

# LET'S GO GAMESCOM

## A Student's Professionalisation project

### 22nd May 2025 - 2pm to 3pm

- An Online webinar to assess the student's skills and discover the videogame industry potential  
→ Join us on the Playhire platform!

### 19th August 2025

- A "Meet and Greet" by SpielFabrique and expert to discuss the opportunities in the video game industry
- Participation at the European Games Night
  - Networking time with attendees

### 20th August 2025

- VIP Tour with delegation in the B2B area of the fair
- Access to the SpielFabrique Booth for any professional meetings during the fair



19 August 2025  
20 August 2025



2 PM - 8 PM  
10 AM - 1 PM



Devcom / Gamescom

**Deadline to apply on the 1st June!**

# LET'S GO GAMESCOM

## A Student Professionalisation project

### YOU ARE...

- A student in Humanities (sociology, literature, languages, economics, history, etc...)?
- French or German by nationality - or living in the country for a while?
- Less than 30 years old?
- Interested about the video game industry?
- Having a life-long dream to work in it - but no idea how or what for?

→ Join us on the **22nd May at 2pm** for an online webinar!

Create an account on <https://playhire.io/> and apply to the webinar *"Breaking barriers to enter the videogame industry"* on the dashboard.





# GET IN TOUCH

SUPPORT & CONTACT

A project by



**SpielFabrique**  
Video games ecosystem catalyst

Supported by

OFAJ  
DFJW

In collaboration with



**ANY QUESTIONS ABOUT SPIELFABRIQUE OR OUR PROJECTS?  
LET'S GET IN TOUCH!**



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