

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

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KINGDOM OF MOROCCO
Ministry of Youth, Culture and Communication

الدورة
ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ
EDITION

معرض المغرب لصناعة الألعاب الإلكترونية ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ MOROCCO GAMING EXPO 2026

دليل المعرض
ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ
EXHIBITION CATALOGUE

20 > 24
May ⵙⵓⵔⵉⵜ
2026

سوفيتل - حديقة الورود | الرباط
ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ ⵙⵓⵔⵉⵜ
Sofitel - Jardin des Roses | Rabat



MOROCCO
GAMING
EXPO





صاحب الجلالة الملك محمد السادس نصره الله
His Majesty King Mohammed VI, may God assist him

MESSAGE FROM MISTER MOHAMMED MEHDI BENSaid

MINISTER OF YOUTH, CULTURE AND COMMUNICATION



The first edition of the Morocco Gaming Expo clearly expressed Morocco's ambition to invest in the rapidly expanding world of the gaming industry. The second edition confirmed the institutionalization of this national ambition, as well as the structuring of a coherent Moroccan ecosystem—complete with its sectors, professional frameworks, and financial, legal, and technical support mechanisms for creators and artists, who remain the central wealth of this field.

The third edition now returns to consolidate this momentum, anchoring it in an increasingly robust

landscape of national startups, training programs, and international partnerships.

In an era marked by technological challenges, where artificial intelligence and automation seem to threaten the very essence of human activity, culture emerges as the ultimate horizon. Cultural and creative industries have indeed become the new economic, social, and cultural frontier. Within this sweeping fourth industrial revolution, the Kingdom of Morocco is firmly committed to playing its role: as a major industrial hub on the African continent, a cradle of a centuries-old civilization, and a reservoir of dynamic and educated youth, our country possesses all the assets required to successfully launch its creative industries and capture a substantial share of the resulting investments and added value.

This ambition is fully aligned with the Royal Vision for Morocco's emergence. In line with the High Guidelines of His Majesty King Mohammed VI, may God assist Him, Morocco's

development path is grounded in inclusion, human capital development, and the strengthening of social cohesion—combined with high-quality economic growth that prioritizes human fulfillment and cultural creativity. This vision places equal importance on material infrastructure, cultural influence, and the promotion of heritage.

It is within this context that the rise of a Moroccan gaming industry takes on its full meaning: it spans the entire value chain, from industrial infrastructure to cultural animation, including artistic creation, the intelligent mobilization of financial resources, and the enhancement of intangible cultural heritage.

Human beings are homo faber—industrious and skilled. They are also homo ludens—playful and imaginative. Gaming promises a harmonious union of both.

Mohammed Mehdi Bensaid
Minister of Youth, Culture and Communication

MESSAGE FROM ERIN ROBERTS

PRODUCER AND GAME DIRECTOR



Hello everyone!

My name is Erin Roberts and I've been lucky enough to spend the last 35 years doing the only thing I've ever wanted to do - make video games.

It's a career that has taken me across continents, through countless studios, and into some of the most rewarding creative collaborations imaginable. It all started in the late 1980's with a title called Stryker's Run on the BBC Micro in the UK, which I helped my brother with, and marked the beginning of a lifelong work collaboration.

After moving from the UK, I joined Origin Systems in Texas, where I worked on the Wing Commander series - a franchise that helped define the space combat genre and shaped

everything I've done since. Those early years taught me that great games come from teams who believe in what they're building, and who are willing to push beyond what anyone thinks is possible.

Over the decades that followed, my path wound through some incredible chapters: working for Electronic Arts, then co-founding Digital Anvil, working within Microsoft's Xbox Games group, finally returning home to the UK where I spent 8 years at Traveller's Tales helping bring the LEGO games franchise to life for Warner Bros.

Along the way, I've had the privilege of collaborating, directing or producing titles such as:

Wing Commander
Strike Commander
Privateer
Privateer 2: The Darkening
Starlancer
Freelancer
LEGO Star Wars: The Complete Saga
LEGO Indiana Jones
LEGO Batman: The Videogame
LEGO City: Undercover
The Lord of the Rings: Aragorn's Quest

...and many more.

And now I have the privilege of working for Cloud Imperium Games on Star Citizen and Squadron 42.

Today, as Chief Development Officer at Cloud Imperium Games, I lead over 800 developers across our four global studios - in Manchester, UK, Austin, TX, Frankfurt, DE and Montreal, QC. Together we are building two of the most ambitious projects the games industry has ever attempted with our own technology and engine.

