

Westminster eForum policy conference

The UK video games sector - next steps for growth and investment, skills and inclusion, developing the sector's positive role, and addressing concerns

Timing: Morning, Wednesday, 23rd February 2022

Taking Place Online



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eFORUM

Draft agenda subject to change

- 8.30 Registration
- 9.00 **Chair's opening remarks**
Jonathan Gullis MP, Vice-Chair, All-Party Parliamentary Group for Video Games and Esports
- 9.05 **The vision for the video games sector going forward - skills, investment, and sustaining growth**
Dr Jo Twist, CEO, UKIE
Questions and comments from the floor
- 9.30 Break
- Priorities for building on strengths in the UK video games sector**
- 9.35 **Levelling up - clusters, knowledge exchange, and achieving the economic potential of the industry across the UK**
Brian Baglow, CEO, Scottish Gaming Network
- 9.45 **Education, skills, and business development - harnessing the UK's talent and improving diversity in the workforce**
Professor Kenneth Mitchell, Professor of Video Game Technology, Edinburgh Napier University
- 9.55 **Realising the potential of emerging technologies - latest developments in AI and the metaverse**
Senior representative, technology
- 10.05 **Developing the international profile of the UK games industry - attracting international talent, partnerships, and investment**
Michael French, Head of Games, Film London; and Festival Director, London Games Festival
- 10.15 **Latest trends in marketing and merchandising and implications for the UK video games sector**
Senior representative, marketing
- 10.25 Questions and comments from the floor
- 10.50 **Chair's closing remarks**
Jonathan Gullis MP, Vice-Chair, All-Party Parliamentary Group for Video Games and Esports
- 10.55 Break
- 11.00 **Chair's opening remarks**
Matt Western MP, Member, All-Party Parliamentary Group for Video Games and Esports
- 11.05 **Implementing age appropriate design - priorities, next steps, and implications for the games sector, marketing and distribution**
Stephen Bonner, Executive Director, Regulatory Futures and Innovation, Information Commissioner's Office
Questions and comments from the floor
- 11.30 **'Building a fair playing field - how stakeholders in games and esports sectors can work together towards greater parity, equity and diversity in the gaming industries'**
Marie-Claire Isaaman, Chief Executive Officer, Women in Games
- 11.40 **Developing the positive role of gaming and addressing concerns - progress in tackling games addiction, links to gambling and toxic chat culture, improving accessibility, and widening uses in fundraising, education and health**
Diane Mullenex, Head, Global Telecom and Gaming Practices, Pinsent Masons
Dr Joanne Lloyd, Reader in Cyberpsychology, University of Wolverhampton
Joanne Benisty, Senior Fundraising Manager, CALM
Senior representative, industry
Senior representative, third sector
Senior commentator
- 12.05 Questions and comments from the floor
- 12.30 **Policy priorities for video games**
Senior representative, policy
Questions and comments from the floor
- 12.55 **Chair's and Westminster Media Forum closing remarks**
Matt Western MP, Member, All-Party Parliamentary Group for Video Games and Esports
Michael Ryan, Deputy Editor, Westminster Media Forum