

FIND YOUR MATCH, COPRODUCE YOUR GAME!

MATCH
Coproduction for video games



WHY APPLY? 3 REASONS

- You have a project but miss specific complementary skills to develop it to completion?
- You're looking to reach new funding and networks outside your country?
- You want to bring your expertise to an already well-developed project?

→ **Apply to MATCH and find YOUR coproducer(s)**

MAJORITY OR MINORITY?

Two profiles of matchmaking studios

- **The Majority coproducer (project-holders)** is bringing a game project in early development (prototype)
- **The Minority coproducer (project-seekers)** is bringing talent and complementary expertise to project in development by joining forces

ELIGIBILITY CRITERIA - YOU MUST:

- have an established entity (or in process)
- have an early-stage game project (e.g. not just looking for a publisher)
- have an attractive presentation of the game/studio to match with other studios to join forces
- be able and motivated to share expertise
- be able to communicate in English

Follow us on our social media and on Discord to learn more about the partners countries **(10+ countries around Europe and the globe!)**. The list of partners countries is also on the MATCH webpage.

HOW TO APPLY?

Submit your application on my.spielFabrique.eu
BEFORE 2ND JUNE 2024, 23:59 CEST.

OUR PLANNING FOR MATCH 2024

**1 APRIL
2 JUNE**

Call for Applications

**22 AUG
(TBC)**

Meet up @ GAMESCOM

MAY - JUNE

Online Coproduction
Mentoring Sessions

**14 - 15
OCT**

2-days On-site Coproduction
Training in Strasbourg

**20 JUNE
(TBC)**

Online Matchmaking
session

**19 NOV
(TBC)**

Online pitching session
w/ Publishers & investors

GET IN TOUCH!

SUPPORT & CONTACT

Discover more about us and our other programs

WWW.SPIELFABRIQUE.EU

Don't hesitate to get in touch should you have any questions or should you like to support us.



SpielFabrique

GENERAL INQUIRIES



Olympe Challot
MATCH Project Manager

olympe@spielfabrique.eu



Hugo Derivry
Coproductiion Consultant

hugo@spielfabrique.eu

MATCH IN A NUTSHELL:

- Since 2018, we bring studios at the same table to facilitate matching and coproduce games.
- This edition will bring studios from 10+ countries around the world.
- The program is supported by ARTE, the CNC and our legal partner Brehm & v. Moers

About SpielFabrique, the video games ecosystem catalyst

- International mentoring programs for indie game studios.
- Coproduction and collaboration fostering programs.
- Networking and communication support for indies.
- In a nutshell, our activities aim at making the local gaming ecosystems international.



OFFICIAL PARTNERS

MATCH

Coproduction for video games

arte

CNC

BvM BREHM & v. MOERS