



Press Release

INDIGO 2026 starts tomorrow with:

Arjan Brussee, Paul Radu, Karla Reyes, Paweł

Miechowski and Camille Fourniols among the speakers

Rotterdam, Netherlands – June 1st, 2026 – INDIGO, the Benelux's leading B2B game industry event, opens its doors tomorrow at World Trade Center (WTC) Rotterdam. Across two days, game professionals from around the world gather for all things INDIGO has to offer:

- **Talks** — an inspiring program of 30+ expert sessions across two tracks;
- **Games** — the DISCOVER Showcase of 25 new games, all exclusively playable, competing for the INDIGO Award;
- **Pitches** — studios presenting their projects to international publishers and investors;
- **Networking** — on-site international business meetings arranged through the MeetToMatch platform.

Headlining this year's INDIGO Talks are Arjan Brussee (Immens), Paul Radu (Floodlight Gaming), Karla Reyes (Anima Interactive), Paweł Miechowski (11 bit studios), Tim Remmers (Team Reptile) and Camille Fourniols (CG Flickers).

Over two days, INDIGO Talks brings more than 30 sessions to the stage across two parallel tracks, with speakers from local teams to leading international studios. The program is built to spark the interest of every discipline in game development; from production and design to art, audio, marketing and publishing.

Industry veteran Arjan Brussee, CEO of Immens, sits down for a fireside chat on Immens, the new AI-first game engine he is building. Paweł Miechowski of 11 bit studios looks back on fifteen years of the studio behind Frostpunk and This War of Mine in a conversation with Christophe De bont. Tim Remmers talks about building sustainable studios, while Camille Fourniols (CG Flickers) takes the audience inside the craft of “creating hairy characters from games to cinematic”. Paul Radu of Floodlight Gaming

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and Karla Reyes show how high-stakes investigative reporting is transformed into interactive experiences, with a first look at the money-laundering game Dark Money. And that is only a tip of the iceberg. The complete program is available at <https://indigoshowcase.nl/program/> and in the MeetToMatch app.

“INDIGO is where the Benelux's game makers share a stage with the international studios and experts who inspire them. To open our doors with a line-up this strong, and a full house once again, is exactly the atmosphere we set out to create.” – Geoff van den Ouden, Chairman of the Benelux Games Promotional Initiative (BGPI)

Alongside the talks, the INDIGO DISCOVER Showcase puts 25 carefully selected games on the floor, all exclusively playable at the event. Each title is chosen through a meticulous pre-curation process by a jury of industry experts. Highlights this year include Moonlight Peaks by Little Chicken, ShipShaper by Tomas Sala, POLDERS by GEOFRONT, Astral Flux: Origins by Cosmocat Games and Burnin' Rubber 6 by Xform Games. INDIGO will also present the INDIGO Award for the best game at the event. The full selection is available at <https://indigoshowcase.nl/discover/>.

INDIGO 2026 takes place on June 2 and 3 at World Trade Center Rotterdam. Tickets are still available at <https://indigoshowcase.nl>.

INDIGO Talks 2026 — full speaker line-up

In alphabetical order: **Ali Elzoheiry** (Alizoh Studio), **Apoorva Gandhi** (Moon Studios), **Arden Osthof** (Diorama Machine), **Aric McBay** (Polyvale Studios), **Arjan Brussee** (Immens), **Ben Lega** (Studio Tolima), **Brenda van Vugt** (Gamious), **Camille Fourniols** (CG Flickers), **Cat Chew** (Ichiba), **Chris Hanney** (Rabotica), **Coco Gubbels** (PM-IJ), **Danny Perez Santana** (Behaviour Interactive), **Dominic de Graaf** (The Naked Dev), **Eline Muijres** (Cohop Games), **Imogen Mellor** (YRS TRULY), **Jeremy Raszko** (Atlas Publishing), **Jill Vanparys** (Grimoire), **Jingtong Zhu** (Griffin Gaming Partners), **Karla Reyes** (Anima Interactive), **Kevin Haelterman** (LuGus Studios), **Manou Ijpelaar** (Galaxy Grove), **Marie Janin** (Sickhouse), **Matt Redway** (PlayStation Studios), **Max de Kroon** (MACKS), **Nathan van der Stoep** (Cosmoccat), **Naxto Armenter** (Good Game Generation), **Paul Radu** (Floodlight Gaming), **Paweł Miechowski** (11 bit studios), **Reid Armansin**, **Roy ten Brink** (50 Unread Messages), **Samuel Baidoo**, **Sule Nur Karaaslan**, **Sven Lohse** (ROCKFISH Games), **Tim Remmers** (Team Reptile), **Yannis Bolman** (Little Chicken Game Company).

DISCOVER Showcase 2026 — all 25 games

In alphabetical order: **.synth_protocol** by DIT-Studio, **A Postman's Journey** by Dovespire Studio, **A Wake Between Worlds** by Lumino Interactive, **Astral Flux: Origins** by Cosmoccat Games, **Brass & Bramble** by Puca Labs, **Burnin' Rubber 6** by Xform Games, **CataMiner** by CatDrink Studios, **Coasteroid** by Noah Lip, **Dark Pals: The 1st Floor** by Skunx Games, **FIEND** by KARUGA, **Flawed Tactics** by Flawed Games, **G.O.A.T. - Gear Optimization Auto-Battle Tactics** by Tobi Schnackenberg & Mick Oldenburg, **Hidden Folks 2** by Hidden Folks, **Moonlight Peaks** by Little Chicken, **Plum Road Tea Dream** by Reveal Game Studio, **POLDERS** by GEOFRONT, **RANGER COMMANDO** by Dirk Boer, **Realm Defenders** by TDB Development, **ShipShaper** by Tomas Sala, **TaskFall** by CarpathianCat, **Teeko** by Ripe Render Games, **The August Before** by Silly Little Games, **The Confidence Engine** by Stalgard Coöperatie U.A., **Tiny Adventure Game** by teunu & Tilia, **Unshine Arcade** by mardt.

About INDIGO

INDIGO is the premier business event for the Benelux game industry, connecting game developers, publishers, investors and industry professionals through networking, showcases and expert talks. Organized by the Benelux Games Promotional Initiative (BGPI), INDIGO provides a key platform for business opportunities, international collaboration and industry growth. Since 2025, INDIGO has taken place in Rotterdam and expanded into a two-day event. The 2026 edition will be held on June 2 and 3 at World Trade Center Rotterdam.

For more information: <https://indigoshowcase.nl/>

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