

Business Initiation Singapore and Thailand

Computer and video game industry

Singapore & Bangkok
13th – 17th October 2025

Company Products and Services Catalogue

In collaboration with



Project of



Market exploration **Creative industry**

Singapore Thailand

13th-17th October **2025**



Games

German Companies

Anderie Management

AudioCreatures GmbH

BeamNG GmbH

Bigpoint GmbH

btf GmbH

Gameinfluencer GmbH

GCRadix GmbH

Headup GmbH

HighPassionStudios UG

Kalypso Media Group GmbH

Sky-E Red GmbH

As part of a business initiation trip to Singapore and Thailand, supported by the German Federal Ministry for Economic Affairs and Energy (BMWE), a group of eleven **leading German companies from the innovative computer and video game industry to explore new markets, forge partnerships, and showcase their technologies in Southeast Asia.**

This visit is designed to highlight Germany's strengths in the gaming sector and foster new partnerships and collaborations with counterparts in Singapore and Thailand. The German delegates bring with them valuable expertise and innovative solutions that can contribute to the growth and advancement of the Southeast Asian gaming industry, paving the way for mutually beneficial cooperation.

We warmly invite Singaporean companies, industry professionals, and government representatives to attend our conference in Singapore on October 14. This flagship event offers valuable insights into the strengths of the German industry, opportunities to connect with the visiting delegation, and a platform to explore potential collaborations.

The German delegation will be present at gamescom asia in Bangkok. We warmly encourage you to take this opportunity to connect, exchange business cards, and explore potential collaborations with leading German companies in the gaming sector. These events offer a unique platform for meaningful dialogue and new business opportunities.

This project is organized by SBS Systems for Business Solutions, in collaboration with the Singaporean-German Chamber of Industry and Commerce (SGC), the German-Thai Chamber of Commerce (GTCC), and game – the German Games Industry Association, under the auspices of the Federal Ministry for Economic Affairs and Energy (BMWE).

For detailed information about the participating German companies and their areas of interest, please refer to the company profiles on the following pages.

Computer and video game industry



**MITTELSTAND
GLOBAL**
FOREIGN MARKET
ENTRY PROGRAMME

Message of greeting from the Foreign Market Entry Programme



Mr. Christian Tippelt

.....
*Director Foreign Market Entry
Programme of the
Federal Ministry for Economic
Affairs and Energy (BMWE)
Germany Trade & Invest*

The Foreign Market Entry Programme assists German Small and Medium-Sized Businesses during all stages of their export activities. Participating businesses receive widespread support from the initial stages of market exploration up to the making of actual business contacts, e.g., by providing first-hand market information, organizing exploration trips and building networks. Key element of this support is the personal assistance during preparation, implementation and follow-up of these measures to ensure that the business arrangements are of high quality and sustainable.

This visit is part of the business opportunities module of the Foreign Market Entry Programme and will facilitate business contacts as well as provide important impulses for the further intensification of the fruitful co-operation between South Africa and Germany.

On behalf of the German Federal Ministry for Economic Affairs and Energy, I would like to thank the participants from Germany, all multipliers, and other involved parties in this project for their contribution to create a successful measure.

.....
Sincerely Yours,
Christian Tippelt
Director Foreign Market Entry Programme



Anderie Digital



Anderie Management



Summary

Internationally known expert in the gaming and entertainment industry and management consultant for strategic and operational levels.



made in
Germany

www.anderie-management.com

Company profile

Lutz Anderie is considered an internationally recognized expert in digitalization and industry insider of the games industry. He is advising and actively managing companies on strategy, monetization and re-structuring with his consultancy Anderie Management. Lutz founded his first company at the age of 21 and supports start-ups in the areas of games. He is a professor of business information systems at the Frankfurt University of Applied Sciences (Frankfurt UAS) and lecturer at the SRH Hochschule Heidelberg, Faculty of Information, Media and Design. Lutz is a #1 Amazon bestselling author of business books on games, digitalization and artificial intelligence. His books sold more than 100.000 units online and in print. He runs the YouTube Channel 'Games Industry Management'.

Products / Services

- Strategy, Monetization and Re-structuring
- Active (Interim) Management
- Start-up Advisory
- Consulting
- Market Entry
- Networking
- Sales and Marketing

References and export activities

SonyPlaystation, Bandai Namco, Atari.

Target group

Developer, Publisher, Service Providers to the games industry.

Competitive advantages

Strong, reliable network in the games industry. Extensive management expertise in corporate management as well as sales and marketing.

- Access to decision-makers in game development studios, politics, and publishing
- AI expert with firsthand know-how in theory and practical use cases

Ideal business partners

Small and Medium-sized Businesses . International Corporations.

