme, "The Games Effect," aims to demonstrate how numerous sectors of the economy and daily life can benefit from the application and innovative power of games. This might involve, for instance, prevention and rehabilitation applications in medicine or games as tools for education, vocational training, and professional instruction. Further approaches could include the optimization of operational processes and collaboration in industry, crafts, and the service sector, or the reduction of bureaucracy in public administration. Additionally, insights into stronger customer loyalty in retail or the acquisition of new knowledge in the scientific community can provide valuable perspectives for the congress audience.

### **Submission process**

Interested speakers must submit a meaningful title along with a brief description that outlines the potential and challenges of their respective topic. Specific expertise in

game development is not required.

*Terms of participation and further information on the submission process can be found [here](#).*

This year, the gamescom congress will take place for the 18th time as part of gamescom, the world's largest event for computer and video games. On 27 August, the Conference and Exhibition Centre Confex on the Koelnmesse grounds will once again become a meeting point for those interested from economics, politics and society. Last year, for the first time, over 1,000 visitors and 180 speakers took part in the congress.

### **Ticket shop open**

Tickets for the gamescom congress 2026 are already available from the gamescom ticket shop: <https://www.gamescom.global/en/tickets>

### **Press accreditation started**

Press accreditation for gamescom has been open since 1 April. Accreditation for gamescom also grants access to the gamescom congress. Interested members of the press can find the registration form [here](#).



**Call for Submissions open now!**

27 August 2026 in Cologne

gamescom congress  
congress.gamescom.global

## About gamescom congress

Gamescom congress is the world's leading conference on the potential of computer games in a digitalized world and offers interfaces far beyond the digital and media industry. International speakers present their topics in lectures, seminars and panel discussions. The gamescom congress takes place annually as part of gamescom in Cologne and is organized by Koelnmesse GmbH and game, the association of the German games industry. The gamescom congress is sponsored by the state of North Rhine-Westphalia. <https://congress.gamescom.global/en/>

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