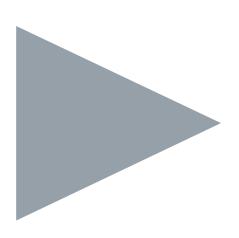


Wiggin Games Summit 2018

Thursday 6 December: 58ve, 58 Victoria Embankment, London, EC4Y 0DS

1.30	Registration	
2.00	Welcome and introduction	Paul Gardner, Wiggin
2.10	UK games companies on the public market	Andrew Bryant, Liberum Capital
2.30	Some reflections on listing and running a public games company	Debbie Bestwick, CEO, Team 17
2.45	Next Generation Cloud Gaming: New technologies, new business models, new market entrants	Piers Harding-Rolls, Director, Head of Games Research, IHS Markit
3.00	What are the prospects for cloud gaming 2.0 and what does it mean for the industry?	 Bruce Grove, CEO, PolyStream Vlad Ihora, Director, Wholesale, Colt Technology Services Chris Kingsley, CTO, Rebellion Sean Lee, Head of Corporate Development, Wargaming James Binns, CEO, Network N
3.30	Break	
4.00	Games in the wider world of media and entertainment – where are the crossovers, barriers, and opportunities for greater collaboration?	 Alex Fleetwood, CEO, Sensible Object Mathias Gredal Nørvig, CEO, SYBO Andy Jones, Head of Asmodee Entertainment Ella Romanos, Consultant, Fundamentally Games Stefan Lampinen, Managing Director, Game Advisor Ltd
4.30	After a wave of investments, M&A and IPOs, what next for games industry finances and what are the prospects for the next generation of development teams?	 Saad Choudri, Chief Commercial Officer, Miniclip Guzmán Díaz, Principal, Index Ventures Chris van der Kuyl, Chairman, 4J Studios Phil Mansell, CEO, Jagex Ciaran Hickey, Partner, Corporate Group, Wiggin
5.00	Loot boxes: Can and should they survive the increasing scrutiny by players, politicians and gambling regulators?	 Ian Griffiths, Product Owner, Hutch Stephen Ketteley, Partner, Co-Head of Betting and Gaming, Wiggin Nicholas Lovell, GAMESbrief David Sweeney, Senior Counsel, Interactive Software Federation of Europe Christopher Dring, Publisher, GamesIndustry.biz
5.30	Close and drinks	



Contact us

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