- Game Development Studios
- Publishers
- Blockchain and NFT Platforms
- AI Technology Companies
- Esports Organizations
- Digital Transformation Consultancies



Anderie Digital



Anderie Management

Anderie Management

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Germany

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Languages: English, German

Project

Market exploration Singapore
Thailand
13th-17th October 2025

Creative industry
Games

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Summary

We create captivating music, sound design and adaptive audio systems for games and multimedia.



Company profile

It's all about the feeling! We are collaborators and push the boundaries to create the perfectly fitting acoustic world and audiovisual branding for each project.

We oversee the entire Audio Workflow from End to End and seamlessly integrating with your team. We work in our audio expertises, from audio direction, sound design, music or implementation.

With passion and dignity we integrate into the team to create an immersive world together!

Products / Services

Music Composition, Music Production, Sound Design, Game Audio Design, Implementation.

References and export activities

Ghost of Tsushima (Sucker Punch), Death Stranding (Kojima Productions), Honor of Kings (Tencent) Gangs of Sherwood (NACON), Destroy all Humans (THQ), Smite (Hi-Rez), Pokémon Masters (Nintendo/DeNa), Songs of Silence (Chimera Entertainment), June's Journey (Wooga), TerraScape (Bitfall Studios / Instinct3).

Nominated for Best Audio at the German Dev Days 2024.

Target group

Game Developers, Game Studios, Game Producers, Creative Directors, Audio Leads, Audio Directors, Directors, Film Productions.

Competitive advantages

High quality, cooperations with local orchestras and artists, game audio audit to review the game audio experience and how to...

Ideal business partners

Mid sized game companies building strong relationships to build a captivating audio experience in their products and beyond.



audio creatures

AudioCreatures GmbH

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Germany

www.audiocreasures.com

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Languages: English, German

Project

Market exploration Singapore
Thailand
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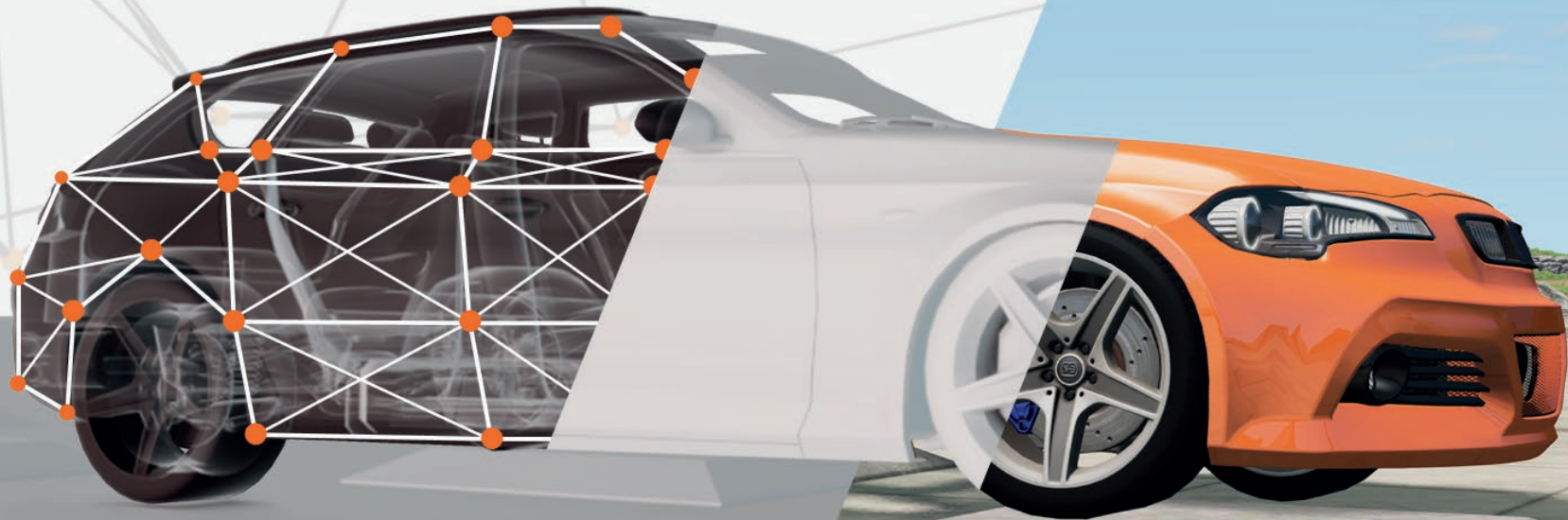
Creative industry
Games

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Summary

BeamNG GmbH is an international tech company offering a state-of-the-art, real-time, soft-body physics engine for research, commercial applications and entertainment.



made in
Germany

www.beamng.tech

Company profile

Founded in 2013 and based in Germany, BeamNG is a dynamic small and medium-sized enterprise specializing in advanced simulation technologies. Our main product is a state-of-the-art simulation platform renowned for its highly realistic, real-time vehicle simulations, powered by our proprietary soft-body physics engine, complemented by high-definition graphics that deliver immersive visual realism.

