

Stephan Reichart transfers leadership of game events GmbH to Frederik Hammes

Cologne, Germany, April 17, 2026 – Effective May 2026, Frederik Hammes will assume the role of managing director of game events GmbH, succeeding Stephan Reichart, who has chosen to step down at his own request. Hammes brings over 20 years of experience in the industry, including a longstanding tenure as managing director at Travian Games, and a deep understanding of the games sector across multiple perspectives.

To ensure a smooth transition, Reichart will continue to support the new managing director until the conclusion of gamescom dev in August 2026. Europe's largest developer conference, previously known as devcom, will be held under its new name for the first time this year. In addition to gamescom dev, game events GmbH is also responsible for organizing a range of key industry events, including the German Computer Game Awards. The company is a subsidiary of game – the Association of the German Games Industry.

“Stephan Reichart is a distinguished veteran of the German games industry whose passion and commitment have left a lasting mark. Over several decades, he has played a pivotal role in shaping the conference landscape, first through his own event companies and later as Managing Director of game events GmbH. Under his leadership, gamescom dev has evolved into a premier event for game developers. His extensive network, keen sense for innovative formats, and personal dedication have been instrumental in establishing game events GmbH in its current position. On behalf of the association, I would like to express our sincere thanks for his outstanding contributions,” says Felix Falk, Managing Director of game – The German Games Industry Association.

“It has been both an honour and a privilege to contribute to the development of devcom - now gamescom dev - since 2017, and to build and lead the exceptional team at game events GmbH since 2019. Together with our association and Koelnmesse, we have successfully navigated unprecedented challenges, including the COVID-19 pandemic. I am deeply grateful for the continued trust and support of our shareholders throughout this journey. Further advancing the German Computer Game Awards and shaping gamescom dev alongside such a dedicated team has been immensely rewarding. Both events are now ideally positioned for continued success under Frederik's leadership, whom I hold in the highest regard both professionally and personally. From October, I will be turning my attention to new projects, which I greatly look forward to. I remain sincerely appreciative of the many valued collaborations over the years and wish all my colleagues continued success in the future,” says Stephan Reichart, outgoing Managing Director of game events GmbH.

“This year, gamescom dev is launching in a new format, featuring a fresh name and an even closer integration with gamescom, the world's largest gaming event. Following strong growth in recent years, the time is right to take the conference to the next level and further elevate its international profile. At a time when developer conferences worldwide are undergoing significant transformation, this presents a unique opportunity to set new standards through clear focus and renewed momentum. I very much look forward to shaping this next phase together with the team,” says Frederik Hammes, Managing Director-designate of game events GmbH.

gamescom dev direct links:

- [gamescom dev website](#)



- <https://dev.gamescom.global>
- gamescom dev conference site including stats and speaker overview from 2025
<https://dev.gamescom.global/conference/>
- gamescom ticket shop
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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 leading event for the entire gaming community and industry. gamescom 2026 will take place from August 26 to 30. The event will kick off on August 25, 2026 with gamescom Opening Night Live. In addition, gamescom latam in São Paulo and the gamescom asia x Thailand Game Show in Bangkok will take place over the course of the year. gamescom is jointly organized by Koelnmesse and game – the German Games Industry Association.

The next events:

gamescom latam, São Paulo, Brazil, 30 April - 3 May 2026

gamescom dev, Cologne, Germany, 23 - 25 August 2026

gamescom, Cologne, Germany, 26 - 30 August 2026

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

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