My Cloud Imperium Games journey started in 2013 when I founded the UK studio and have now watched it grow to more than 600 people. Cloud Imperium has been one of the proudest achievements of my career, not just in the way we have built the company and team, but how we went about funding our development, working closely with, and being supported by the players who want to see our games.

If there's one thing I've learned across 35 years, it's that this industry thrives on fresh perspectives and bold ideas. The next generation of game creators can come from anywhere and be supported in many different ways — and Morocco and the African continent as a whole can be among the countries producing world-class talent, games and studios in the years ahead.

When that happens, I'll be cheering everyone on, as it is a journey that everyone should have the opportunity to follow.

Thank you for inviting me. Keep creating, keep dreaming, and never let anyone tell you that your ideas are too ambitious.

Erin Roberts
Producer and Game Director

PRESENTATION OF THE MOROCCO GAMING EXPO



Under the High Patronage of His Majesty King Mohammed VI, may God assist Him, the Ministry of Youth, Culture and Communication – Communication Department organizes the 3rd edition of the Morocco Gaming Expo, taking place from Wednesday, May 20 to Sunday, May 24, 2026, at Sofitel Jardin des Roses in Rabat.

Building on the success of its previous editions, the Morocco Gaming Expo 2026 stands as a leading and unmissable event for young enthusiasts, industry professionals, and key stakeholders in the gaming industry ecosystem in Morocco.

This edition is dedicated to the theme “Moroccan Talent”, positioning the Expo as a flagship platform to showcase the creativity, innovation, and expertise of Morocco’s young talents, whose contributions strengthen the country’s growing presence on the global gaming and esports stage.

Designed as a fully immersive experience, the Expo brings together all segments of the gaming and entertainment industries, with a strong focus on industry forums, business networking, showcase, talks, and workshops. The program features high-level thematic forums gathering experts, creators, investors, and international stakeholders, alongside dedicated spaces for startups and emerging talents to connect, collaborate, innovate, and explore investment opportunities .

The event also offers a rich agenda of showcase talks, masterclasses, and practical workshops tailored for students, startups, professionals, children, and families, while highlighting the dynamism of the Moroccan gaming industry ecosystem, including its infrastructure, specialized training programs, support mechanisms, and growing esports landscape.

In parallel, the Expo will host esports competitions, national qualifiers for international cosplay contests, rivalry matches, and live entertainment performances, creating a comprehensive platform that combines business, creativity, innovation, and entertainment.

MGE 2026 - SITE MAP

خريطة اللعبة GAME MAP

FIND YOUR WAY

1 أرينا
ARENA

ترفيه
ENTERTAINMENT

8 فضاء اللعب
MGE PLAYZONE
13 فضاء تجربة الألعاب
MGE PLAYTEST

معرض
EXHIBITION

4 فضاء العارضين
MGE SHOWCASE
9 صناع الجيل الجديد
NEXT GEN GAME CREATORS

مكاتب وصلات
OFFICES & LOUNGES

7 صالة الضيوف
GUESTS LOUNGE
14 مكتب العارضين
EXHIBITOR OFFICE
إدارة المعرض
MGE CURATION

تعلم وتبادل مهني
LEARNING & NETWORKING

10 جلسات
MGE TALKS
6 المنصة الرئيسية
MGE MAIN STAGE
5 ورشبات
MGE WORKSHOPS
12 مجلس
MGE BOARDROOM
11 صالة الأعمال
BUSINESS LOUNGE