Products / Services

BeamNG.drive is a premium game currently available only on Steam PC.

The soft-body physics approach allows us to faithfully simulate the kinematic properties of our vehicle models and leads to a realistic replication of their driving behaviour. The modding system allows anyone to customize various components of the simulation, be it the vehicle models, assets, scenarios, or the user interaction. Together with our diverse set of levels, these properties make BeamNG the ideal platform to develop a wide range of experiences.

BeamNG.tech, an extension of BeamNG.drive, is a powerful and versatile simulation platform for model-in-the-loop testing and development. BeamNG.tech stands out among the several available driving platforms through its custom soft-body physics engine, detailed modelling of the vehicle subsystems, and high degree of adaptability.

References and export activities

BeamNG.drive currently has an average of 2 million MAU (as of July 2025) and is distributed worldwide via Steam Global. Our commercial product is used globally by a range of industries, including the automotive industry. Common use cases include Advanced Driver-Assistance Systems (ADAS) Testing, Digital Twin Vehicle Development, Operational Safety and Training, Model in the Loop (MIL) and Software in the Loop (SIL), Hardware in the Loop (HIL), Testing of Crash or Near Crash Situations, Forensic Research: Recreation of Accident Scenarios, Powertrain Simulation, Driver Training Programs and Demonstration Support. Over 100 universities worldwide have used BeamNG for their research activities.

Target group

Our entertainment product, BeamNG.drive, mainly targets simulation, racing, physics sandbox genres. For professional use cases, the main targets are OEMs, Tier 1/2 suppliers, companies with a need for driving simulation, research institutes, research centres, academia.

Competitive advantages

The BeamNG physics engine is at the core of the most detailed and authentic vehicle simulation you've ever seen in a simulation. Every component of a vehicle is simulated in real-time using nodes (mass points) and beams (springs). Crashes feel visceral, as the simulation uses an incredibly accurate damage model.

Ideal business partners

For our entertainment business, UGC Platform Solutions (modding, distribution, monetization), IP & Brand Partnerships, Services (including porting, development, art outsourcing, QA Testing), Cross-Platform UI/UX Solutions, Marketing & Community Engagement, Merchandising & Licensing. For our professional business, industrial partners, research institutions, private sector enterprises, academic bodies and government agencies.



BeamNG GmbH

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Project

Market exploration Singapore
Thailand
13th-17th October 2025
Creative industry
Games

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BIGPOINT. GREAT GAMING, FOR EVERYBODY.

Summary

Bigpoint makes and publishes games for multiple platforms, backed by a global team and a strong international partner network.



made in
Germany

www.bigpoint.net

Company profile

Founded in 2002, Bigpoint creates games that are fun and built for everyone. Based in Hamburg and powered by a diverse, global team, we develop high-quality experiences across browser, client, and mobile platforms. In addition to our own titles, we also publish and promote third-party games through a strong, international partner network.

Products / Services

At Bigpoint, we create high-quality online games for browser, client, and mobile platforms, delivering fun and accessible experiences to players worldwide. With over 20 years of experience, our team designs engaging games that cater to all types of players, from casual fans to dedicated enthusiasts. Beyond developing our own titles, we also publish third-party games, helping developers reach a larger global audience. Through our vast network of partners, we provide expert support in marketing, distribution, and live operations, ensuring that great games gain the visibility and success they deserve.

References and export activities

Over the past two decades, we've developed, launched, and maintained award-winning games enjoyed by millions of players worldwide. Our long-standing experience reflects both quality and deep industry insight. In addition to our own titles, we've co-published major browser games with other developers, including Game of Thrones: Winter is Coming and Pirates of the Caribbean: Tides of War.

Target group

Our target client group includes all segments of gamers who play across mobile, client, and browser platforms. Our players come from all over the world, with a particular emphasis on Western regions.

Competitive advantages

With 20 years of experience in game development and publishing, we are particularly strong in Germany and boast one of the largest partner networks in the country.

Ideal business partners

Our potential partners are game developers and publishers looking to connect with Western audiences and seeking a reliable partner with a solid track record.



