

تحت الرعاية السامية لصاحب الجلالة الملك محمد السادس نصره الله  
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UNDER THE HIGH PATRONAGE OF HIS MAJESTY KING MOHAMMED VI MAY GOD ASSIST HIM

معرض المغرب لصناعة الألعاب الإلكترونية  
Morocco -  
GAMING  
EXPO 2026

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EDITION


MOROCCO  
GAMING  
EXPO 2026

المملكة المغربية  
وزارة الشباب  
والثقافة والتواصل  
Kingdom of Morocco  
Ministry of Youth, Culture and Communication

## WORKSHOPS PROGRAM

MGE WORKSHOPS

DAY 1 | WEDNESDAY, MAY 20, 2026

TIME	DURATION	TOPIC	SPEAKERS
2:00 PM - 4:00 PM	2H	Digital marketing across online and offline platforms	<b>Mustapha El Fekkak</b>  CEO of MS-STOON

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DAY 2 | THURSDAY, MAY 21, 2026

TIME	DURATION	TOPIC	SPEAKERS
<b>AI VIBE CODING &amp; OASISW ENGINE BASICS</b>			
10:30 AM - 11:30 AM	1H	Understanding OasisW Ecosystem	<ul style="list-style-type: none"> <li>▶ <b>YoungMok Park</b> 🇰🇷 CEO of Proxy Planet</li> <li>▶ <b>Samha Choi</b> 🇰🇷 Managing Partner of Proxy Planet</li> <li>▶ <b>Anshul Gupta</b> 🇮🇳 Senior Game Developer - OasisW Engine</li> <li>▶ <b>Rahul Sehra</b> 🇮🇳 Coordinating Technical Assistant - OasisW Engine</li> <li>▶ <b>Suraj Kushwah</b> 🇮🇳 Assistant Instructor - OasisW Engine</li> </ul>
11:30 AM - 12:15 PM	45MIN	Casual Game Fundamentals	
12:15 PM - 1:30 PM	1H15	Break	
1:30 PM - 2:15 PM	45MIN	Quick Build Workflow	
2:15 PM - 4:45 PM	2H30	AI Customizing & Logic	
4:45 PM - 5:15 PM	30MIN	Break	
5:15 PM - 6:15 PM	1H	Insight Share & Review	



## WORKSHOPS PROGRAM

DAY 3 | FRIDAY, MAY 22, 2026

MGE WORKSHOPS



TIME	DURATION	TOPIC	SPEAKERS
<b>DEVELOPING A COMMERCIAL-GRADE GAME</b>			
10:30 AM - 11:30 AM	1H	Project Design & Environment Setup	<ul style="list-style-type: none"> <li>▶ <b>YoungMok Park</b> 🇰🇷 CEO of Proxy Planet</li> <li>▶ <b>Samha Choi</b> 🇰🇷 Managing Partner of Proxy Planet</li> <li>▶ <b>Anshul Gupta</b> 🇮🇳 Senior Game Developer - OasisW Engine</li> <li>▶ <b>Rahul Sehra</b> 🇮🇳 Coordinating Technical Assistant - OasisW Engine</li> <li>▶ <b>Suraj Kushwah</b> 🇮🇳 Assistant Instructor - OasisW Engine</li> </ul>
11:30 AM - 12:15 PM	1H	Entity & Core Logic Implementation	
12:15 PM - 1:45 PM	1H30	Break	
1:45 PM - 2:45 PM	1H	Weapon Systems & Combat Balancing	
2:45 PM - 4:15 PM	1H30	Advanced AI & Polishing (Deep Dive)	
4:15 PM - 4:45 PM	30MIN	Break	
4:45 PM - 5:45 PM	1H	Game industry expert mentoring (Q&A) session	
5:45 PM - 6:15 PM	30MIN	Debrief & Certification Satisfaction Survey	

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## WORKSHOPS PROGRAM

DAY 4 | SATURDAY, MAY 23, 2026

MGE WORKSHOPS



TIME	DURATION	TOPIC	SPEAKERS
10:00 AM - 12:00 PM	2H	How to leverage your audience as a catalyst for success?	<b>Lydian Feneck</b> 🇫🇷 CEO of Gamearly
2:00 PM - 4:00 PM	2H	From Concept to Gameplay: The Art of Game Design	<b>Mehdi Alaoui</b> 🇲🇦 Founder & CEO of LaStartup Station

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DAY 5 | SUNDAY, MAY 24, 2026

TIME	DURATION	TOPIC	SPEAKERS
10:30 AM - 12:30 PM	2H	Presentation of the Animation, Digital Arts, Gaming, and New Media Sector	<b>Ali Rguigue</b> Head of the Animation, Digital Arts, Gaming, and New Media Sector at FICC
1:00 PM - 3:00 PM	2H	Opportunities at the Hiba Foundation for the Gaming industry	<b>Marwane Fachane</b> General Director of HIBA