



- 12. + 13. October 2024
- Berlin, Germany

godotcon@godotengine.org

WHAT IS GODOT?

The [Godot Engine](#) is a free, open-source game engine: a software framework used for the development of video games and more. It is maintained with the support of volunteer contributors and distributed under the MIT license.

The project aims to put product ownership back into the hands of developers, not requiring licensing nor locking source modification behind a paywall, and therefore is popular with the indie developer community. That being said, companies of any size and from various industries utilize the public code as a base to build their own software.

The non-profit [Godot Foundation](#) takes care of the Godot project in both matters of finance and administration. The organization currently has around 10 contractors, working on engine development as well as related tasks like code reviews, production management, or community and marketing efforts.

Since the engine itself will always be free to use, the [Godot Development Fund](#) was opened to allow for fundraising.

MADE WITH GODOT

▶ Godot Engine - 2023 Showreel

Popular games

- Roguelike deck builder sequel [Slay the Spire 2](#)
- Top-down arena shooter [Brotato](#)
- Survival miner [Dome Keeper](#)
- BAFTA-nominated monster collector [Cassette Beasts](#)
- And [many more](#)

Apps & Tools

- Procedural texture and 3D model painting tool [Material Maker](#)
- Retopology tool [Cozy Blanket](#)
- Game creation sandbox [RPG in a Box](#)

WHAT IS GODOTCON?

Key facts

- Website: <https://conference.godotengine.org/>
- Tickets: 600
- Audience: B2B, Games and IT industries
- Venue: <https://www.silent-green.net/>

GodotCon is an official community gathering that aims to facilitate knowledge exchange and business contacts between existing Godot Engine users, as well as introduce new people to the ecosystem. The conference features a curated track of expert talks, workshops and other activities for different skill levels, as well as an open-space project exhibition, where developers can present their games, and companies advertise open positions or services. A custom matchmaking service, for scheduling meetings, will be available for all attendees at the event.

The target audience is akin to other games industry B2B events like devcom or BCON. GodotCon will be held in English, due to its nature as an international event. That being said, from last year's experience we can conclude that a high percentage of visitors will be local to the country hosting the event, in this case Germany. The dominant attendee background over the last years has been in programming and game development overall. By shifting focus away from only technological talks and including a game showcase, we now open up the conference to a wider range of professionals, actively encouraging for instance artists or job seekers/recruiters to join.

SPONSOR OPPORTUNITIES

Base tiers

Bronze - 1000€

- Display your logo on our website
- Logo featured on posters

Silver - 2500€

- All of the above, increased logo size
- Logo featured on visitor badge
- Social media shoutout

Gold - 5000€

- All of the above, increased logo size
- Logo featured on lanyard
- Mention in blog post
- Credit in video materials & descriptions

Upon request

- **Sponsored talk** in the main stage or **workshop** (2 available each)
- **Booth** on the expo floor (5 available)
- Speaker & sponsor dinner (paid by you, organized by us)
- After-party (paid by you, organized by us)
- Branded **furniture**, e.g. seating or displays (supplied by you)
- Branded **supplies**, e.g. tech rental or refillable water bottles (supplied by you)
- Custom station on the Sticker Rally we are organizing; small fun activities across the event grounds for visitors to engage with and collect stickers from