

MOROCCO GAMING EXPO 2024

MAY 24-26 SCHEDULE

MAY 24 : OPENING AND KEY INDUSTRY INSIGHTS

TIME		TITLE	ROOM	DURATION	SPEAKERS
11:00-12:00	C1	Rabat Gaming City The Morocco Offer	Horizon	1 H	MJCC, MESRI, AMDIE, CRI, ADD, DGSSI, CNDP
13:30-14:20	C2	The Video Games Industry Trends and Outlooks	Horizon	50 MIN	YoungMok Park GEO of Proxy Planet
14:20-15:00	C3	Building a Gaming Ecosystem in Morocco Lessons from Global Leaders	Horizon	40 MIN	Julien Villedieu President of Level Link Partners
15:30-16:30	RT1	Elevating Gameplay Innovations and Challenges in Tomorrow's Entertainment	Horizon	1 H	David Uslan IP3, LLC Hicham Nouhou Country Manager, Asie centrale, Level Infinite, Tencent Games Global
16:30-17:20	MC1	Localization Adapting Games for Global Markets	Horizon	50 MIN	Olivier Deslandes Senior Vice-President, Audio & Speech Technology PTW/SIDE

MAY 25 : TECHNICAL MASTERY AND ARTISTIC VISION IN GAMING

TIME		TITLE	ROOM	DURATION	SPEAKERS
10:00-10:50	MC2	How a Gaming Community Can Make a Triple-A Game	Horizon	50 MIN	Carl Jones Chief Strategy Officer (CSO)
10:00-10:40	MC3	Guardians of Creativity Safeguarding Intellectual Property in Video Games	Odyssey	40 MIN	Ryszard Frelek Counsellor, WIPO
10:50-11:40	MC4	Creation of a Master's degree in Video Games as a tool for structuring an ecosystem	Horizon	50 MIN	Christophe Laduron Walga
11:40-12:40	RT2	Indie Game Development Strategies for Success	Horizon	1 H	YoungMok Park Proxy Planet Ismael Soler IP Lead of Yodo 1
11:50-12:40	MC5	Breaking into Open World Building and Quest Design	Odyssey	50 MIN	Mustapha MAHRACH Creative Director at Funplus Réda Amati CEO of NEXT Level

MOROCCO GAMING EXPO 2024

MAY 24-26 SCHEDULE

13:30-14:20	RT3	The Art of Gaming Visuals and Beyond	Horizon	50 MIN	Omar Sabrou Artiste concept principal, Construisez un Rocket Boy Daniel Dociu PI Consultant
13:30-15:30	MC6	Unity Development Creating Interactive Worlds	Odyssey	2 H	Mathieu Muller Expert Unity
14:20-15:00	RT4	Advanced AI Techniques in Modern Game Design	Horizon	40 MIN	Mahzad Kalantari Believer Entertainment Anne Gibeault Creative Director at Reflector/ Bandai Namco in Montreal
15:30-16:30	RT5	Mental Health in Game Development	Horizon	1 H	Ali Farha Producteur Senior, Star Stable Entertainment Joonas Häll IGDA Finland Salla Ibrahim Co-founder and co-CEO at Laavu Performance
15h30-16h	MC7	XBOX Camp announcement	Odyssey	30 MIN	Peter Zetterberg Head of Xbox Game Camp Microsoft
16:00-16h50	MC8	Video Game VFX	Odyssey	50 MIN	Soufiane Touzline TiMi Studio Group Khalid Nait Zlay
16:30-17:10	MC9	Music in video games, Dynamic Partition How Music Reacts to Gameplay	Horizon	50 MIN	Mohamed Rabia
17h10-19h10	C4	Game Design How Nintendo's Experiences are Shaping Modern Game Development	Horizon	2 H	Takaya Imamura Ex Nintendo

