About our sponsors



Bastion is a multi award-winning marketing and communications consultancy dedicated to the video games space. Since 1992, our mission has been to empower games companies to thrive and grow. We've done this by connecting deeply with communities and sharing stories in the most impactful ways. Within Bastion there are four distinct divisions:

Pinpoint - influencer, social media and community

Folgate - corporate storytelling and crisis comms consultancy

G₂M

- helping developers and publishers with strategic planning, go-to-market plans and activation

Bastion - product strategy and communications

Current clients include Amazon Games Studios, Epic Games, Riot Games, Square Enix, Bandai Namco, Poncle, IO Interactive, Secret Mode, Wizards of the Coast and ReedPop. Based in Shoreditch, London, Bastion co-owns Develop:Brighton and the Develop:Star Awards, and is the founding partner of OneVoice, a global network of video games focused consultancies.

bastion.co.uk



Green Man Gaming is a UK based technology company operating in the video game industry space as an e-commerce retailer, distributor and publisher of video games worldwide. Founded on the notion that "Games are for everyone", Green Man Gaming apply this philosophy to all aspects of their work, which spans from community outreach to charity partnerships, including the launch of Green Man Gaming Charity Bundles, and support for GamesAid and SpecialEffect, as well as being an active member of UKIE.

greenmangaming.com



k-ID enables any user, regardless of age or location, to have an age-appropriate and locally compliant online experience. Through its suite of tools for developers, publishers, and platforms, k-ID solves the complex issue of privacy and online safety for young audiences on a global scale. Clients include Discord, Twitch, Hasbro, Another Axiom, Supercell, and many more. For more information, visit our website.

k-id.com



Litmus is the trusted IR35 compliance partner for medium and large organisations - combining deep legal expertise with smart automation to deliver clear, defensible, and scalable contractor status assessments.

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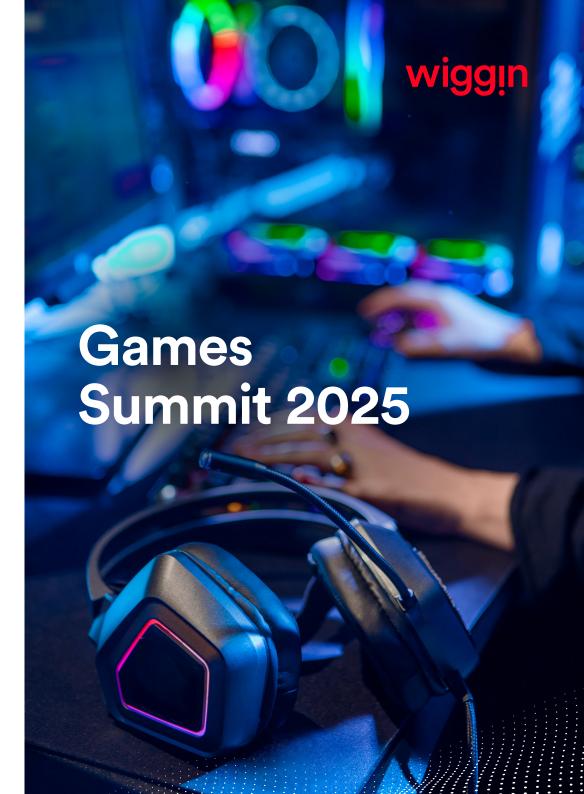


Saffery LLP is an adviser to individuals and businesses across a range of industries, including the video games sector, providing market-leading accountancy, audit, business advisory, tax and VAT services. Founded in 1855 by Joseph John Saffery, it is currently the 15th largest accountancy firm by UK fee income. For further information, please visit our

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Media partner





We're delighted to welcome you to the Ham Yard Hotel for the annual Wiggin Games Summit.

We'd like to thank our sponsors Bastion, Green Man Gaming, k-ID, Litmus Technology and Saffery LLP. All are leaders in their respective fields, and we are proud to partner with them. Their support has helped us keep the Wiggin Games Summit free to attend. If you want to meet one of them and don't manage to do so at this event, then just let us know and we can put you in touch.

About Wiggir

Wiggin is an award-winning, full-service law firm that specialises in media, entertainment, technology and IP.

