

German Game Music Award



**Call for entries for the composition competition
for the 4TH GERMAN GAMESMUSIC AWARD 2025
'From Bugs Bunny to Animé'**

**Closing date for
score & sound file:
22 June 2025!**

WHAT

The GERMAN GAMESMUSIC AWARD is looking for the best young composers from Europe, who compose music for a gameplay trailer for **large symphony orchestra**. The competition is a cooperation between the Bremen State Youth Orchestra and the concert hall 'Die Glocke'. It is supported by Koei Tecmo. The compositions of the three finalists, which will be selected by a jury of experts (including people from the gaming industry) chaired by Prof. Stefan Geiger, will be premiered on 5 October 2025 in Bremen in the series GLOCKE ImPuls.

WHO

Composers living in Europe **up to the age of 30** are eligible to participate.

WHEN / REGISTRATION until 22 June 2025

1. **Online registration:** is now possible at <http://www.germangamemusicaward.de>
 2. **Registration confirmation** will follow by e-mail.
 3. **Composition:** creation of the composition for the trailer "**Atelier Yumia: The alchemist of memories**" (Koei Tecmo), for more details see conditions of participation.
- Deadline for submission** of score and sound file is Sunday, **22 June 2025**

WHEN / FINAL 5 October 2025

GERMAN GAMESMUSIC AWARD 2025 on 5 October - 7.00 pm at the concert hall 'Die Glocke' in Bremen, Great Hall

The finalists will be notified via email by the end of August 2025, as will all other participants who were not shortlisted.

COMPETITION PRIZES

1. **World premiere** of your GAMESMUSIC at the renowned concert hall 'Die Glocke' in Bremen with the Bremen State Youth Orchestra under the direction of Prof. Stefan Geiger
2. **Invitation to Bremen:** the rehearsal day with the Bremen State Youth Orchestra and the concert will take place on 4 and 5 October 2025
3. **Travel expenses** within Europe (2nd class train ticket or economy flight) will be paid, as well as a **flat-rate meal** allowance of €30 per day in Bremen. **Accommodation** will be provided.
4. **Attractive prizes:** 1st prize: € 2,000 // 2nd prize: € 1,200 // 3rd prize: € 800

CONDITIONS OF PARTICIPATION

- A composition for **symphony orchestra (not exceeding 3.3.3.3 - 4.3.3.1, timp, perc (max. 5 pers.), hrf, str)** to accompany the trailer "**Atelier Yumia: The alchemist of memories**" (Koei Tecmo).
- Submission of the scores in digital format (PDF), sound files in MP3, MP4, WAV or MIDI format.
- The following must also be submitted: (Musical) CV and proof of residence in PDF format.
- The composition must be your own original work and should not have been performed yet.
- If selected as a finalist, instrumental parts must be sent individually as PDF files by the given deadline.
- The jury's decision is final and not subject to legal recourse.
- Communication will be in German or English.

CONTACT

German GameMusic Award 2025
Project Management
Victor Seraphin Feuchte
Email: s.feuchte@ljo-bremen.de
Tel: +49.1522.1854568
www.germangamemusicaward.de/
www.germangamemusicaward.de/en/

Landesjugendorchester Bremen e.V.
c/o Landesmusikrat Bremen
Violenstraße 7
28195 Bremen
Email: info@ljo-bremen.de
Tel: +49.0421.57230614
www.ljo-bremen.de

