



**UK-Based 'Game Developers Network' (GDN) Aims To
Revolutionize The Global Game Development Industry**
Renowned Networking Veteran Encourages Unity & Collaboration

London, United Kingdom, November 13th 2023: **Game Developers Network (GDN)** www.gamedevelopersnetwork.biz is a new and dynamic central hub accessible 24/7, every day of the year enabling industry professionals to collaborate, communicate, access resources, recruit, exchange knowledge, and promote business projects. Founded in the UK by renowned networking veteran *Rachel Crawford*, the new hub provides access to an international network of partners including publishers & distributors, developers, and service providers within animation, art, audio, code, design, studio management, publishing, and quality assurance.

"We are delighted to announce the launch of GDN and to offer our members an invaluable online resource that provides news, promotion, game showcases, and recruitment. Members will also have exclusive access to our P2P and Virtual events, removing the hard work involved in searching for important contacts.", says Crawford about the new networking association. *"Our studio is made up of a group of skilled and enthusiastic individuals who are dedicated to expanding the horizons of networking in the realm of game design and development.",* she continues.

GDN was founded by *Rachel Crawford* who has been involved in the creation and management of global networking organizations for over 25 years and owns several networking companies with 665+ clients in 125+ countries. To date, she has hosted over 50 international networking events in Asia, North America, South America, Africa, the Middle East, and Europe. She holds an ILM qualification in Leadership and Management,

GAME PROMOTER

focused on innovation and change, and has been exploring alternative industries that would benefit from her networking business model.

Upcoming **GDN** events include a *Virtual Networking Event* taking place between May 13th and 17th 2024 where interested parties are encouraged to attend. And the first in-person P2P networking event is scheduled for September 1st – 3rd, 2024, set against the picturesque backdrop of Hotel Croatia Cavtat. This exclusive event is specifically open to **GDN** members. Upon completing the registration process, participants will gain access to our custom-built online P2P Scheduler. This tool empowers attendees to arrange twenty-minute business meetings with their preferred companies prior to the event, enhancing networking opportunities.

*And to celebrate the launch of **GDN**, the first 200 companies to [register online](#) will receive a complimentary 12-month membership.*

Journalists interested in scheduling an interview with GDN-Founder *Rachel Crawford* may contact games marketing specialist Hans Olsen by emailing hans@gamepromoter.dk along with their credentials and channel links for verification. Members of the press are encouraged to check out the following Hotlinks for recent news and updates.

Website	https://www.gamedevelopersnetwork.biz
Twitter	https://twitter.com/GDNTweets
LinkedIn	https://www.linkedin.com/company/game-developers-network/