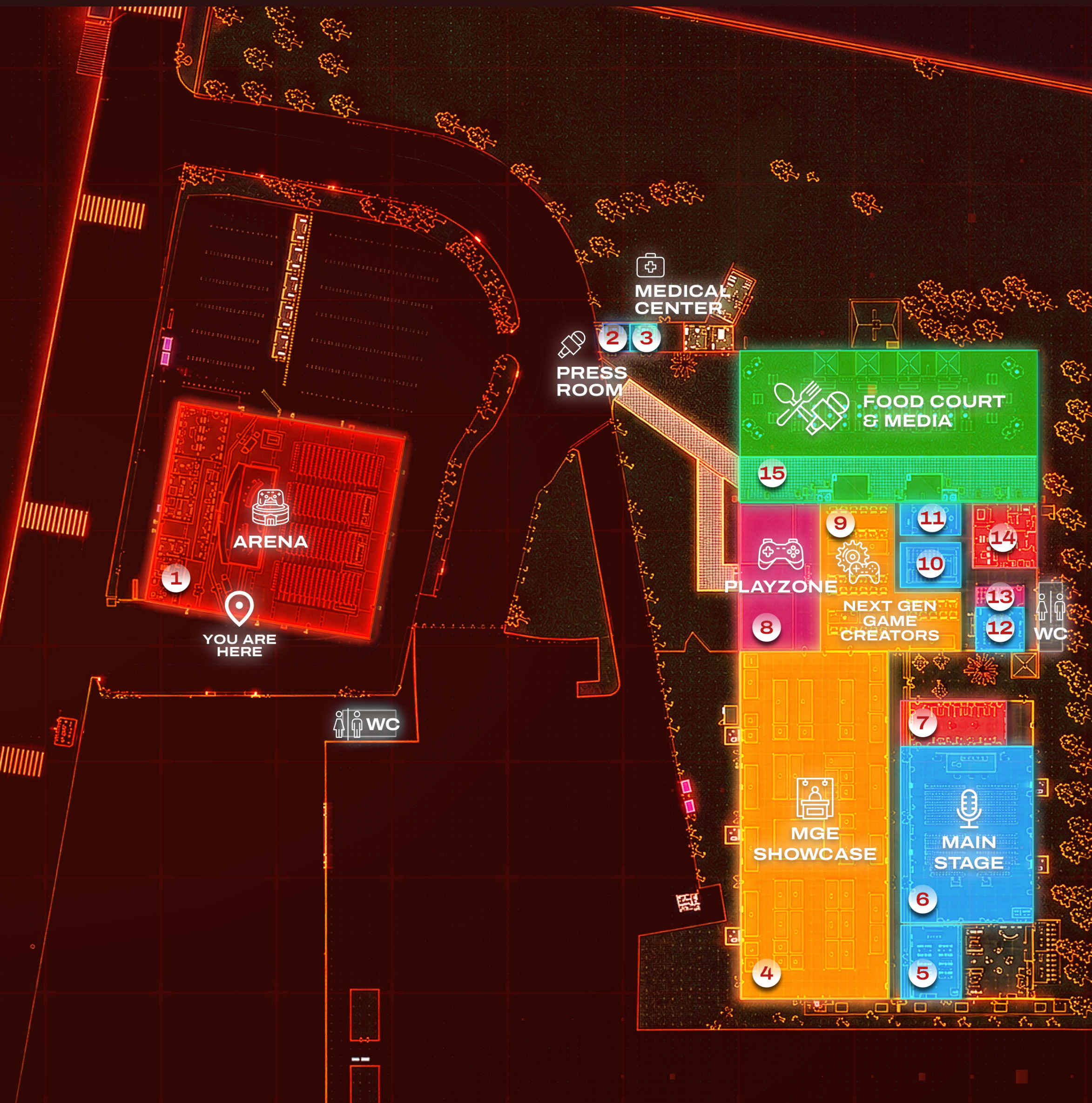
15 مطاعم وإعلام
FOODCOURT & MEDIA

المطاعم
RESTAURANTS
منطقة الاستراحة
CHILL AREA
الإذاعات
RADIOS

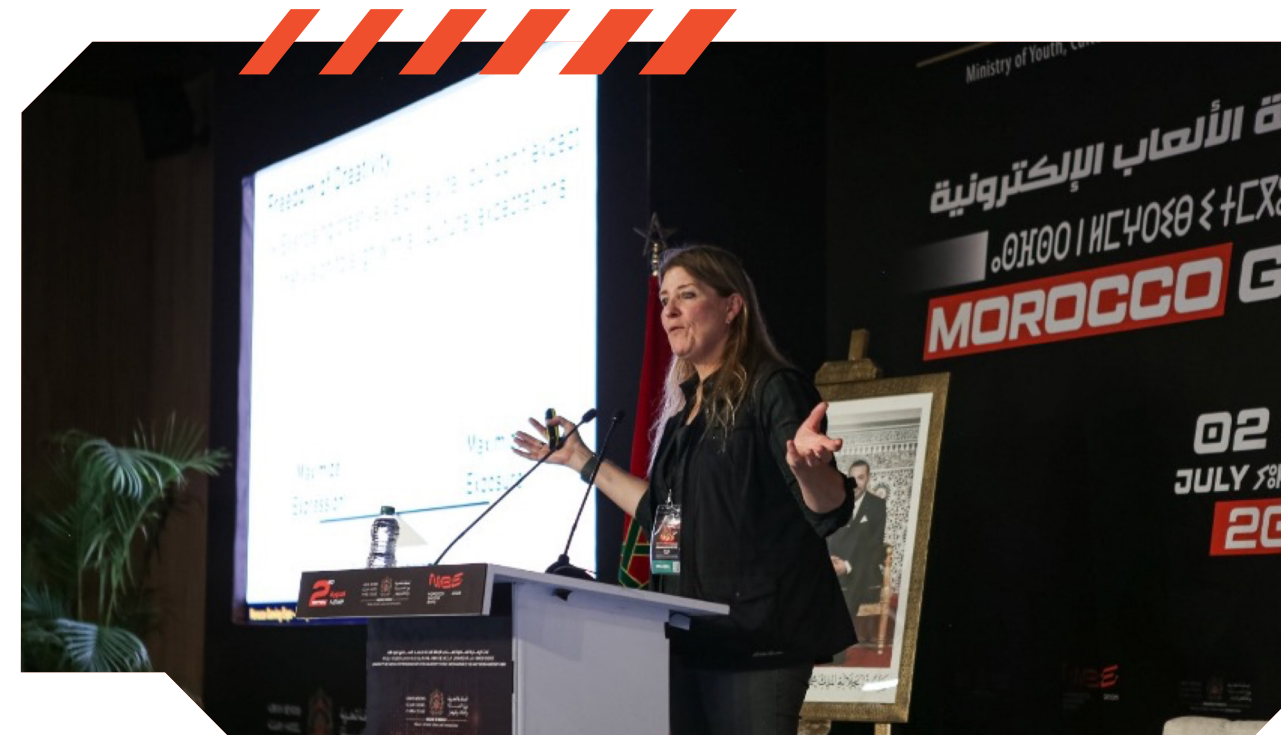
2 فضاء الصحافة
PRESS ROOM

3 المركز الطبي
MEDICAL CENTER

6



THE MOROCCO GAMING EXPO PLATFORMS



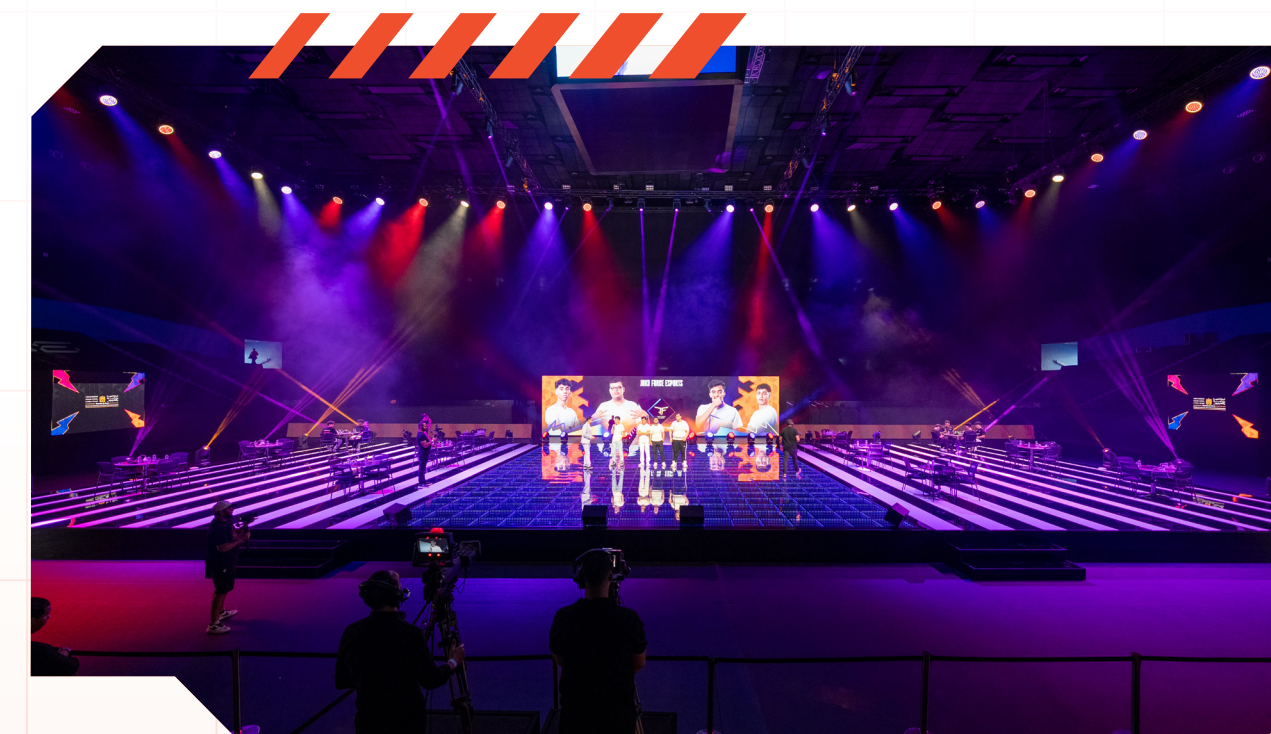
FORUMS PLAFORM



EXHIBITION PLATFORM



BUSINESS PLATFORM



ESPORTS PLATFORM

THE MOROCCO GAMING EXPO PLATFORMS



FORUMS PLATFORM

WHERE VISION MEETS EXPERTISE

Located at the core of the Morocco Gaming Expo 2026, the Forums will serve as the premier venue where ideas converge, industry experts share their strategic visions, and Moroccan talents connect with global stakeholders in the gaming industry.