Bigpoint GmbH

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Languages: English, German

Project

Market exploration Singapore
Thailand
13th-17th October 2025

Creative industry
Games

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**We are creators.
We are risk takers.
We are innovators.
We are btf.
Independent since 2012.**



Summary

Based in Cologne and Berlin we are a 20 people game developer focusing on narration and unique styles.



Company profile

As an independently operating department of btf GmbH with locations in Cologne and Berlin, the Games Department with its current 20 employees has been implementing its visions independently and creatively since 2017. The studio has already had great success with the adventure game “Trüberbrook” and was awarded “Best German Game 2019” and “Best Production” at the German Computer Game Awards.

The team is currently working on the projects “The Berlin Apartment” and “Constance”. In addition to its own games, the team is also involved in projects with a social background, such as “Leon’s Identity” to prevent right-wing extremism and “Dino Dino” to teach scientific facts to preschool children.

The Berlin office is part of the indie collective “Saftladen”. Aside from the actual game development, the team is involved in expert panels, juries and game jams or gives lectures and master classes.

Products / Services

We produce and publish games.

References and export activities

<https://store.steampowered.com/developer/btf>

Target group

People that love playing narrative games, indie games and games with the special something.

Competitive advantages

-

Ideal business partners

Marketing agencies, Publishers.



btf GmbH

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Project

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Thailand
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Creative industry
Games

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GAME INFLUENCER

YOUR GATEWAY TO
3 BILLION VIDEO GAMERS



Summary

At GameInfluencer we develop and execute memorable influencer marketing campaigns with unique talents for game publishers.



made in
Germany

www.gameinfluencer.com

Company profile

GameInfluencer GmbH is a leading influencer marketing agency and tech platform based in Munich, Germany, specializing in global marketing campaigns for the gaming industry. Since 2016, we've supported mobile, PC, and console games from early access to blockbuster releases—offering scalable creator-driven marketing tailored to your growth goals. We help developers and publishers activate players by combining influencer marketing, paid media, and PR to drive long-term engagement and measurable ROI.

Products / Services

1. Influencer Marketing for Wishlist Growth

Build up Steam wishlists with carefully curated creator content and targeted reach.

2. Launch & Growth Campaigns

Work with creators across key platforms (Youtube, TikTok, Twitch, X, etc.) to activate players at each stage of your lifecycle.

3. Paid Media Amplification (Amplify+)

Scale your best-performing creator content with high-precision paid media targeting.

4. Public Relations & Communication Support

Reach international games media, content creators, and communities with storytelling that matters.

References and export activities

GameInfluencer has successfully executed more than 1000+ campaigns for gaming companies worldwide, including markets like the US, Europe, MENA, South Korea, Japan, and SEA. Our clients include Tencent, NetEase, FunPlus, Riot Games, CD PROJEKT RED, Ubisoft, SEGA, and many others.

We bring strong experience with:

- Wishlist campaigns for Steam and PC/console games

- Launch & growth campaigns for all kinds of games
- Cross-regional creator activations for events (APAC → West & vice versa)
- Performance-driven user acquisition strategies

Target group

We work with:

- Mobile, PC, and console game developers targeting international player acquisition
- Game publishers seeking to grow new IPs in Western markets
- Web3 gaming studios in need of trusted KOL (Key Opinion Leader) support
- Marketing & community leads looking to boost brand awareness and retention

Competitive advantages

- Influencer matchmaking powered by huge datasets and 10 year experience
- Performance marketing mindset: Campaigns aligned to your KPIs
- In-house paid media team: Retargeting best-performing influencer content as ads
- Global creator network: we have an own creator network of 2.8k Influencers
- Full-service offering: From creative briefing to post-campaign analytics

Ideal business partners

- Asian game developers seeking to enter or scale in Western markets (US, EU, LATAM)
- Publishers launching global multi-region campaigns
- Teams looking for a reliable influencer marketing partner with deep games industry know-how
- Studios interested in wishlist pre-launch boosts or performance-based UA via creators



Gameinfluencer GmbH

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Project

Market exploration Singapore
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13th-17th October 2025

Creative industry
Games

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Summary

GCRadix is an Audio Co-Development Studio and Technology Provider. Decades of experiences and a AAA Team at your fingertips.



made in
Germany

www.gcradix.com

Company profile

GCRadix is a Co-Development force with the highest degree of industry experience and professional delivery. Our acting departments are specialized to deliver competitive quality and stability and share our passion for the art and emotional impact that this industry has on our culture, society and players.

Products / Services

GCRadix provides bleeding-edge technology, content and production ready products in any interactive project for Games, Automotive or Medical.

