

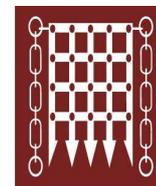
## Westminster eForum Keynote Seminar:

### The UK video games industry: technology, policy priorities and new avenues for growth

Timing: Morning, Thursday, 25<sup>th</sup> February 2016

Venue: Sixty One Whitehall, London SW1A 2ET

Agenda subject to change



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- 8.30 - 9.00 Registration and coffee
- 9.00 - 9.10 **Chair's opening remarks**  
**Ian Livingstone**, Digital Skills Champion and Non-Executive Director, Creative Industries Federation
- 9.10 - 10.00 **Across sectors and platforms: content partnerships, technology advancements and digital distribution**  
*How should UK based organisations and developers be tackling the challenges and opportunities from the emergence of new technologies such as virtual reality, advances in new consoles, and growing platforms, particularly mobile? How is digital distribution developing and what are opportunities going forward for increasing discoverability, widening content opportunities and opening up new routes to market? With increasing numbers of platforms and devices offering games content how are businesses adapting to work across the industry? How have games targeted at younger audiences changed in the last 12 months, and how is this important sector set to develop whilst protecting young users? With increasingly large franchises from other sectors - including film, TV and music - offering more merchandise and tie-ins, how well is the video games industry tapping into these booming sectors and vice-versa?*  
**Professor James Newman**, Professor and Subject Leader, Film, Media and Creative Computing, Digital Academy, Bath Spa University  
**Solomon Nwabueze**, Director of Content, Creative England  
**Nick Parker**, Chief Executive Officer, Parker Consulting  
Questions and comments from the floor
- 10.00 - 10.30 **eSports: mass participation, growth and streaming**  
*How are new sectors - particularly eSports - changing the dynamics of the video games market and who is set to benefit from growth in content streaming and live events; what are the opportunities for UK businesses and new services?*  
**James Dean**, Co-Managing Director, ESL UK  
**Josh Williams**, Founder, National University eSports League  
Questions and comments from the floor
- 10.30 - 10.35 **Chair's closing remarks**  
**Ian Livingstone**, Digital Skills Champion and Non-Executive Director, Creative Industries Federation
- 10.35 - 11.00 Coffee
- 11.00 - 11.05 **Chair's opening remarks**  
**Chris White MP**, Chair, All-Party Parliamentary Group for Video Games
- 11.05 - 11.30 **'A strategy for growing the UK games industry'**  
**Vincent Scheurer**, Board Member, TIGA and Legal Counsel, Sarassin  
Questions and comments from the floor
- 11.30 - 12.10 **Ensuring UK competitiveness: investment, skills and opportunities for growth**  
*How should the industry in the UK and individual businesses be positioning themselves to effectively compete internationally and address challenges such as skills shortfalls and lack of diversity - in particular relating to independent developers and fostering home-grown talent?*  
*Competitiveness, investment and policy development*  
**Ian Baverstock**, Founding Partner, Tenshi Partners  
*Competition, new markets and intellectual property*  
**Julian Ward**, Partner, Hamlins  
*Skills development: education, retainment and diversity*  
**Seetha Kumar**, Chief Executive Officer, Creative Skillset
- 12.10 - 12.25 Questions and comments from the floor
- 12.25 - 12.55 **Competing in the global games market - priorities for industry and Government**  
**Dr Jo Twist**, Chief Executive Officer, UKIE  
Questions and comments from the floor
- 12.55 - 13.00 **Chair's and Westminster eForum closing remarks**  
**Chris White MP**, Chair, All-Party Parliamentary Group for Video Games  
**Daniel Patefield**, Forum Lead, Westminster eForum