

WGS 2021 - Programme

Thursday 2nd December

2.00	Welcome & introduction	<ul style="list-style-type: none">• Paul Gardner (Wiggin)
2.10	Valuation trends and drivers in video gaming	<ul style="list-style-type: none">• Richard Darlington (Director; Zeus Capital)• Bob Liao (Head of Technology Research; Zeus Capital)
2.40	The pitfalls of making money – how will the industry adapt to a more regulated environment?	<ul style="list-style-type: none">• Moderator: Isabel Davies (Wiggin)• Ben Greenstone (Managing Director; Taso Advisory)• Paul Lee (Partner; Deloitte)• Tim Scott (Head of Policy and Public Affairs; Ukie)
3.10	Building a better tomorrow – how do we make the games industry a more sustainable place to work?	<ul style="list-style-type: none">• Moderator: Dr Jo Twist OBE (CEO; Ukie)• Maria Sayans (CEO; Ustwo Games)• Jayvian Hong (Head of Strategic Partnerships; Miniclip)• Sean Decker (Product Director; DPS Games)
3.40	Break	
4.15	Games subscriptions: Publisher & platform strategies across content subscription services	<ul style="list-style-type: none">• Piers Harding-Rolls (Research Director, Games; Ampere Analysis)
4.45	Thinking outside the ‘box’ – the opportunities and pitfalls of commercialising a game franchise in another world	<ul style="list-style-type: none">• Moderator: Peter Lewin (Wiggin)• Simon Kay (Director; AT New Media)• Jon Gillard (Global Head of Licensing; Games Workshop)• Chris Kingsley OBE (Co-Founder & CTO; Rebellion)
5.15	What is a game? And how much should we care?	<ul style="list-style-type: none">• Moderator: Caz Lacey (Executive Search - Global Head of Video Games and Esports; Creative Artists Agency)• James Binns (Executive Chairman; Network N)• Nicholas Lovell (Game Director; Electric Square)• Nick Button-Brown (Angel Investor and Strategic Advisor)
5.45	Close and drinks	