

## **FREQUENTLY ASKED QUESTIONS**

### **House of Games Berlin**

This document is updated regularly.

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#### **GENERAL QUESTIONS**

##### **What is the House of Games Berlin?**

The House of Games Berlin will be an innovative, flexible location for companies and players of the games industry in Berlin. It will become a model for “activity-based, team-oriented working.” In the modern working world, people no longer spend all their time at the same workplace. Different activities require different spatial environments. Some are for exclusive use, but for many, shared access is sufficient. Focused work, meetings, workshops, learning, technological implementation, or simply relaxed exchanges, require different zones or locations. All of these are available at the House of Games Berlin. Memberships therefore provide access to a new way of working. The House of Games Berlin combines exclusive spaces for large tenants and small businesses, workspaces, studios, event spaces, parent-child rooms, workshop rooms, lounges, an inviting courtyard, and community offerings in one building — tailored to gaming companies, service providers, and relevant partners. The goal is to create a vibrant community and optimal conditions for collaboration, growth, and creative work.

##### **What is the goal of the House of Games Berlin?**

The goal is to create conditions that enable companies in the games industry, regardless of their size, to become successful more quickly and sustainably. The House of Games Berlin aims to generate more ideas than other places, to evaluate these ideas faster and better, and turn them into products more quickly than elsewhere. This is achieved through an ideal physical environment and outstanding technical equipment. This leads to the birth of new ideas through intensive and open exchange. At the same time, the technical requirements and network partnerships enable ideas to be implemented quickly. Diversity and openness are values and success factors at the House of Games Berlin.

##### **Who runs the House of Games Berlin?**

WISTA Management GmbH — a state-owned, non-profit Berlin-based company that operates the Adlershof Technology Park, among other things — is responsible for running the facility and leasing space to interested parties. A steering committee provides WISTA with intensive advice on its activities. The committee currently consists of medianet berlinbrandenburg e.V. as the project coordinator and state representative for the games and creative technologies industries, game – The German Games Industry Association as the national industry representative, and Ubisoft as the anchor tenant. In the future, however, representatives of the members of House of Games Berlin, whether large or small companies, will be members of this steering committee and thus help shaping the community.

##### **How is the project financed?**

The Berlin Senate Chancellery is currently providing start-up financing. This is earmarked for expansion, furnishing, studios, project management, brand development, communication, and community building. While WISTA is developing and operating the building on behalf of the State of Berlin on a non-profit basis, medianet is responsible for project coordination prior to opening, as well as brand development and communication.

**Where is the location?**

The House of Games Berlin is being built in the Lux Tower (Rotherstraße 8-11, 10245 Berlin) with over 10,000 m<sup>2</sup> of initial space and potential for expansion.

**QUESTIONS ABOUT PRICES AND CONTRACTS****How is the pricing model structured?**

There are two basic ways to rent space at House of Games Berlin: renting exclusive, fully equipped workspaces or renting a larger space (400 m<sup>2</sup> or more) for individual, independent design. Both rental options always include use of the shared areas with meeting rooms, lounge areas, parent-child rooms, etc. Use of the many telephone booths, kitchenettes, and, of course, toilets and showers, is also included in the rental price. This means that every tenant, regardless of size, has access to almost 2,000m<sup>2</sup> of specially equipped communal space.

As the needs of individual tenants vary greatly, individual offers are developed based on these individual requirements. These include, for example, complete, exclusive offices with 4–10 workstations, but also simply the use of a workstation on, for example, one day per week or 10 days per month.

Prices are not based directly on square meters, but on usage scenarios (number of people, frequency of use, furnishings, etc.).

**How is the individual rental price calculated?**

The rental price is calculated based on the number of workstations per floor, the level of furnishing, and whether the rooms are open or closed. The denser and more efficient the use of space, the lower the rental prices.

**How specific do I need to be about my space requirements?**

Please provide the number of employees, desired type of use (e.g., number of days/month), and whether you prefer open or closed offices. This allows for appropriate classification in the space concept — square meters play a secondary role. If in doubt, WISTA will conduct a workshop with you to clarify your actual exclusive space requirements.

**Are there minimum contract terms?**

- Furnished spaces: high flexibility, short-term adjustments possible. Contract terms typically start at one month. Day tickets are also available.
- Unfurnished spaces (400m<sup>2</sup>): typically, 5–10-year terms. In individual cases (e.g., high third-party usability), shorter terms are also possible (starting at 2 years).

**Is there any rent assistance available for tenants?**

No — from a legal perspective, the start-up assistance is not considered a traditional subsidy in order to avoid de minimis issues or double funding. This indirectly reduces rental costs through investment without any bureaucratic risks. For relocation to Berlin or an office move within the city, there is the potential possibility of support from Berlin Partner.

