



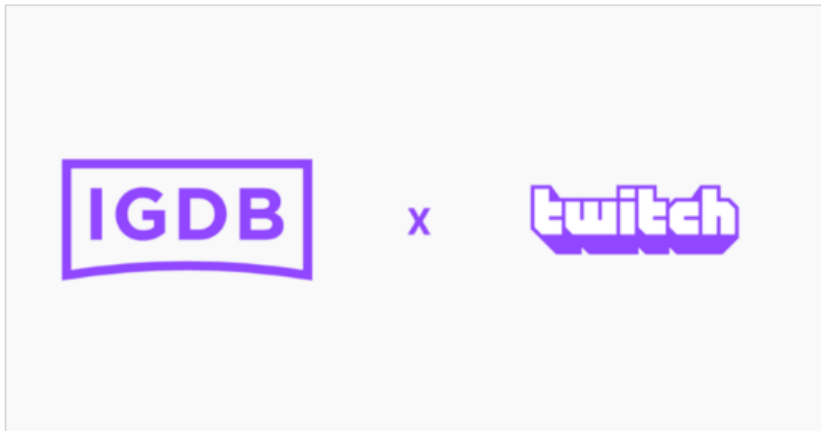
Sign in Get started



IGDB
Love Gaming!

IGDB NEWS INDUSTRY INSIGHTS GAME BOX THE DUSTY ARCHIVE | IGDB.COM

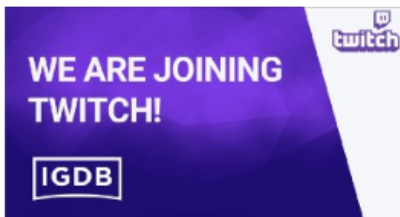
Search icons: Twitter, Facebook, Follow



Twitch Login & Free API update!

As previously mentioned, IGDB has joined Twitch, and in our efforts to reap the full benefits of being part of a bigger team, we are...

Jerome Richer De Forges
Oct 21, 2019 · 3 min read



We are joining Twitch!

From our first beta version in 2014, IGDB has been dedicated to creating the ultimate resource for game lovers everywhere. Our team has...

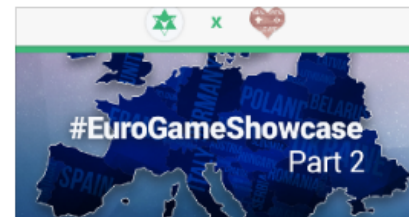
Jerome Richer De Forges
Sep 17, 2019 · 2 min read



Changes are coming to IGDB

We are starting a large scale migration of our backend, database and hosting. IGDB is about to undergo some changes, some temporary and...

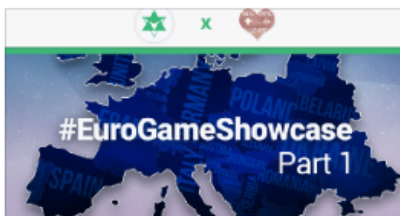
Jerome Richer De Forges
Aug 19, 2019 · 2 min read



Euro Game Showcase— Part 2

This is the second part of the Euro Game Showcase blog. If you wanna start from the beginning, click [HERE](#).

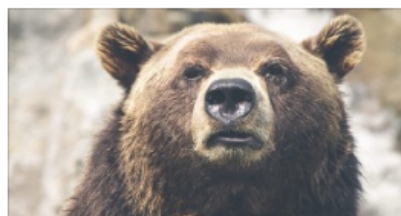
Maddie Fritjof
May 27, 2019 · 13 min read



Euro Game Showcase— Part 1

A few weeks back we at IGDB talked about wanting to do something for the Indie game community. There's a lot of games out there which...

Maddie Fritjof



The Small Company Guide to Business Development in the Video Game Industry (Part I...)

AKA— Being the grizzly, even if you're a koala.

The Powell Group



Introducing Tencent's Game Without Borders!

As IGDB grows, so does our passion to unify the gaming industry and connect with people from all corners around the world. You might also...

May 21, 2019 · 11 min read



IGDB partners with Indie Prize!

At IGDB we've never been shy about our love and passion for the industry, we are gamers after all! One aspect of the industry dear to us...

Jerome Richer De Forges
Mar 7, 2019 · 5 min read

The Power Group
May 8, 2019 · 5 min read



Redesigning IGDB — part 1!

IGDB is getting a shiny new coat of paint!

Jerome Richer De Forges
Feb 22, 2019 · 6 min read

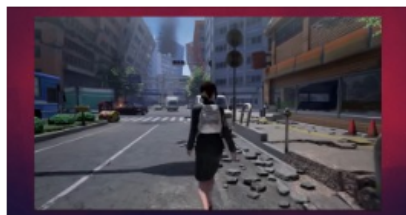
Maddie Fritjof
Mar 20, 2019 · 4 min read



IGDB's exclusive interview with Yakuza's Kazuma Kiryu & Producer

"I never once thought that I wanted to become an actor and I never once thought that I wanted to become a voice actor. I just wanted to..."