Our games team is one of the largest dedicated games practices in Europe and represents a range of clients from across the industry, including indie studios, global publishers, IP owners and technology and service providers.



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Pre-Summit Sessions

Not every problem is a nail - handing regulators alternatives to a hammer
 Dr Celia Pontin (Director of Public Policy and Public Affairs, Flux Digital Policy)
 Verónica Pérez Lima (Policy Advisor, Flux Digital Policy)
 Building safe & thriving player communities
 Luc Delany (Chief Corporate Affairs Officer, k-ID)
 Nate Sawatzky (Head of Trust & Safety, Supercell)

Programme

Session

Welcome

6.00 Close and drinks

There's no such thing as the games industry

The endless game: competing in the live service era

Time

2.00

		Garries, Arripere Ariarysis)
2.50	The power of connection: is marketing without community enough to build a successful games business?	Moderator: Dr Celia Pontin (Director of Public Policy and Public Affairs, Flux Digital Policy)
	Today's game audiences have nearly limitless choice. Yet as businesses, we need audiences to act when we want them to – to download demos, to buy our titles, or to reengage with live ops content. How can games publishers and developers best leverage IP, social platforms, live events, and player-driven content to build trust and sustain vibrant communities in today's competitive landscape?	 Hilmar Petursson (CEO, CCP Games) Jo Goodson (Non-Executive Director, Devolver Digital) Shanti Bergel (Managing Director, Transcend Fund)
3.15	How are studios adapting to Al's evolving role in game creation?	Moderator: Jonty Cowan (Legal Director, Wiggin)
	As Al promises faster workflows and new creative possibilities, it also poses real-world challenges in integrating Al and large language models in game development. How are studios harnessing Al responsibly, maintaining quality, and preparing for the next level of player expectations and creative collaboration?	 Jon Gibson (Global Head of Transformation and Technology, Keywords Studios) Stuart Muckley (Founder & CEO, Code Wizards) Susan Cummings (Co-Founder, 10six Games)
3.40	Break	
4.10	Welcome back	Peter Lewin (Partner, Wiggin)
4.15	Game over for gamers – smashing the stereotype with smarter segmentation	Moderator: Ravi Vijh (Managing Director, Bastion)
	Video games is a mainstream multigenerational passion point. Motivations have shifted with drivers such as comfort, meditation, self-expression and companionship influencing purchasing decisions. It has never been more important to know exactly who your audience is, and who it isn't!	 Greg Weller (Head of Gaming Partnerships, Generation Media) James Binns (Executive Chairman, Network N) Maria Sayans (CEO, ustwo games)
4.40	'Show me the money' – when monetisation meets regulation	Moderator: Isabel Davies (Senior Associate, Wiggin)
	With game economies at the centre of the CPC Principles and the upcoming Digital Fairness Act, what have we learned from 2025's developments and what can we do as a sector looking ahead to 2026?	 Andrew Tomlinson (Director of Public Policy, EMEA, Electronic Arts) Dr Celia Pontin (Director of Public Policy and Public Affairs, Flux Digital Policy) Khalid Hadadi (Director EU Public Policy, Roblox) Rafal Kloczko (Deputy General Counsel, Epic Games)
5.10	State of the Games Market	Kartik Prabhakara (Founding Partner, Aream & Co)
5.30	What next? A continuing winter or the appearance of green shoots?	Moderator: Chris Dring (Editor-In-Chief and Co-Founder, The Game Business)
	Is the industry stuck in a post pandemic deep freeze, or are the first green shoots breaking through? The panel will explore current challenges, emerging opportunities, and the forces shaping the future of games, as the industry navigates its next chapter.	 Chris van der Kuyl (Chairman, 4J Studios) David Gardner (General Partner, London Venture Partners) Lisa Opie (Chair, ScreenSkills) Paul Sulyok (Founder & CEO, Green Man Gaming)
	Class and drinks	

Presenter / Participants

Games, Ampere Analysis)

industry advisor)

Paul Gardner (Partner, Wiggin)

Nicholas Lovell (Director, Spilt Milk Studios,

Louise Wooldridge (Senior Research Manager,