

PRESS RELEASE



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GodotFest 2026 returns to Munich on November 3–4

Two days of talks, workshops and business networking for the Godot community, under the banner "Godot Means Business"

Munich, June 11, 2026 - GodotFest is coming back to Munich. On November 3 and 4, 2026, Godot developers, studios and games-industry professionals will meet at smartvillage München-Bogenhausen for two days of talks, workshops and networking.

It is the conference's second edition. The first, in 2025, drew close to 500 people and 34 speakers across two stages. This year's event is bigger, with more sessions, more space and a stronger focus on the business side of Godot.

▶ Watch the GodotFest 2026 mood video: youtu.be/CRmwGa2k90U

"Godot is growing up. It's not just where people start anymore - studios ship games and build businesses with Godot. GodotFest is where that community gets in a room together, and this year we're emphasising the business side even more."

- Johannes Ebner, Co-Founder, GodotFest

Why "Godot Means Business"

Godot began as an indie favourite and now runs in studios of every size. The 2026 programme follows that change. Alongside the community talks GodotFest is known for, this year adds dedicated business networking.

New for 2026 is **MeetToMatch - Networking powered by Photon**, the matchmaking platform used at major industry events, included with every ticket. Attendees can arrange 1-on-1 meetings with publishers, service providers and other developers ahead of the event.

On the programme

- **Talks and panels** across two stages, covering game development, engine internals, tooling and business
- **Hands-on workshops** in small groups, led by experienced instructors
- **MeetToMatch - Networking powered by Photon**: 1-on-1 meetings, included with every ticket
- **Community time** to meet the people behind the engine and the games
- **Food and drinks**, included

Tickets

Tickets are on sale now at godotfest.com. Early Bird and VIP tickets are limited.

Tier	Price
Early Bird (limited)	€209
Regular	€249
Late Bird	€349
VIP (limited)	€799

MeetToMatch - Networking powered by Photon is included with every ticket. VIP tickets also include the Speaker & VIP Dinner.

About GodotFest

GodotFest is an annual community conference for the Godot Engine and the people who build with it. It is run independently by GameDev Events Munich UG (haftungsbeschränkt), a group of Godot community members who also organised GodotCon Munich in 2023, and works closely with the Godot Foundation.

About the Godot Engine

Godot is a free, open-source game engine released under the MIT licence. There are no licence fees, no paywalls and no lock-in, and developers keep full ownership of their work. It is used by solo developers and studios alike and is maintained by the non-profit Godot Foundation.

About Photon Engine

Photon is a leading technology platform for real-time multiplayer and global cloud scaling. At GodotFest 2026, Photon Engine is sponsoring MeetToMatch, enabling a professional networking format for the Godot community under the slogan “Networking powered by Photon.”

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Social Media:

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