



Carsten van Husen

President of Pan-European Online Games Association (PEOGA)

Carsten van Husen acts as President of PEOGA, the Pan-European Online Games Association, a co-operative initiative of online games publishers from all over Europe.

In his daily life, Carsten is Head of Publishing at Gameforge. The company originated in Germany where it specializes in the

development and publishing of browser-based online games, so-called Massively Multi-player Online games (MMOs), and in the publishing of client-based MMOs. Gameforge possesses more than 300 employees, and with more than 75 million registered users and 15 games in more than 50 languages, Gameforge has become the leading independent developer and publisher of browser- and client-based MMOs worldwide.

Previously, Carsten founded an online games company in 1999, trade-selling it to ISP freenet.de; later being responsible for the European games' activities of ISP Tiscali. In that role, Carsten brought the first commercially successful Korean MMORPG to Europe in 2002. Carsten holds a first degree from WHU, Koblenz, Germany and an MBA from University of Lancaster, UK and CESMA, Groupe ESC Lyon, France.