## **QUESTIONS ABOUT THE USAGE CONCEPT**

### **How does the space concept work?**

The building is divided into three main zones:

- Ground floor (100% community space): studios, meeting rooms, lounge, events, recreation rooms, cafeteria, courtyard, etc.
- 1st & 2nd floors (furnished spaces): flexible offices for small and medium-sized companies (1–40 employees), short terms, highly adaptable
- From the 3rd floor upwards (unfurnished spaces): long-term offices for larger companies with approx. 40 or more employees, individually customizable

### **What is the purpose of the community spaces?**

The ground floor area of over 1,000 m<sup>2</sup> is designed to promote encounters, exchange, and shared use – planned with studios (e.g., streaming, podcast, UX), meeting rooms, relaxation zones, gaming and educational rooms, and events.

### **What special rooms will there be?**

Among other things, the following are planned:

- Parent-child rooms (also for school-age children)
- Shared studios & test labs
- Event and e-sports areas
- Quiet rooms and telephone booths
- Optional server rooms in the basement

### **Will there also be storage space?**

Hardly any in the building itself — but storage space is available from the landlord in the immediate vicinity. This can be rented individually as needed. Prices and conditions must be agreed on directly with the landlord.

### **What about servers, network, IT?**

A central, cooled server room is planned in the basement. Connections will be pre-installed on the respective floors so that even smaller companies can set up their technology there.

### **Is there an office service (mail, parcels, scanning)?**

- Reception service/registration: yes
- Mail and parcel acceptance: yes
- Scanning/forwarding of incoming mail: can be set up if required

These services will be clarified in joint workshops with prospective tenants and implemented if there is sufficient interest (potential additional costs).

### **What is the building's security concept?**

Access to the first floor and above is restricted to authorized personnel only. The ground floor serves as a community space for all members of the House of Games Berlin to meet and use. Exclusive use of the event areas, for example, can only be booked through WISTA. Otherwise, most areas are available to

everyone for everyday use. Public access is not currently planned, but tenants can welcome visitors on the ground floor and in their own areas. Locking systems, security standards, and, if necessary, camera technology, are provided for office areas.

**What are the options for logistics and deliveries?**

There is a delivery zone with a freight elevator on the ground floor – ideal for equipment rental or regular transport. Special requirements can be planned individually.

**Can the House of Games be used as an official registered office/business address?**

Yes – provided there is an actual presence. No pure mailbox solutions.

**QUESTIONS ABOUT THE TIMELINE**

**When is the move-in planned?**

The move-in is planned for 2026. The exact date depends on the building permit application and the progress of the extension.

**Are there any temporary solutions until then?**

Yes. The following options are available:

- Temporary rental in other WISTA buildings (e.g., in Charlottenburg or Adlershof)
- Subletting from other House of Games members. (Ubisoft offers workspaces and premises, especially for small companies and individuals)
- Support from WISTA for individual bridging solutions

**QUESTIONS ABOUT THE COMMUNITY**

**How is it decided who can move in?**

Currently, the steering committee (consisting of medianet, game, Ubisoft, WISTA) makes the decision jointly.

In the future, a governance structure will be introduced — with co-determination by the tenants. Among other things, this committee will decide on community activities, the admission of new companies, and fundamental issues.

**What role does the community play?**

The House of Games Berlin thrives on active exchange – everyone should actively contribute to the community with their interests. Services are offered and framework conditions for the community are created. At the same time, the community should contribute its own initiatives and suggestions in order to increase the value of the House of Games Berlin for itself, but also for the entire industry. The House of Games Berlin address is intended to function as a seal of quality.

**Are there any exclusion criteria?**

Yes. Companies with incompatible business models (e.g., gambling) or without any connection to the games industry are generally not accepted. In case of doubt, requests are reviewed separately.

**How are priorities set when space is limited?**

In the long term, a governance structure will take on this task. The aim is for the community itself to have a say in which new members are accepted — based on clear values and criteria. However, the medium-term goal is to expand and develop the House of Games Berlin if there is further demand.

**Can private educational institutions rent space?**

Yes, potentially. Prerequisite: clear added value for the House of Games Berlin (e.g., game-related, training in game design, etc.). Individual approval required.

**CONTACT****Where can I register if I am interested in House of Games Berlin?**

Please register using the contact form at [house-of-games-berlin.com](https://house-of-games-berlin.com) with the following information:

- Company name
- Contact person
- Size (number of employees)
- Approximate space/usage requirements

**Do I need to register again if I have already submitted an LOI?**

No. All LOIs have already been recorded. If you are unsure, it is better to ask again.