



BUSINESS
by CMS

AGORA STAGE PROGRAM

FUTURE OF GAMING

THURSDAY OCTOBER 30

10h - 10h15 Keynote



Reveal: Market&Trends
report

Eduardo MENA - IPSOS



10h15 - 11h00 Round Table



Shaping the future of
gaming industry: Virtual
reality, monetization,
distribution...
opportunities &
challenges

Patrick EHINGER - CMS Germany
Theo LOMAS - Epic Games
Shayan SANYAL - AWS



11h15 - 11h45 Fireside Chat



2030 Vision

VIP KEYSPEAKER
SOON REVEAL



11h45 - 12h30 Round Table



Prospective regulatory issues up
to 2030 (AI, DSA, Data,
Consumer Protection, ...)

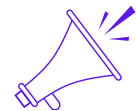
Caroline FROGER MICHON - CMS France
Ann BECKER - Video Games Europe
Tim STOK - Tencent



EXPLORING CROSS INDUSTRY OPPOTUNITIES

THURSDAY OCTOBER 30

14h - 14h15
Keynote



Presentation of the CNC
study on video games in
France

Cécile LACOUÉ - CNC

14h15 - 15h00
Round Table



Licensing / Transmedia
In Games

Florentin SANSON - CMS France
Stephane BONNAZZA -
Shiro Games
Hélène JUGUET - Ubisoft
Alizée DEBART -
Bandai Namco Europe

15h30 - 15h45
Fireside Chat



Copyright and AI

Sarah HOPTON - CMS UK

15h45 - 16h30
Round Table



Best Cases: Cross-sector
collaborations (Sport, Music,
Luxe/fashion)

Dior BURANOV - Gentlemates
Vincent COUDERT - Ubisoft

16h30 - 16h45
Fireside Chat



Risks of sanctions IP
compliance in the
gaming industry

Nadia LATTI - CMS UK

INVEST IN GAMES

FRIDAY OCTOBER 31

10h - 10h20 Fireside Chat



French Touch in Games:
PULLUP Entertainment
sucess story

Geoffroy SARDIN -
Pullup Entertainment

10h20 - 11h00 Round Table



French Tech x French
Touch : Highlight 2 best
cases of French
Successes

François MEURISSE -
Sandfall Interactive
Romain DE WAUBERT DE
GENLIS - Amplitude Studios

11h15 - 11h35 Fireside Chat



Co-production market

Thierry BAUJARD -
Spielfabrique
Olivier FONTENAY - CNC

11h35 - 12h00 Fireside Chat



Upcoming topic

Julien BARRES - Tencent

12h00 - 12h45 Round Table



Financing Growth: Private
funding vs Public Funding
vs Industry Partnership

François BOSSÉ COHIC - CMS France
Nicolas PARPEX - BPI France
Chiara ZAPPALA - Relai Culture
Europe
Marina BARTHELEMY - Pix Capital

TECH IN GAMES

FRIDAY OCTOBER 31

14h - 14h15
Keynote



AI in Game Design and development



Davy CHADWICK -
Pop Screen Games/Celsius
Online

14h15 - 15h
Round Table



Immersive gaming: VR,
XR and Metaverse Type
platforms



Julien SCHLÉRET - Roblox
Teddy KEEFE - Tencent

15h - 15h15
Keynote



Inspiring story about
motion capture



Troy BAKER - Actor
and Voice Actor

15h50 - 16h05
Keynote



Social/
Massive gaming
Platforms



Julien SCHLÉRET - Roblox

16h05 - 16h50
Round Table



Tech for safety and
gamer protection



Julie VIET - CMS France
Dirk BOSMANS - PEGI
Stephen TURNER -
Playstation/Sony Interactive
Entertainment
Marjorie VOLLAND - Ubisoft