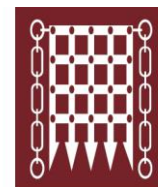


## Westminster eForum policy conference

### 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, 23<sup>rd</sup> February 2022

\*\*\*Taking Place Online\*\*\*



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Draft agenda subject to change

- 8.30 Registration
- 9.00 **Chair's opening remarks**  
**James Batchelor**, Editor-in-Chief, GamesIndustry.biz
- 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 **'Developing Interactive Story Games'**  
**John Giwa-Amu**, Film Producer, Red & Black Films; and Director, Good Gate Media
- 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 **'Funding UK video games companies to scale: connecting the money to the makers'**  
**Sir Ian Livingstone**, Partner, Hiro Capital; and Chairman, Sumo Group
- 10.25 Questions and comments from the floor
- 10.50 **Chair's closing remarks**  
**James Batchelor**, Editor-in-Chief, GamesIndustry.biz
- 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  
**Dr Celia Pontin**, Regulatory Policy Executive, Committee of Advertising Practice (CAP)  
**Simone Vibert**, Head of Policy, Internet Matters
- 12.05 Questions and comments from the floor
- 12.30 **Policy priorities for video games**  
**Rupert Daniels**, Director, Digital, Education, Creative, Consumer & Sports, Department for International Trade  
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