This year, the expo will host five major Forums :

- **Government Forum** : Dedicated to discussing public policies, national strategies, and international partnerships relevant to the gaming industry's ecosystem.
- **Business Forum** : A pivotal networking Area for investors, publishers, startups, and studios to explore innovation, economic models, and vital business opportunities.
- **Game Safe Forum** : Focused on critical topics of security, ethics, and social responsibility within the video game landscape.
- **Game Engine Forum** : Designed to comprehensively explore the tools, engines, and technologies that are shaping the future of video game development.
- **Game Dev Forum** : A dedicated space conceived for the creators, coders, and artists driving innovation within the gaming sector.

These forums will feature a comprehensive and interactive program composed of high-level panels, masterclasses, and specialized workshops led by distinguished Moroccan and international experts.

This is the ideal setting to exchange knowledge, gain inspiration, and acquire expertise, whether you are a sector professional, a student, an entrepreneur, or simply a dedicated enthusiast of the gaming industry.

It represents a unique opportunity to uncover the latest industry trends, debate the sector's major challenges, and meet the innovators who are defining the future of gaming industry.

EXHIBITION PLATFORM

WHERE THE ECOSYSTEM TAKES SHAPE

The Exhibition Platform is the pulsating heart of the Morocco Gaming Expo 2026. Conceived as a dynamic and interactive space, it is designed to illuminate the full depth and diversity of the Moroccan gaming industry ecosystem through dedicated stands, demonstrations, and curated networking sessions for enthusiasts, creators, and professionals.

Structured to reflect the energy of a booming industry, this platform will bring together a comprehensive array of key players and sectors:

- **Institutions** : To present public initiatives and strategic projects that underpin the sector's growth.
- **Startups** : To showcase their latest solutions games, concepts, and groundbreaking innovations to both the public and potential partners.
- **Financing Operators** : To engage with young creators and propose tailored investment solutions.
- **Federations** : To represent sector professionals and actively foster synergy and collaboration across the industry.
- **Foundations** : To highlight projects with social, educational, or cultural impact linked to gaming.
- **Hardware Manufacturers** : To display the latest market technologies and cutting-edge gaming equipment.
- **Telecom Operators** : To unveil their connectivity solutions and specialized infrastructure dedicated to gaming industry.
- **Training Providers** : To promote their academic programs and attract the next generation of talent.
- **Cloud Gaming Providers** : To exhibit their cloud platforms and services tailored for development studios and players.

This edition will also introduce new thematic zones, including MGE PlayTest and MGE Talks. These dedicated spaces are established to further promote and enhance Moroccan talent and expertise in video game development.

THE MOROCCO GAMING EXPO PLATFORMS



BUSINESS PLATFORM

WHERE THE INDUSTRY CONNECTS, THINKS AND MOVES FORWARD

Conceived as a crucial point of connection, the Professional Networking Platform strategically convenes the entire gaming industry ecosystem: bringing together studios, publishers, investors, and major sector stakeholders.

This represents the ideal venue for essential dialogue, fostering critical synergies, and launching new, impactful collaborations.

Set within a conducive and welcoming environment perfect for strategic discussions, gaming industry professionals will have the opportunity to meet, share their pioneering projects, and generate tangible business opportunities.

This is a dedicated space where concepts evolve into concrete projects, and initial meetings successfully develop into robust partnerships.

ESPORTS PLATFORM

WHERE COMPETITION SHAPES THE FUTURE OF ESPORTS

The Esports Tournaments Platform offers gaming enthusiasts a unique competitive experience, uniting both amateur and professional players through a series of national tournaments. The Arena, serving as the competitive heart of the Morocco Gaming Expo 2026, is a modern, fully-equipped venue designed to guarantee an immersive experience for both participants and spectators.

The tournaments will start with online qualification rounds, enabling broad participation from players across the entire country. The top-performing players will then advance to the Grand Finale, held live during the Expo—establishing it as a major, must-attend event for all eSports enthusiasts.