- Audio Co-Development: Design, Technical Design, Implementation&Integration, Programming
- Audio Pipelines: VoiceLink. Full production pipeline for Voice Over and Narrative content & branching Dialogue. From Script to in-production placeholders and game data
- Source Content: Audio Source Libraries curated for any production.
- Audio Plugins: Creative Plugins for Designing, Rendering and Runtime.

References and export activities

Trusted by many in the industry: Sony, Microsoft, Sega, Primal Games, The Wild Gentleman, BMW, Bipod.

Target group

Any Project that requires interactive Audio or Acoustic Simulations. Be it Production, Consultation or Turn-Key Systems.

Competitive advantages

Decades of experience working on such projects, not just as Co-Developers, but mainly from within Studios.

We understand directions, creative- and business-values and the competitive landscape of our clients and how to bring them success through our delivery.

Ideal business partners

A Partner that understands the importance of Audio and our level of expertise and therefore trust in a strong collaboration.

We appreciate taking ownership and giving professional insights and feedback that go beyond just supplying a catalogue of default assets without considering their impact or fit within a creative- or business-vision.



GCRadix

GCRadix GmbH

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www.gcradix.com

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Languages: English, German

Project

Market exploration Singapore
Thailand
13th-17th October 2025

Creative industry
Games

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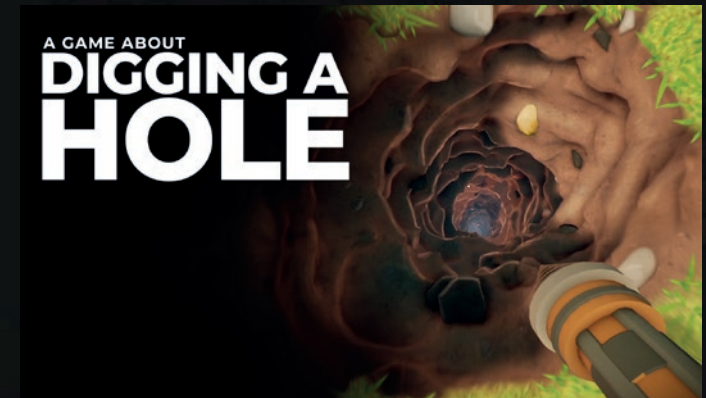


Project of:





HEAD UP



Summary

Headup is an independent grassroots publisher showcasing unique games across all major platforms.



made in
Germany

www.headupgames.com

Company profile

Founded in 2009, Headup is an independent grassroots publisher showcasing unique games across all major platforms, always guided by the passion to offer true alternatives to the mainstream. We are driven by the love for the medium and the desire to amplify our partner studios' visibility to the max. Our self-chosen mission is to ensure the games we publish stay true to the creator's vision and give them the deserved spotlight while staying closely connected to our global audience.

With a platform-agnostic approach, quality is the guiding principle across all systems and genres. Reaching over 90 million players worldwide, Headup remains rooted in Western gaming culture while connecting with a global audience.

Products / Services

Videogames, Mobile games, Publishing, development, Porting, Distribution, MarComs

References and export activities

Appr 200 titles shipped since foundation in 2009, e.g. Bridge Constructor, Pumpkin Jack, The Coma, Industria.

Target group

Worldwide gaming audience, from causal to midcore. Premium audience.

Competitive advantages

Lean, agile, entrepreneurial and empathic.

Ideal business partners

Independent development teams and worldwide game distribution partners.



