

gamescom dev 2026 grows 15% under new name

- 6,200+ registered participants joined gamescom's official developer conference -
- 397 speakers and 238 sessions addressed the industry's most pressing topics -

Cologne, Germany, 27.08.2026 - gamescom dev has concluded its 2026 edition with **6,200+ unique registered participants**, representing **15% growth compared to 2025**. From August 23–25, games industry professionals from **95 countries** and more than **2,500 companies** came together in Cologne, alongside **57 partners & exhibitors** across the conference and gamescom dev indie expo.

"The first edition of gamescom dev proved that our closer integration with gamescom was exactly the right move. Opening gamescom Business Week, our aim was to create a place where the topics currently moving the industry can be examined in depth, from different perspectives and across different formats. This combination of strong content, critical discourse and business opportunities upstream of gamescom is what defines gamescom dev as a conference."

Frederik Hammes
Managing Director of game events GmbH

A program built around the industry's key conversations

The gamescom dev 2026 program featured **397 speakers across 238 sessions on 18 stages**, covering development, design, technology, leadership, business and production.

Opening keynote speaker **Amir Satvat** examined the state of the games industry following several years of restructuring and rapid change, while **Anthony Gallegos**, Creative Director at Unknown Worlds, presented the challenges behind developing Subnautica 2.

The most-bookmarked regular session was *"The State of Generative AI in Games: Practices, Perceptions, and Problems"* by **Amara Eden Doshi** and **Ena So**. The session offered a balanced and critical assessment of how generative AI is currently being used across the industry, addressing both its potential and its limitations.

The strong interest in AI-related content also reflected the results of the annual gamescom dev speaker survey, in which **47%** of respondents identified AI-assisted development as the industry development likely to have the greatest impact over the next three years.

Leadership emerged as another recurring theme. In the survey, **27%** identified leadership as the most sought-after future skill in game development, ahead of technical programming. The gamescom dev leadership summit provided a dedicated setting for senior industry leaders to explore organizational change, technology strategy and decision-making in greater depth.

Dedicated **co-curated tracks on AI in Gameplay, AI in Production, Animation and Level Design** offered deeper dives into individual development disciplines. Further formats including the legal summit and Community Clubhouse created additional spaces for specialist knowledge, focused discussion and community-led exchange.

Beyond the conference stages



Networking and community formats remained an important part of gamescom dev beyond the main conference program. The event began on Sunday with a dedicated speaker & VIP program, followed by a range of mixers, dinners and community events across the two conference days on Monday and Tuesday.

The [gamescom dev awards](#) recognized six winners across indie development and Speakers' Choice categories, including **Blue Prince** as winner of the Game Design Excellence Award and **Amir Satvat** as recipient of the Ambassador Award.

The annual [gamescom dev speaker survey](#), published ahead of the conference, captured the views of 100 speakers on the key challenges and developments shaping the games industry.

Alongside these formats, the [gamescom dev scholarship program](#), supported by **26 partners**, invited **120 participants** on site, connecting scholars and program partners throughout gamescom dev and gamescom week.

Looking ahead

gamescom dev will continue its year-round program with the next [gamescom dev leadership summit](#) in Lisbon on March 23 - 25, followed by the next edition of **gamescom dev in Cologne on August 23-24, 2027**.

gamescom dev direct links:

- gamescom dev leadership events
<https://dev.gamescom.global/leadership-events/>
- gamescom dev website
<https://dev.gamescom.global>
- gamescom dev conference site
<https://dev.gamescom.global/conference/>

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About gamescom dev:

gamescom dev is Europe's leading game developer event, the official developer conference of [gamescom](#), and one of the most important global platforms for developers, publishers, and industry professionals. Throughout the year, gamescom dev provides a space for meaningful exchange, knowledge sharing, and collaboration — always guided by the values of diversity, inclusion, and sustainability. gamescom dev and all its branded formats are developed and organized by [game events GmbH](#), a subsidiary of [game - the German Games Industry Association](#).

About gamescom:

gamescom is the world's biggest gaming event and the most important business platform for the international games industry. From 24 to 30 August 2026, it brings together developers, trade visitors, companies and millions of fans from around the world — on site in Cologne and digitally across the globe. The week opens on 24 August with the developer conference gamescom dev. gamescom then opens to the public on the evening of 25 August with the major opening show gamescom Opening Night Live. Throughout the week, gamescom offers a unique blend of entertainment, business and community experience. Alongside gamescom in Cologne, gamescom latam in São Paulo and gamescom asia x Thailand Game Show in Bangkok have established themselves as further successful international gamescom editions.

The next events:

gamescom asia x Thailand Game Show, Bangkok, Thailand, 29 October - 1 November 2026



gamescom dev leadership summit, Lisbon, Portugal, 23 - 25 March, 2027
gamescom latam, São Paulo, Brazil, 22.-25. April 2027
gamescom dev, Confex Center, Cologne, Germany, 23 - 24 August, 2027

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