

MOROCCO GAMING EXPO

2 - 6 JULY 2025
CONFERENCES PLATFORM
SCHEDULE

2ND JULY 2025

CONFERENCE ROOM



14:00 - 15:00

P1

The State of the Gaming Industry & Technology : Fireside Chat with Cevat Yerli & Youngmok Park

Cevat Yerli
Youngmok Park

Founder, CEO of TMRW Foundation
CEO of Proxy Planet



15:00 - 16:00

P2

North America & Europe : Market maturity and the race for innovation

Carlos Guerrero
William Rhys Dekle
Stefan Kreutzer
Nicolas Vignolles
Jorrel Batac

CEO of Obsidian Horizons
Partner at Strategic Alternatives LLC
Head of Business Development for Behaviour Interactive
General Director of SELL
(Moderator) - CEO of SXNGA (Scholastic Esports)



16:00 - 17:00

P3

Asia & Africa: Mobile gaming dominance and the esports boom

Hind Toufga
Abdelatif Sakkoum
Sho Sato
Nicholas Hall

Business Developer at Dashy Studios
General Manager at ESL FACEIT GROUP
CEO of LUDIMUS Inc.
(Moderator) - CEO of Reforged Studios



17:00 - 18:00

P4

How Can Morocco's Strategy for Building a Gaming Industry Ecosystem Overcome Challenges?

Laurent Cluzel
Julien Villedieu
Youngmok Park
Sam cooke
Ali Rguigue

Director - Campus Isart Digital Nice
CEO of Level Link Partners
CEO of Proxy Planet
Co-Founder of UNEVN, Cyberlabs
(Moderator) - Chair of the Animation, Digital Arts, Gaming & New Media at FICC


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 18:00 - 19:00

C1

How Yoshiki Okamoto created the best video games of Japan?

Yoshiki Okamoto Director and Game Producer at OKAKICHI
Florent Gorges Author, translator, founder of Omaké Books


 3RD JULY 2025

 10:00-11:00

P5

Education in Gaming: Building Sustainable Talent Pipelines

Ali Farha Senior Technical Producer at Star Stable Entertainment
Antti Laiho Professor at Metropolia University (Finland)
Stéphane Natkin Professor Emeritus at CNAM
Victor Wee Senior Lecturer (Creative Media & Technology) at Nanyang Polytechnic
Samha Choi (Moderator) Managing Partner of Proxy Planet

 11:00-12:00

P6

Bridging the Gap: Aligning Educational Programs with Gaming Industry Needs

Kyungsik Kim Professor at Hoseo University
Chris Hong Partner at Proxy Planet
Mehdi Benkirane CEO - Zenith Pirates
Steve Isaacs Senior Manager at Epic Games
Ranhee Lee (Moderator) Partner and Professor at Proxy Planet

 12:00-13:00

P7

Career Development in Gaming: Opportunities and Pathways

Yoshiaki Tsuboyama Director and Lecturer at NASEF Japan & Sapporo International University
Joonas Häll Ex-Chairman, Advisor at IGDA Finland chair
Kevin Hoang Founder & CEO of Arclight Society
Ali Farha (Moderator) Senior Technical Producer at Star Stable Entertainment



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3RD JULY 2025

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☒ 14:00-14:50

MC1 Building Games with AI: A Tiny Dev’s Secret Weapon

TaeHoon Oh CEO of GigaQuests

☒ 14:50-15:40

MC2 Advanced Game Mechanics and Systems Design

Carlos Guerrero CEO of Obsidian Horizons

☒ 15:40-16:30

MC3 Practical Game Art and Visual Development

Daniel Dociu AD Ncosft

☒ 16:30-17:20

MC4 Developing games in Africa: Challenges and Considerations

Nicholas Hall CEO of Reforged Studios

☒ 17:20-18:10

MC5 Dynamic Audio in Gaming: Trends and Techniques

Cécile Le Prado Composer and Associate Professor at CNAM

☒ 18:10-19:00

MC6 How to fully Generate a Mobile Game – Vibe Coding & Open Source Visual Asset Generation ?

Davy Chadwick CEO of Pop Screen Games

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4TH JULY 2025

CONFERENCE ROOM



10:00-11:00

P8

Building Independent Publishing Capabilities

Markus Gerhard Wilding
Rick Nahm
MinYoung Yang
Youngmok Park

Founder/Consultant at Beyond the Wall Consulting
COO of GXC
CEO of HappyTuk, Taiwan
(Moderator) - CEO of Proxy Planet



11:00-12:00

P9

Publishing Challenges: Sharing International Experience

Yves Le Yaouanq
Adam Snook
Rick Nahm
Benjamin Anseaume
Hind Toufga

Chief Content Officer (CCO) at Focus Entertainment
Head of Business Development at Kwalee
CEO of GXC
CEO of TA Publishing
(Moderator) - Business Developer at Dashy Studios



12:00-12:30

MC7

Success Stories of NX3

Seongeun Kim
Hyojae Kim

Marketing Team Lead at NX3games
Deputy CEO, PD of NX3games



12:30-13:00

MC8

Success Stories of Ankama Studios

Frédérique de Fondaumièrre

VP International Distribution & Publishing at Ankama studios

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4TH JULY 2025

CONFERENCE ROOM



14:00-15:00

P10

The State of Esports Ecosystem

David Neichel
Bethany Noel Pyles
Désiré Koussawo
Othmane Guerrou

Senior Vice President for Public & International Affairs of EFG
Founder / Chief Executive Officer of Former Cloud9 + Galaxy Racer
President of France Esport
(Moderator) - Managing Partner of Proxy Planet



