



Frank Sliwka

Vice President European Business
Development and Event Director GDC Europe

Frank Sliwka entered the games industry in 1997. With his company Global Games Media, he worked successfully with GC - Games Convention, GC Developers Conference (GCDC) and GC Asia (Singapore) until fall 2008. During this time, he established GCDC as one of the most important game industry conferences in the world, and GC Asia as one of the main game industry events in Asia. In

November 2008, Think Services acquired Sliwka's company, Global Games Media, and from that time onwards, he has served as Think Services' Vice President of European Business Development and Event Director for GDC Europe. Sliwka has deep experience and knowledge in the games industry and has a worldwide network of contacts. He is very well known as a talented strategist and game industry expert around the globe.

From 2005 till 2008 he was a member of the board of the GC Developers Conference, and is now on the board of GDC Europe. Sliwka is a member of the jury of European Innovative Games Award (EIGA).

Sliwka also works in the eSports Sector and created the world-leading Business Platform for eSports, International eSports Conference (ESCONF), in 2004, which is now organized by Think Services. At the end of 2004, he founded the German eSports Association and was elected Chairman of the German eSports Association. In 2008, Sliwka was elected as Vice President of the International eSports Federation. He has since stepped down from these positions to focus on Think Services European network.

