

GodotFest 26

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Quick Facts

- Godot Fest – 3 & 4 November 2026 (Tue & Wed)
- Returning annually after the super successful first conference in 2025
- [smartvillage München-Bogenhausen](#) - modern and friendly venue
- 500 attendees (with room to grow)
- MeetToMatch – Networking powered by Photon
- Keynote/Main stage
- Side stage
- Workshops
- Premium food and drinks included in ticket price

Links

- [Announcement Post \(Godotengine.org\)](#)
- [Tickets](#)
- [Call for Proposal](#)
- [Sponsoring](#)
- [LinkedIn](#)
- [YouTube](#) (Talks from [GodotFest 2025](#))
- [Discord](#)
- [BlueSky](#)
- [X/Twitter](#)
- [Mastodon](#)
- [LinkTree \(Social Media, Website and more!\)](#)

What is the Godot Engine?

Godot is a powerful, free, and open-source game engine.

It is a flexible platform for developing games and interactive applications, maintained by a global network of contributors. Godot is distributed under the MIT license and gives developers **full ownership and control** of their projects - **no licensing fees, no paywalls, no vendor lock-in** with the **guarantee that it will stay like this forever**.

It's a favorite among indie developers, but it's also used by studios and tech companies of all sizes to build games and other software.

The project is stewarded by the **non-profit Godot Foundation**, which supports development and community growth through a small team of dedicated people handling project management, marketing, and more.

What is GodotFest?

GodotFest is a new, annual community event celebrating the Godot Engine and its ecosystem. It is organized by a small team of passionate Godot nerds with support and backing of the Godot Foundation and many volunteers. The founding team of the GodotFest were also the core team of [GodotCon 2023](#) in Munich, which was very well received. After a highly successful start in 2025, we're committed to continue this Godot Conference format.

Our goal is to bring together:

- Creators in the Godot Ecosystem
- Meaningful personal & business relationships
- Knowledge-sharing with workshops and talks
- A shared mission to elevate Godot-powered projects and strengthen the community & ecosystem

This is **the** event for the people shaping the future of the Godot Ecosystem!

Who's Behind GodotFest?

After organizing the highly successful GodotCon Munich 2023, our team gained invaluable experience - both as event organizers and active participants in GodotCon Berlin 2024. Part of the team also volunteered there, either organising or as speakers. We realized that to better serve the needs of the community and event logistics, it makes sense to organize GodotFest independently, while still maintaining a close relationship with the Godot Foundation.

Why independent?

- The Godot Foundation is a non-profit with a core focus: coordinating & enabling engine development.
- It operates under strict donation guidelines and administrative constraints (e.g. tax/VAT).
- Event-specific needs - like flexible vendor contracts or providing food and swag require a more agile structure.

Trusted & Supported

- Our team has proven experience from the GodotCon 23 and the GodotFest 2025.
- The Godot Foundation fully supports GodotFest Munich and endorses our role as a key European gathering.
- The Godot Foundation granted us the Title “GodotCon Europe”, making GodotFest the official Godot Conference going forward.
- A respectable portion of our event profits will be donated back to the Foundation to support engine development.
- Working together with the Godot Foundation to create an inclusive and safe space for everyone.

Our Mission

GodotFest is designed to make a positive impact:

- Strengthening the Godot community
- Empowering creators and contributors
- Supporting the long-term success of the Godot Engine

Team

Founding Team:

- [Johannes Ebner](#)
- [Senad Hrnjadovic](#)
- [Raffaele Picca](#)
- [Benjamin Vehling](#)

Staff:

- [Miguel Gonzalez Wanzek](#)
- [Ash Fischer](#)
- Ste

Thank you to all our amazing Volunteers!

Imprint

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