The Grand Finale will be meticulously organized, featuring a balanced distribution of finalists tailored to the technical constraints of each respective game. All matches will be live-streamed across various platforms, allowing spectators to follow the action in real-time, regardless of their location.



MGE SHOWCASE

HIGHLIGHTING LEADING INNOVATIONS AND BRANDS

MGE SHOWCASE - INTRODUCTION



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Structured to reflect the energy of a rapidly growing industry, this platform brings together a comprehensive range of key players:

- Institutions: present public initiatives and strategic projects that support the sector's growth.
- Startups: showcase their latest games, concepts, and innovative solutions to both the public and potential partners.
- Financing operators: engage with young creators and offer tailored investment solutions.
- Federations: represent industry professionals and foster collaboration across the ecosystem.
- Foundations: highlight projects with social, educational, and cultural impact linked to the gaming industry.
- Hardware manufacturers: display the latest technologies and cutting-edge gaming equipment.
- Telecom operators: unveil connectivity solutions and specialized infrastructure dedicated to gaming.
- Training providers: promote academic programs and attract the next generation of talent.
- Cloud gaming providers: present platforms and services tailored for studios and gamers.

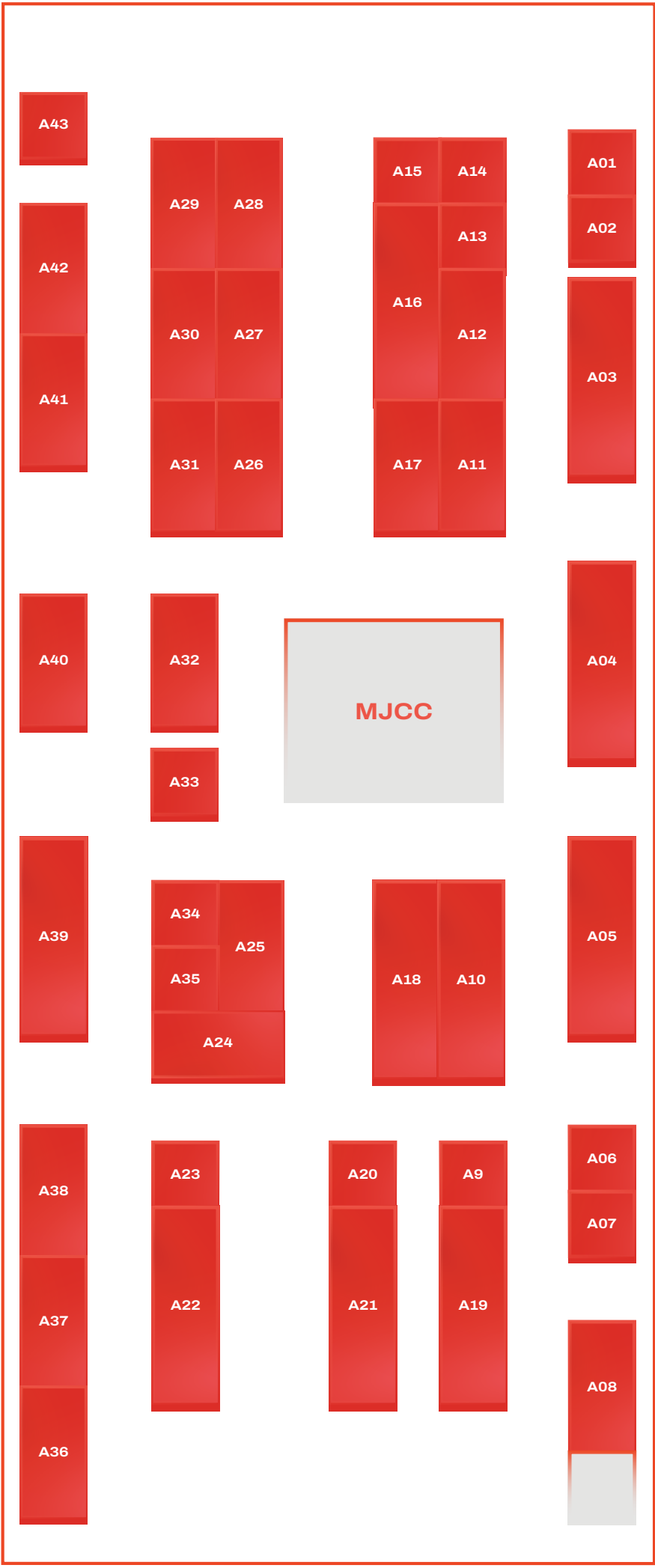
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MGE SHOWCASE - INTRODUCTION



