

No. 9 / August 2021, Cologne  
#gamescom2021

## gamescom 2021: Extensive show program featuring over 70 developers and publishers



**gamescom: Opening Night Live, gamescom studio and gamescom: Awesome Indies - all boasting a jam-packed program +++ New games from over 70 developers and publishers selected by editorial team for gamescom shows +++ gamescom: Opening Night Live with over 30 games +++ gamescom: Awesome Indies showcasing nearly 40 indie highlights +++ gamescom 2021 from August 25 to 27, 2021 - all-digital and free for fans ++ Registration now open**

gamescom  
25.08. - 27.08.2021  
[www.gamescom.global](http://www.gamescom.global)

Your contact:  
Franz Peter Mann  
Tel.  
+49 221 821-2528  
Fax  
+49 221 821-3544  
e-mail  
[F.Mann@koelnmesse.de](mailto:F.Mann@koelnmesse.de)

gamescom, the world's biggest computer and video games event, enjoyed huge success with its shows in 2020: More than 100 million video views across all formats and channels, more than 50 million unique users from 180 countries and more than 2 million simultaneous live viewers at gamescom: Opening Night Live - putting it right among the top of last year's international event live streams in the games industry. Now, for the first time, gamescom reveals details about this year's show program. In total, new games from over 70 developers and publishers have been selected by the editorial teams for the German- and English-language shows. Many other partners will present themselves and their games on gamescom now. An overview of all gamescom shows and their running times during gamescom week can be found here: <https://www.gamescom.global/press-creator/multimedia/image-database/images-gamescom/>

Koelnmesse GmbH  
Messeplatz 1  
50679 Köln  
P.O. Box 21 07 60  
50532 Köln  
Germany  
Tel. +49 221 821-0  
Fax +49 221 821-2574  
[www.koelnmesse.com](http://www.koelnmesse.com)

### gamescom: Opening Night Live featuring over 30 games

Preparations for the big opening show of gamescom 2021 are in full swing. Geoff Keighley, host and producer of gamescom: Opening Night Live, sets the mood for this year's program: "We're delighted to produce another gamescom: Opening Night Live, which will present more than 30 games from across the industry this year. The community can look forward to new game reveals, updates on the most anticipated games and other surprises with guests on stage and much more - all live streamed for fans around the world."

Executive Board:  
Gerald Böse (President and Chief Executive Officer)  
Oliver Frese  
Herbert Marnier

Chairwoman of the Supervisory Board:  
Mayor of the City of Cologne  
Henriette Reker

gamescom: Opening Night Live will start on August 25 at 19:30 (CEST) with a half-hour pre-show. The main show will then run from 20:00 to 22:00 (CEST). For the first time, Geoff Keighley will have a co-host from Germany - GameStar's Natascha Becker. gamescom: Opening Night Live will be broadcasted on gamescom's channels as well as other channels on Twitch and YouTube. Many creators will also co-stream and provide commentary on the program in different languages.

Headquarters and place of jurisdiction:  
Cologne  
District Court Cologne, HRB 952

**IGN's all-star cast will rock in the studio and Venice Beach**

The English-language gamescom studio will kick off on August 25 from 22:00 to 24:00 (CEST) with an aftershow for gamescom: Opening Night Live. After that, it will run from August 26, 19:00 (CEST) to August 27, 01:00 (CEST). On the last official gamescom day, August 27, the show will run from 19:00 to 24:00 (CEST). The show will again be produced by IGN. Gameplay deep dives, trailer premieres, analyses of recent announcements and memorabilia from the entire history of gamescom will be presented by an all-star cast from the IGN family. Included among them are Daemon Hatfield from “Game Scoop!” and “Next Gen Console Watch,” creator of “GeekHeavy” and host of “IGN The Fix: Entertainment” Akeem Lawanson, and Stella Chung, co-host of the “Apex Legends Global Series Championship” and host of “IGN Weekly Fix.”

Page

2/3

Also produced by IGN is gamescom: Awesome Indies, which focuses on hotly awaited indie titles. Hosting once again is Michael Swaim, who will present around 40 indie games in the show. In keeping with the special feel of the indie scene, trailer presentations and new launches will be accompanied by comedy bits and other surprises in various locations around Venice Beach. gamescom: Awesome Indies will be broadcast on Thursday, August 26, from 20:30 to 22:00 (CEST).

#### **Familiar faces from Webedia will provide over 20 hours of live programming**

As last year, the German-language gamescom studio will be produced by Webedia. Like its English counterpart, the German-language program will start on August 25 from 22:00 to 24:00 (CEST) with an aftershow for gamescom: Opening Night Live. On August 26 and 27, the German-language gamescom studio will run from 14:00 to 22:30 (CEST). Interviews, game presentations, panels and community campaigns will be presented by personalities such as Michael Obermeier from GameStar, who will moderate the day’s program together with Kiara Hufnagel. Ann-Kathrin Kuhls from GamePro and Julius Busch from the MAX Twitch channel will do the evening shows.

#### **About gamescom**

gamescom is the world’s largest event for computer and video games and Europe’s largest business platform for the games industry. In 2021, gamescom was held exclusively digitally from Wednesday, August 25 to Friday, August 27, 2021. On-site events in Cologne did not take place this year. gamescom is jointly organized by Koelnmesse and game - Verband der deutschen Games-Branche e.V..

**Koelnmesse - industry trade fairs for the gaming sector:** Koelnmesse is an international leader in organising trade fairs in the gaming and entertainment segments. Hosted at the trade fair grounds in Cologne/Germany, gamescom is the world’s largest event for computer and video games and Europe’s largest business platform for the games industry. gamescom brings together passionate gamers, trade visitors and exhibitors from across the world with a highly effective approach - in person at the venue and digitally from anywhere in the world. This makes gamescom the premier B2C, B2B and B2G gaming event. In addition to the event at its Cologne headquarters, Koelnmesse is strategically expanding its portfolio internationally: In Singapore, gamescom asia provides an additional powerful industry platform for the rapidly growing Asia-Pacific games market, bringing together the full spectrum of supply and demand.

Further information: <https://www.gamescom.global/the-gamescom/industry-sectors>

Page

**Note for editorial offices:**

3/3

gamescom photos are available in our image database on the Internet at  
[www.gamescom.global/imagedatabase](http://www.gamescom.global/imagedatabase)

Press information is available at: [www.gamescom.global/pressinformation](http://www.gamescom.global/pressinformation)

If you reprint this document, please send us a sample copy.

**gamescom on Facebook:**

<https://www.facebook.com/gamescom.cologne>

**gamescom on twitter:**

<https://twitter.com/gamescom>

**gamescom on Instagram:**

<https://www.instagram.com/gamescom/>

**Your contact:**

Franz Peter Mann  
Communications Manager

Koelnmesse GmbH  
Messeplatz 1  
50679 Cologne  
Germany

Tel +49 221 821-2528  
[f.mann@extern.koelnmesse.de](mailto:f.mann@extern.koelnmesse.de)  
[www.koelnmesse.com](http://www.koelnmesse.com)