Headup GmbH

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www.headupgames.com

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Project

Market exploration Singapore
Thailand
13th-17th October 2025

Creative industry
Games

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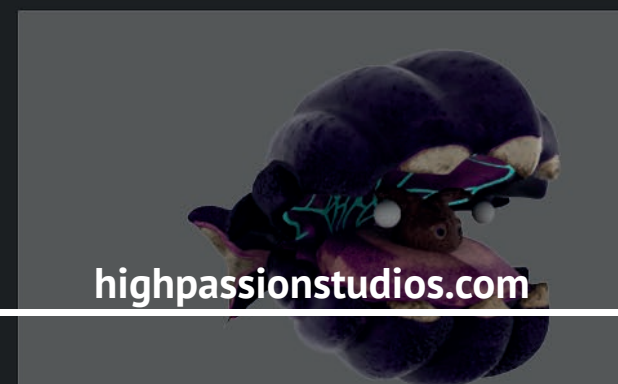
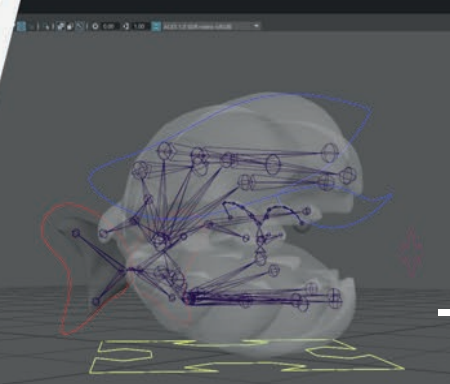
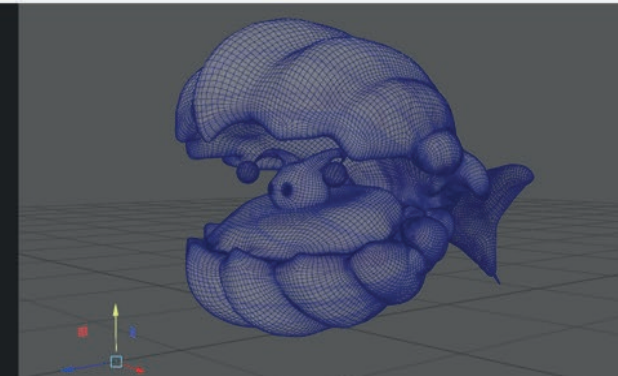
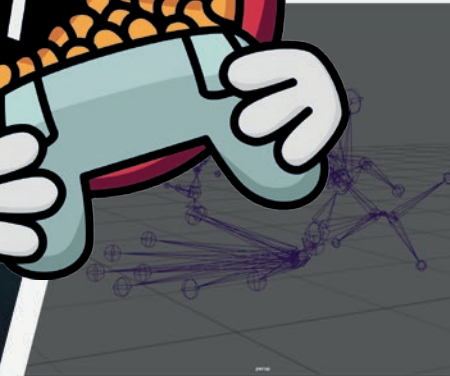


HighPassionStudios



Summary

Developing state of the art audio-visual gaming experiences, like the creature collection game Dwellink: War of the Nine.



highpassionstudios.com

Company profile

We're a skilled game studio specializing in game development, audio production, and 3D content. Our main project is Dwellink: War of the Nine, a creature collection game aimed at older teens and adults. In addition to creating our own games, we collaborate with other companies to create immersive soundscapes, catchy jingles, detailed 3D models (from houses to characters), and high-quality 2D graphic design.

We're currently seeking development funding to complete and launch Dwellink. After release, our vision is to grow it into a full multimedia franchise—featuring trading cards, plushies, figurines, and potentially an animated series.

Products / Services

Dwellink is a single-player creature collection RPG built in Unreal Engine 5, blending core elements of Pokémon with the atmospheric depth and challenge of Soulslike games such as Elden Ring. Players collect, train, evolve, and battle creatures in turn-based combat—set in a dark, photorealistic fantasy world with a high-risk checkpoint system and rewarding difficulty curve.

By combining the addictive mechanics of monster collecting with mature themes and immersive worldbuilding, Dwellink fills a unique niche yet to be claimed. While Palworld—often called “Pokémon for adults”—proved massive demand for adult-oriented creature games with its record-breaking Steam launch, Dwellink targets that same audience from a completely different angle: serious tone, deep lore, photorealistic graphics and tactical depth. Our goal is to give grown-up fans the next evolution of the genre they grew up loving.

Target group

We target players 16+ who grew up with Pokémon but have outgrown its child-focused style. Most creature collection games still cater to kids with cute monsters, cel-shaded graphics, and low-stakes stories. Palworld, released in early 2024, shifted focus to older audiences—with great success. With Dwellink, we aim to continue that momentum and deliver a more mature creature collection experience.

Competitive advantages

HighPassionStudios has been fully remote since day one, cutting overhead costs and maximizing efficiency. Combined with our team's expertise and the power of Unreal Engine 5, we're able to create visually stunning, high-quality games—even as a small studio. Rapid tech advancements now allow passionate, agile teams like ours to compete at a high level.

Ideal business partners

With Indie.io on board as Dwellink's publisher, our marketing, PR, community, events, localization, and porting needs are covered. We're now focused on launching the game but still require development funds to finish it. Our ideal partner is an investor or VC interested in building a Dwellink multimedia franchise with us—without needing to invest much time in the project.

HighPassionStudios

HighPassionStudios UG

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Project

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Creative industry
Games

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kalypso
WHERE GAMES LIVE

Summary

Kalypso Media Group is a privately owned, global developer and publisher of interactive entertainment software for PC and console platforms.



made in
Germany

www.kalypsomedia.com

Company profile

The Kalypso Media Group is a privately owned, global, independent developer and publisher of interactive entertainment software with more than 200 employees worldwide, operating from a total of ten offices across Germany, the United Kingdom, France, Japan and the United States.