Maddie Fritjof
Feb 19, 2019 · 4 min read



The confusion of a messy game franchise — Disaster Report

We take a look at some specifics and challenges of building the ultimate games database and the API to rule them all! It's all about...

Maddie Fritjof
Feb 5, 2019 · 5 min read



Kazuma Kiryū's voice actor has a band — and it's beyond awesome!

Are you one of those Yakuza fans that spent hours in the games singing karaoke because you loved the songs and Kiryū's smooth voice? Are...

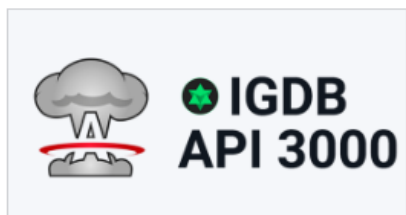
Maddie Fritjof
Jan 15, 2019 · 9 min read



IGDB: 2018 in gaming

As the first official week of release for 2019 begins, let's take a look back at the previous 12 months!

Jerome Richer De Forges
Jan 8, 2019 · 3 min read



It's Here, the New IGDB API

After many months of hard work and sleepless nights we are finally ready to announce the full release of our new major version of the API...

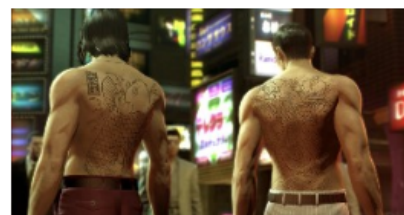
Jerome Richer De Forges
Dec 20, 2018 · 11 min read



IGDB in 2018

2018 is coming to an end... and boy what a year it has been! We wanted to write this blog post to reflect over these past 12 months, as well...

Maddie Fritjof
Dec 18, 2018 · 6 min read



A guide to the Yakuza game franchise — with a twist

This post was made in order to help gamers who want to play Yakuza but doesn't know where to start. I also want more people to play...

Maddie Fritjof
Dec 12, 2018 · 13 min read



Let's talk about the new approach to pre-order content!

In Europe and the US, companies are stepping up their marketing in order to Usually when you...

Maddie Fritjof Nov 13, 2018 · 3 min read



A new way to support indie games—a small chat with ProjectMQ

As a company, we really want to do our best in order to help smaller studios and we're not the...

Maddie Fritjof Nov 6, 2018 · 6 min read



The not so spooky skeletons—a talk about the new game Skeletal

Last year, we did an interview with Jesper from Catalope Games, talking about his back with a new...

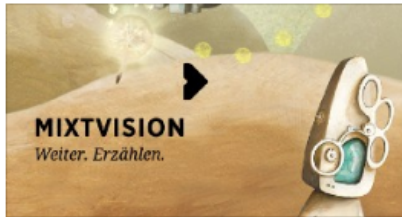
Jerome Richer De Forges Oct 30, 2018 · 5 min read



Why empowering your competition is a good idea

We take a look at some specifics and challenges of building the ultimate games database and the API to rule them all! It's all about...

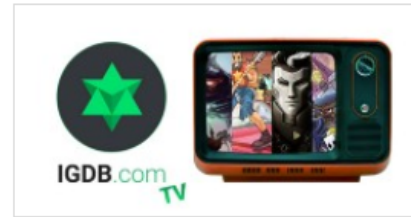
Jerome Richer De Forges Oct 23, 2018 · 4 min read



The work of a Publisher—an interview with Mixtvision

As a company, IGDB aims to collect as much video game data as possible. But that's not the only thing we want to do. We also want to learn...

Maddie Fritjof Oct 16, 2018 · 12 min read



IGDB TV—when you're looking for something new!

We take a look at some specifics and challenges of building the ultimate games database and the API to rule them all! It's all about...

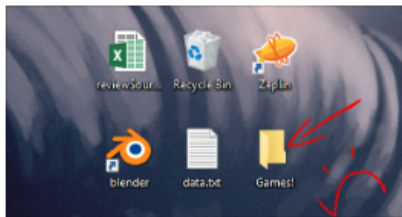
Maddie Fritjof Oct 9, 2018 · 4 min read



Assassin's Creed release timeline

We take a look at some specifics and challenges of building the ultimate games database and the API to rule them all! It's all about...

Jerome Richer De Forges Oct 2, 2018 · 1 min read



RIP Games Folder 2001–2018

If you've been a PC user for a few years, you'll likely have your own routine when it comes to the obligated reinstalling of windows every...

Jake Catrall Sep 25, 2018 · 2 min read



A colossal title — Titan Arena interview

Digging through the mountain of cool upcoming games, we spotted one project in particular that caught our attention, a rather exciting new...

Jerome Richer De Forges Sep 21, 2018 · 5 min read