



Michael Liebe (Booster Space/ VR Con Now)
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Michael Liebe is CEO and founder of Booster Space, the company behind *International Games Week Berlin*, *VR NOW Con*, *Game Cinema*, *Womenize!* and many other events driving to connect business, technology and culture of games, VR and other media. Since 2016 the company started to also develop games and DUEL VR is the first outcome (early access). Michael is an advocate of crowdfunding and supports *Kickstarter* as Outreach Games in Europe since January '16. Moreover, he is Ambassador of the industry network, games.net.berlinbrandenburg where he led the *Berlin-meets-Poland* project.

In the times before Booster Space he initiated the indie games and art festival, *A MAZE.*, the *Digital Games Research Centre of the University of Potsdam (DIGAREC)* as well as the Computer Games Collection of European Media Studies at the University of Potsdam, the European Masters program, *Ludic Interfaces* and many other events and programs surrounding digital media industry and culture. Until 2012 he was Advisor – New Media at the Medienboard Berlin-Brandenburg and responsible for marketing and networking for the “New Media” industry in the German capital region. He holds an M.A. in European Media Studies, is advisor and jury member and works as university lecturer.

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