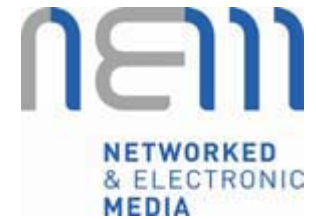




European  
Games Developer  
Federation



# GDC 2010

[www.egdf.eu](http://www.egdf.eu)

Dr. Malte Behrmann, General Secretary



# What is the E.G.D.F.?

- ⊕ Associations of developers:
  - Trade Body & SME NGO
  - Both on-line and off-line games for PC, home and handheld consoles, as well as mobile phone games.
- ⊕ Representation of interests in Brussels as European association of developers
- ⊕ “Best Practice” exchange
- ⊕ Elaboration of mutual positions
- ⊕ Technology, content, special projects, workshops



## Members:

(UK) TIGA: <http://tiga.org/>

(AT) & (DE) GAME: [www.game-bundesverband.de](http://www.game-bundesverband.de)

(FR) APOM: <http://www.apom-france.org/>

(SE) Spelplan-ASGD: <http://spelplan.se/>

(DK) & (NOR) Producentforeningen

(FI) Neogames: <http://www.neogames.fi/>

(Be) & (NL) BgIn: [www.BGIN.org](http://www.BGIN.org)

(ES) DEV

The federation represents more than 600 studios based in Austria, Belgium, Germany, Great Britain, France, Spain, the Netherlands, and the Nordic Countries, which together employ over 17,000 people.



# Current Program

**Moderator: Dr. Malte Behrmann, General Secretary EGDF,**  
[www.egdf.eu](http://www.egdf.eu)

## **Part I: Halid Hrasnica, Eurescom (20min)**

"Possibilities for Game developers to participate in EU technology funding programs for research in the new work program 2011 – 2013"

## **Part II: Interesting cases from a networked media perspective (each 10 min):**

CNG Project: Fred Hasson, Redbedlam: <http://www.cng-project.eu/>

NaDa Project: Martin May, Techicolor: <http://www.nanodatacenters.eu/>

G@L Project: Jonathan Freeman, i2i media: <http://www.gamesatlarge.eu/>



# What is the NEM Initiative?

*Aim:* development and introduction of novel audiovisual and multimedia broad-band services and applications.

*Major focus:* on innovative services and applications that constitute different media forms delivered over a wide variety of complementary access networks in a seamless and interactive way.

## **Today: EGDF – NEM Session: European Technology support for Game development**

*For:* Game developers, who are interested in participating in EU funded research projects

*Why:* The opportunities to receive research and development funding through programs like Framework Seven are significant

*What:* The session is highlighting aspects which are of potential interest for European game developers





# Work Program FW7 2011-2013

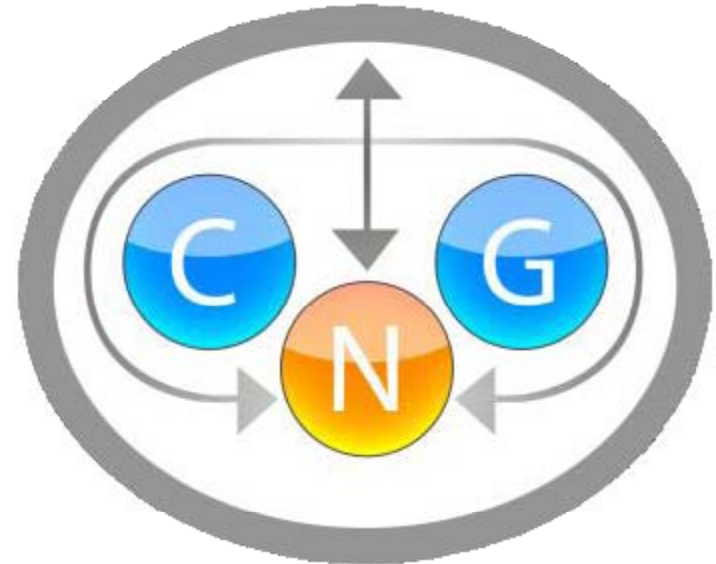
Please see separate presentation



NanoDataCenters



Games @ Large



The Community Network Game