MAY 26 : SUSTAINING GROWTH AND EXPANDING HORIZONS IN GAMING

TIME		TITLE	ROOM	DURATION	SPEAKERS
10:00-10:50	MC10	Creating memorable moments in video games	Odyssey	50 MIN	Fawzi Mesmar Award Winning Creative Director
10:00-10:50	RT6	Esports The New Frontier of Digital Competition (MC)	Horizon	50 MIN	Désiré Koussawo Président France Esport Soufiane El Filali FRMJE
10:50-11:50	RT7	Cultivating Esports Ecosystems	Horizon	1 H	Abdelatif Sakkoum General Manager, ESL FACEIT Group or EFG Sangrak Choi CEO of OP.GG & OGN Othmane Guerrou Proxy Planet Hans Saleh Head of Middle East and Africa
11:50-12:50	RT8	New Frontiers Gaming in Education and Professional Development	Horizon	1 H	Azad Lusbaronian ISART Jorrel Batac NASEF (Network of Academic and Scholastic Esports Federations) Kim Jeongtae Dongyang University Antii Laiho Dean of Game Education at Metropolia University
13:40-14:40	RT9	Navigating the Horizon of Game Science A Global Dialogue on Research and Collaboration	Horizon	1 H	Yaewon Jin Julia Hiltcher Ex-Director corporate Responsibility at ESL FACEIT Group Velli-Matti Karhulahti Senior Researcher at University of Jyväskylä
14:40-15:30	MC11	Virtual Worlds, Real Impact The Power of VR/AR	Horizon	50 MIN	Fabien Barati Founder & CEO of Emressive
15:30-16:20	MC12	How are XR & AI used in the defense, medical, manufacturing, and nuclear power industries?	Horizon	50 MIN	Kang Bae Choi CEO of Like Corporation & Serious Games
16:20-17:00	RT10	Shaping the Future of the Gaming Industry in Morocco and Beyond	Horizon	40 MIN	YoungMok Park Chris Hong General Manager, ESL FACEIT Group or EFG Abdelatif Sakkoum Daniel Dociu

MOROCCO GAMING EXPO 2024

THEMES

- C1 **Rabat Gaming City**
The Morocco Offer
- C2 **The Video Games Industry**
Trends and Outlooks
- C3 **Building a Gaming Ecosystem in Morocco**
Lessons from Global Leaders
- C4 **Game Design**
How Nintendo's Experiences are Shaping Modern Game Development
- RT1 **Elevating Gameplay**
Innovations and Challenges in Tomorrow's Entertainment
- RT2 **Indie Game Development**
Visuals and Beyond
- RT3 **The Art of Gaming**
- RT4 **Advanced AI Techniques in Modern Game Design**
- RT5 **Mental Health in Game Development**
Strategies for Success
- RT6 **Esports**
The New Frontier of Digital Competition
- RT7 **Cultivating Esports Ecosystems**
- RT8 **New Frontiers**
Gaming in Education and Professional Development
- RT9 **Navigating the Horizon of Game Science**
A Global Dialogue on Research and Collaboration
- RT10 **Shaping the Future of the Gaming Industry in Morocco and Beyond**
- MC1 **Localization**
Adapting Games for Global Markets
- MC2 **How a Gaming Community Can Make a Triple-A Game**
- MC3 **Guardians of Creativity**
Safeguarding Copyright in Video Games
- MC4 **Creation of a Master's degree in Video Games as a tool for structuring an ecosystem**
- MC5 **Breaking into Open World Building and Quest Design**
- MC6 **Unity Development**
Creating Interactive Worlds
- MC7 **XBOX Camp announcement**
- MC8 **Video Game VFX**
- MC9 **Music in video games, Dynamic Partition**
How Music Reacts to Gameplay
- MC10 **Creating memorable moments in video games**
- MC11 **Virtual Worlds, Real Impact**
The Power of VR/AR
- MC12 **How are XR & AI used in the defense, medical, manufacturing, and nuclear power industries?**