15:00-16:00

P11

Esports in 2025: Key Trends Shaping the Industry

Ryan Kewley
Sayo Okamoto
Jorrel Batac
Yunseung Nam
Mohamed Amine Laghrissi

PUBG Esports EMA team lead, esports veteran (KRAFTON)
Founder, CEO of GAKU
CEO of SXNGA
CEO of OGN (the world's first game broadcasting systems)
(Moderator) - Managing Partner of Proxy Planet



16:00-17:00

P12

The Future challenges in esports ecosystem

Ray K.W. Ng
Guan Wang
Aiden Kong
Johanes Eldwin Pradipta
Mohamed Amine Laghrissi

Head of Global Esports, MOONTON GAMES
President, Korea (Gen.G)
Director of Sevenlinelabs
Game Producer MEA - Free Fire at Garena
(Moderator) - Managing Partner of Proxy Planet



17:00-18:00

P13

How Can Africa's Strategy for Building an esport Ecosystem Overcome Challenges?

Hicham El Khelifi
Kwesi Hayford
Emmanuel Oyelakin
Soufiane El Filali

President of FRMJE
President of Ghana esports Association & the technical comity ACES
General Secretary of the African Confederation of Esport
(Moderator) - Director of Communications & Marketing at FRMJE & Executive Director at ACES

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5TH JULY 2025

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14:00-15:00

WS1

Building Better Worlds through Game Culturalization

Kate Edwards Director of Global Game Jam



15:00-16:00

WS2

Video game incubation and supporting ecosystem for indie game developers

Sho Sato CEO of LUDIMUS Inc.



16:00-17:00

WS3

University education for practical skills of game development

Jung Yeop Lee Professor at SoonChunHyang University



17:00-18:00

WS4

How to successfully build a game startup ?

Danny Woo CEO of GXC



18:00-19:00

C2

How Japan became the #1 video game Industry In the World?

Hisakazu HIRABAYASHI Journalist, Game Analyst
Florent Gorges Author, traductor, founder of Omaké Books

MOROCCO GAMING EXPO

CONFERENCES TOPICS

- P1 THE STATE OF THE GAMING INDUSTRY AND TECHNOLOGY: FIRESIDE CHAT WITH CEVAT YERLI AND YOUNG MOK PARK
- P2 NORTH AMERICA & EUROPE : MARKET MATURITY AND THE RACE FOR INNOVATION
- P3 ASIA & AFRICA: MOBILE GAMING DOMINANCE AND THE ESPORTS BOOM
- P4 HOW CAN MOROCCO'S STRATEGY FOR BUILDING A GAMING INDUSTRY ECOSYSTEM OVERCOME CHALLENGES ?
- C1 HOW YOSHIKI OKAMOTO CREATED THE BEST VIDEO GAMES OF JAPAN ?
- P5 EDUCATION IN GAMING: BUILDING SUSTAINABLE TALENT PIPELINES
- P6 BRIDGING THE GAP : ALIGNING EDUCATIONAL PROGRAMS WITH GAMING INDUSTRY NEEDS
- P7 CAREER DEVELOPMENT IN GAMING: OPPORTUNITIES AND PATHWAYS
- MC1 BUILDING GAMES WITH AI : A TINY DEV'S SECRET WEAPON
- MC2 ADVANCED GAME MECHANICS AND SYSTEMS DESIGN
- MC3 PRACTICAL GAME ART AND VISUAL DEVELOPMENT
- MC4 DEVELOPING GAMES IN AFRICA: CHALLENGES AND CONSIDERATIONS
- MC5 DYNAMIC AUDIO IN GAMING : TRENDS AND TECHNIQUES
- MC6 HOW TO FULLY GENERATE A MOBILE GAME - VIBE CODING & OPEN SOURCE VISUAL ASSET GENERATION ?
- P8 BUILDING INDEPENDENT PUBLISHING CAPABILITIES
- P9 PUBLISHING CHALLENGES: SHARING INTERNATIONAL EXPERIENCE
- MC7 SUCCESS STORIES OF NX3
- MC8 SUCCESS STORIES OF ANKAMA STUDIOS
- P10 THE STATE OF ESPORTS ECOSYSTEM
- P11 ESPORTS IN 2025 : KEY TRENDS SHAPING THE INDUSTRY
- P12 THE FUTURE CHALLENGES IN ESPORTS ECOSYSTEM
- P13 HOW CAN AFRICA'S STRATEGY FOR BUILDING AN ESPORT ECOSYSTEM OVERCOME CHALLENGES ?
- WS1 BUILDING BETTER WORLDS THROUGH GAME CULTURALIZATION
- WS2 VIDEO GAME INCUBATION AND SUPPORTING ECOSYSTEM FOR INDIE GAME DEVELOPERS
- WS3 UNIVERSITY EDUCATION FOR PRACTICAL SKILLS OF GAME DEVELOPMENT
- WS4 HOW TO SUCCESSFULLY BUILD A GAME STARTUP ?
- C2 HOW JAPAN BECAME THE #1 VIDEO GAME INDUSTRY IN THE WORLD ?