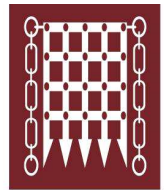


Westminster Media Forum policy conference

The UK video games sector - competitiveness and growth, consumer protection, and priorities for policy in the new parliament

Timing: Morning, Thursday, 5th March 2020

Venue: Royal Over-Seas League, Over-Seas House, Park Place, St James's Street, London SW1A 1LR



WESTMINSTER
MEDIA FORUM

Agenda subject to change

- 8.30 - 9.00 Registration and coffee
- 9.00 - 9.05 **Chair's opening remarks**
Lord McInnes of Kilwinning, Member, House of Lords Communications and Digital Committee
- 9.05 - 9.25 **The UK's positioning in the global video market - key steps for increasing the sector's global standing**
Dr Jo Twist, Chief Executive Officer, Ukie
Questions and comments from the floor
- 9.25 - 9.35 **'Maintaining high tech sector growth - access to talent and funding for product innovation, new business models and managing scale'**
Ian Livingstone, Non-executive Chairman, Sumo Group and Co-Founder, Hiro Capital
- 9.35 - 10.25 **A sustainable future for video games in the UK - innovation, financial support, and workforce development**

Latest trends in game design and development
Imre Jele, Co-founder and Creator-in-Chief, Bossa Studios

Driving the development of video games clusters
Sean Taylor, Project Director, InGAME: Innovation for Games and Media Enterprise and Member, International Game Developers Association

Priorities for meeting the sector's skills demand
Marcia Deakin, Games Partnership Director, NextGen Skills Academy

Developing a more inclusive gaming culture - workforce diversity, representation in games, and options for policy
Marie-Claire Isaaman, Chief Executive Officer, Women in Games

Questions and comments from the floor with **Ian Livingstone**, Non-executive Chairman, Sumo Group and Co-Founder, Hiro Capital
- 10.25 - 10.30 **Chair's closing remarks**
Lord McInnes of Kilwinning, Member, House of Lords Communications and Digital Committee
- 10.30 - 10.55 Coffee
- 10.55 - 11.00 **Chair's opening remarks**
Alex Sobel MP
- 11.00 - 11.10 **'Data protection law and future game design: the role of the ICO's age appropriate design code'**
Steve Wood, Executive Director - Regulatory Strategy, Information Commissioner's Office
- 11.10 - 11.20 **Latest thinking on links between gaming and gambling, and assessing what further oversight might be required**
Brad Enright, Programme Director, Regulatory Framework and Outcomes, Gambling Commission
- 11.20 - 11.40 Questions and comments from the floor
- 11.40 - 11.50 **Assessing the evidence and options relating to gaming disorder**
Professor Henrietta Bowden-Jones, Director, National Centre for Gaming Disorders and Royal College of Psychiatrists
Spokesperson on Behavioural Addictions
- 11.50 - 12.30 **The focus on protecting the interests of consumers - policy developments, priorities for safety and fairness, and what it means for the games sector**
Nick Nocton, Partner, Mishcon de Reya
Kelvin Plomer, Director of Player Experience, Jagex
Sophie Linington, Deputy Chief Executive Officer, Parent Zone
Questions and comments from the floor with **Professor Henrietta Bowden-Jones**, Director, National Centre for Gaming Disorders and Royal College of Psychiatrists Spokesperson on Behavioural Addictions
- 12.30 - 12.55 **Policy priorities for supporting the development of the UK video games sector**
Victoria MacCallum, Deputy Director, Creative Industries, DCMS
Questions and comments from the floor
- 12.55 - 13.00 **Chair's and Westminster Media Forum closing remarks**
Alex Sobel MP
Michael Ryan, Deputy Editor, Westminster Media Forum