Kalypso Media has also established a digital-first label called “Kasedo Games” and enjoys very strong global digital distribution through its Kalypso Media Digital subsidiary.

Furthermore, the group owns four development studios – Realmforge Studios, Claymore Game Studios, Gaming Minds Studios and Gaming Minds Studios Paderborn – to secure a constant supply of high quality games, and works with multiple leading independent developers.

Products / Services

Kalypso Media's IP portfolio includes the full rights to the Tropico series, Commandos, Port Royale, Dungeons, Sudden Strike, Railway Empire, and others, including Commandos 2 – HD Remaster and Praetorians – HD Remaster, Railway Empire – Nintendo Switch™ Edition, Dungeons 3 Complete Collection, Railway Empire – Complete Collection, Port Royale 4, Tropico 6 – Nintendo Switch™ Edition, Commandos 2 – HD Remaster for Nintendo Switch™, Spacebase Startopia, Disciples: Liberation, Matchpoint – Tennis Championships and Tortuga – A Pirate's Tale. Kalypso Media's recent releases are Railway Empire 2, Dungeons 4, The Inquisitor and Commandos: Origins. Kasedo Games' recent releases include Rise of Industry 2, Ixion, Warhammer 40,000: Mechanicus and Uncle Chop's Rocket Shop. Upcoming releases from Kasedo will include Warhammer 40,000: Mechanicus 2 as well as Life Below.

References and export activities

More than 60 games have been released between 2006 and 2025. We distribute our games worldwide. The most important territories for us are US, Germany, United Kingdom, Japan and several EU countries.

Target group

The vast majority of Kalypso Medias customers are into strategy and simulation games and pre-dominately male. The age of our target group is between 18 and 49+. It depends on the game itself.

Competitive advantages

Kalypso Media Group are one of the biggest game developers and publishers in Germany that is privately owned, global active.

Ideal business partners

We are looking for potential business partners to further increase our sales and connect with digital and/or retail partners.



Kalypso Media Group GmbH

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Games

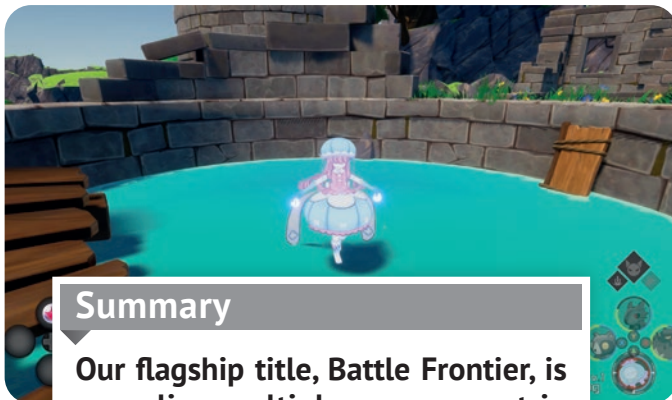
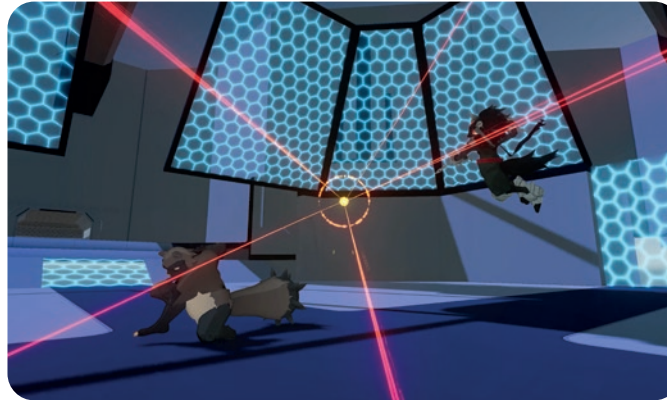
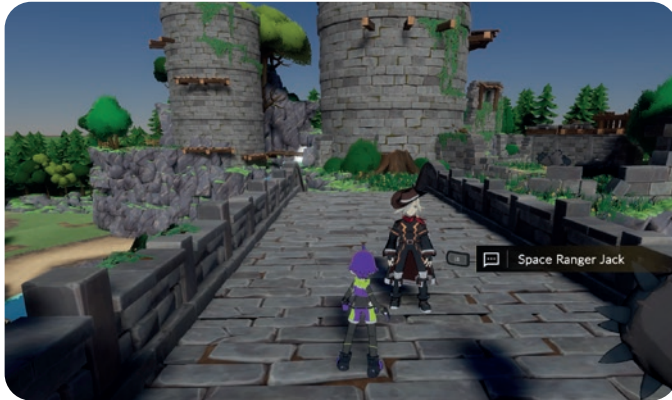
Supported by:



Project of:



Battle Frontier, a unique fusion of 3D brawler, creature collecting, and sci-fi adventure.



