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European Games Developer Federation Ekonomisk Förening (EGDF)
Katariinankatu 3, 00510 Helsinki, Finland

Subject: EGDF elects new board

In its general assembly the European Game Developer Federation has elected a new board in Berlin for the year 2013 - 14.

The EDGF's President will continue to be Guillaume De Fondaumiere, who is the representative of the French Game Developer association. Guillaume De Fondaumiere is CEO of the Paris based game developer studio Quantic Dream which was very successful with the game on Playstation 3 Heavy Rain.

Hendrik Lesser, representative of the German association GAME, has been elected to the board for the first time. Hendrik Lesser is a successful serial entrepreneur and developer from Munich, Germany.

KooPee Hiltunen, representative of the Finnish association Suomen pelinkehittäjät ry and Klaus Hansen, representative of the Danish association Produzentenvereinigung, remain on the board, as does Dr Richard Wilson, the CEO of TIGA, the largest developer association in Europe, was re-elected to the board.

The General Secretary of the European Game Developer Federation Dr. Malte Behrmann said: "The European Game Developer Federation has become increasingly important as a lobbying organization in the context of the European Politics in Brussels and beyond. This is because we have demonstrated the economic, cultural and technological importance of video games in the European Union's corridors of power. I am delighted that the EDGF has such a strong board for 2013 - 14. EDGF and its members will continue to fly the flag for the video games industry at a European level."

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The European Games Developer Federation is committed to the stimulation and development of a stable, vibrant and creative European games development sector that is competitive globally and recognized culturally. The EGDF will act to advance the political and economic interests of the European computer and video games industry by providing a platform for collaboration and discussion between European institutions and game developers.

The federation represents some 600 studios based in Austria, Denmark, Finland, France, Germany, Italy, Norway, Spain, and the United Kingdom, which together employ about 17,000 people. The European computer and video games industry, including distributors and students in game educations, encompasses almost 100,000 individuals.