MJCC	Ministere de la Jeunesse de la Culture et de la Communication
A1	ENS
A2	Art's Factory
A3	Tamwilcom
A4	SMIT
A5	La Startup Station
A6	FRMSA
A7	FRMJE
A8	Geek Maroc x Lgame.gg
A9	CAM
A10	Huawei
A11	UACC
A12	ENSAJ
A13	ENSAO
A15	ENSIASD
A16	UIR
A17	OFPPT
A18	Setup Game
A19	ORANGE
A20	Dieze
A21	Inwi
A22	Maroc Télécom

A23	Bank Of Africa
A24	AGX
A25	HP
A26	ISMAL
A27	CCM
A28	ISMAGI
A29	ENSAD
A30	INBA
A31	ISADAC
A32	AMDIE
A33	CRI RSK
A34	Ad4Game
A35	La Startup Station - Geeks Institute
A36	FICC
A37	Fondation HIBA
A38	CDG
A39	Al Barid Bank
A40	Attijariwafa Bank
A41	CIH
A42	BCP
A43	CNDP

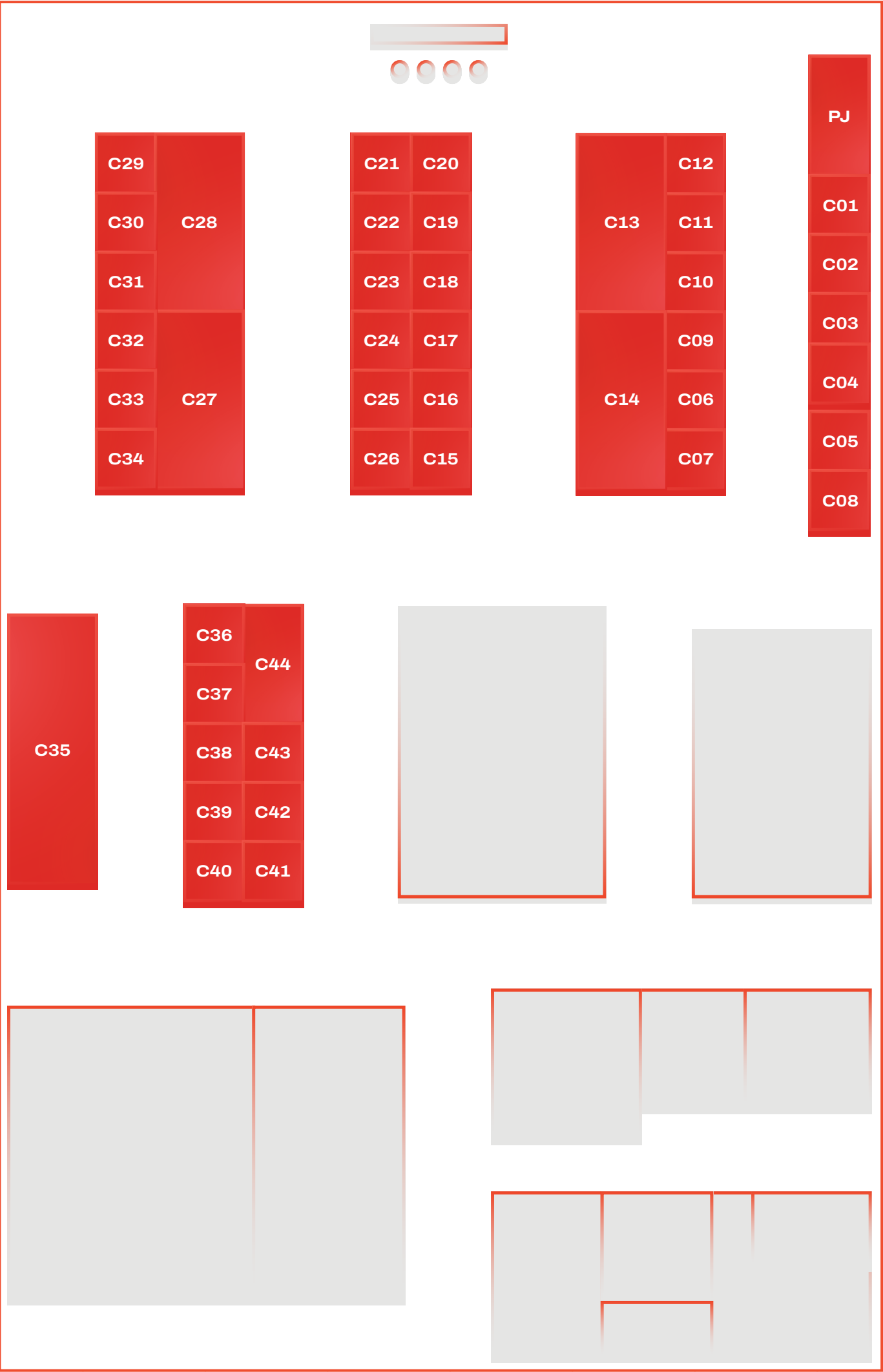


MGE SHOWCASE - INTRODUCTION



PJ	Pass Jeunes
C1	AtlaStudio
C2	Outcast Digital
C3	Ard games
C4	CLOVER Studio
C5	FX HOUSE
C6	Kelbox Studio
C7	Magistral Studio
C8	Tilila Studios
C9	BJR Pixels agency
C10	Game Space Asset
C11	ARTISTIY DIGITAL
C12	A314
C13	NEVER SEEN
C15	Akimino Games
C16	Bit Karta
C17	Kokoro Games
C18	CODEQUEST
C19	Kiddo education studio
C20	BaaliArt
C21	FLM Academy
C22	Triaxis Studio

C23	MGD by DAGA
C24	Ashira studio
C25	IZI EXPLORER
C26	BANELBO
C27	QasbahLabs
C28	Ivalice Studio
C29	June Studio
C30	ENIGMA STUDIO
C31	Zazgames
C32	DAKHLA QUEST VR
C33	EcoKidsGIS
C34	Doomasher Games Studio
C35	Dizzy Gaming x AJB Games Studio
C36	ZahirStudio
C37	Ransol Studio
C38	Medinova Studio
C39	Hyperodys
C40	Even Games
C41	Dropleet
C42	Ribat Studios
C43	Atlas Forge Studio
C44	1001 questions sur le Maroc by Nadia LARGUET



MGE MAIN STAGE

SHAPING THE FUTURE OF THE GAMING INDUSTRY IN MOROCCO

MGE MAIN STAGE - INTRODUCTION



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MGE MAIN STAGE - PROGRAM



DAY 1 - Wednesday 20th, May 2026			
START	TYPE	TOPIC	SPEAKERS
10:00	OPENING SESSION		