Summary

Our flagship title, Battle Frontier, is an online multiplayer game set in the futuristic world of Almania, featuring strategic fusions between players and creatures.



Company profile

Sky E Red Games is a rising indie studio based in Germany, dedicated to creating innovative and unforgettable gaming experiences. By blending dynamic 3D brawler mechanics with creature collecting and sci-fi adventure, we craft games that push genre boundaries. Our current flagship title, Battle Frontier, exemplifies this vision: players tame wild monsters, merge them into even more powerful creatures, and engage in thrilling battles across mysterious worlds. Sky E Red Games stands for creative concepts, passionate development, and games that leave a lasting impression.

Products / Services

Sky E Red Games develops original video game IPs in-house, with a strong focus on immersive gameplay, stylized visuals, and unique mechanics. Our current flagship title, Battle Frontier, merges monster taming, creature fusion, and fast-paced 3D combat into an epic sci-fi adventure for PC and consoles.

We handle every aspect of development internally – from concept and design to coding, art, and sound – ensuring a unified creative vision. Our goal is to deliver high-quality indie titles that stand out in both gameplay and storytelling.

Target group

Young adult gamers and those young at heart, with a spirit for adventure and battle.

Competitive advantages

As a tech-driven studio based in Germany, Sky-E Red brings a strong expertise in cloud computing, backend infrastructure and scalable game server architecture.

This foundation enables us to deliver stable and high-performance online experiences efficiently, providing Battle Frontier with a clear technological advantage from the outset.

Ideal business partners

We are seeking a strategic partner, publisher or investor, for our upcoming monster taming game Battle Frontier.

We are aiming to accelerate time-to-market and are looking for support in co-financing, global publishing and marketing.

If you are interested in helping bring a high-potential indie title to market, we would be glad to connect.



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Project

Market exploration Singapore
Thailand
13th-17th October 2025

Creative industry
Games

Supported by:



Project of:



SBS systems for business solutions

SBS Systems for Business Solutions is a leading consulting firm specializing in company internationalization. Our offices are staffed with multilingual professionals who excel in navigating intercultural environments. Since 1999, we have been dedicated to developing, planning, and executing customized internationalization strategies for German SMEs, guiding them through global export initiatives. Our expertise extends to the Italian and

German-speaking markets, where we support small and medium-sized companies in both Germany and Italy with their product and service distribution. Since 2006, SBS has managed export promotion projects for the German Federal Ministry of Economics and Energy (BMWE), and since 2015, for the German Federal Ministry of Food and Agriculture (BMEL). We have successfully organized nearly 200 projects worldwide.



Singaporean-German Chamber of Industry and Commerce

The Singaporean-German Chamber of Industry and Commerce (SGC), also known as AHK Singapore, is a non-profit organisation that fosters bilateral trade and investment between Germany and Singapore. Established in 2004, it serves as a central hub for over 600 members from diverse industries in both countries. As part of the global network of German Chambers of Commerce Abroad (AHKs), SGC provides comprehensive services to support businesses in expanding their operations and partnerships in Southeast Asia. SGC plays a vital role in

strengthening economic ties between Germany and Singapore, acting as a bridge for companies seeking to enter or expand in the ASEAN market. Its strategic location in Singapore, a leading business hub in Asia, offers German companies a gateway to regional opportunities. The chamber also collaborates with various stakeholders, including government agencies and industry associations, to promote sustainable economic growth and innovation.



German-Thai Chamber of Commerce

The German-Thai Chamber of Commerce (GTCC), also known as AHK Thailand, is an organization dedicated to fostering bilateral economic relations between Germany and Thailand since its establishment in 1962. As a member of the global network of German Chambers of Commerce Abroad (AHKs), GTCC serves as a pivotal link between businesses in both countries, facilitating trade, investment, and industrial cooperation. Headquartered in Bangkok, GTCC offers a comprehensive range of services to support

companies from Germany and Thailand in exploring new market opportunities. These services include market entry consulting, business partner matchmaking, trade fair participation, and organizing networking events. Additionally, GTCC actively represents the interests of German businesses in Thailand, engaging with local authorities, industry associations, and other stakeholders to promote a favorable business environment.

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