

Spielwarenmesse: Registration for the Game Inventors Convention 2027 opens with an expanded offering

The **International Game Inventors Convention** is entering its fifth year. On **Friday 5 February 2027**, the event will once again see game designers, publishers and other industry representatives coming together in Nuremberg as part of the Spielwarenmesse. A new feature for the upcoming edition is the partnership with **Pubblo**, a digital platform designed to make communication between game designers and publishing houses even more efficient in future.

The Game Inventors Convention will take place in the Brussels and Munich halls, on Level 1 of NCC Mitte. The well-established networking event, organised in collaboration with the Bayerisches Spielearchiv Haar, was fully booked at its most recent edition, attracting 156 participants from 22 countries. It offers game designers the opportunity to present their prototypes and concepts to publishers, game agencies and other industry contacts. The focus is on personal interaction, valuable feedback and the chance to forge new business connections. Game designers can now register [here](#). The deadline for registration is 15 December 2026.

The networking platform Pubblo significantly enhances the digital capabilities of the Game Inventors Convention. Until now, game designers have been providing editorial teams with information about their profiles and game ideas via prototype profiles to help them prepare for their visit to Nuremberg. In the future, supply and demand will meet via the platform created by the Swedish start-up Pubblo, whose founder is also behind the hit game "Hitster". Pubblo is an open platform where both game designers can showcase their titles online to an international network, and publishers can discover new games to bring to market. Through the partnership with the Spielwarenmesse, publishers' editorial teams are able to search specifically for suitable concepts and schedule potential meetings in advance. The partnership thus bridges the gap between digital preparation and face-to-face interaction on site. The aim is to strengthen

networking within the international board game industry and to make the search for innovative game ideas more efficient for everyone involved.

Further information on participation and registration is available at www.spielwarenmesse.de/en/game-inventors-convention.

Images are available at www.spielwarenmesse.de/media.

16 June 2026 – le

Spielwarenmesse®

The world's leading event for the sector – that's the Spielwarenmesse®. At this B2B event, key players as well as startups present their innovations and trends to retailers from all over the globe, live in Nuremberg. Alongside the extensive range of products, participants also gain a wealth of inspiration for day-to-day business together with valuable knowledge and useful guidance on the market, at what is for them the most significant industry gathering. The event is complemented by year-round coverage of themes, analyses and insights from the multifunctional platform Spielwarenmesse Digital and the e-journal 'Spirit of Play'. Since 2013, the term Spielwarenmesse® has been a protected word mark in Germany.

Fair date: Spielwarenmesse®, Tuesday to Saturday, 2 – 6 Feb 2027