14:00	PANEL	Marketing	Adil Virani Mehdi Benkirane Hans Saleh YoungMok Park (Moderator)
15:10	PANEL	Publishing	Kyle Billings Juyeon Lee Jaemyoung Shin Amine Laghrissi (Moderator)
16:20	PANEL	Investment	Rema Al Yahya Hong-gyu Kim Yahya Benatia Othmane Guerrou (Moderator)
17:30	PANEL	Esports	Abdellatif Sakkoum Ray K.W. Ng Josh Woongki Ahn Jorrel Batac (Moderator)
18:40	CONFERENCE	In Conversation with Erin Roberts: Shaping the Future of the Gaming Industry	Erin Roberts YoungMok Park (Moderator)

MGE MAIN STAGE - PROGRAM



DAY 2 - Thursday 21st, May 2026			
START	TYPE	TOPIC	SPEAKERS
10:00	MASTER CLASS	Games, Filmmaking and Real-Time	Khalid Nait-Zlay
11:00	MASTER CLASS	Game Programming in the Age of LLMs	Jalal Elmansouri
12:00	MASTER CLASS	Beyond The Sea of Sameness: Authentic Art Direction vs The AI Blend	Ouafae Taame
14:00	MASTER CLASS	OasisW Engine	Hyeon Seok Oh
15:10	MASTER CLASS	Unity Engine	Corrie Green
16:20	MASTER CLASS	Unreal Engine	David Garcia
17:30	MASTER CLASS	Star Engine	Marco Corbetta
18:40	CONFERENCE	Generating Ideas and How To Know If They're Good	Kim Swift

MGE MAIN STAGE - PROGRAM



DAY 3 - Friday 22nd, May 2026

START	TYPE	TOPIC	SPEAKERS
10:00	MASTER CLASS	Infinite Monkeys on Infinite Keyboards: The Role of a Writer in Video Games	Jesse Scoble
11:00	MASTER CLASS	In The Beginning, There Was AI...	Chedy Raïssi
12:00	MASTER CLASS	DevOps in Game Development	Yassine Hlioui
14:30	MASTER CLASS	Beyond the Hype: Building Real Pipelines vs AI Illusions	Fouad Jeniani
15:10	MASTER CLASS	30 years in 30 minutes - Lessons from a Life in Games	Mohamed Gambouz
16:20	MASTER CLASS	Responsible Design in Cultural Games	Zakaria Ahmed Belfarah
17:30	MASTER CLASS	Art direction in game, how art direction serves game design and narrative	Omar Sabrou
18:40	CONFERENCE	From making sounds at Ubisoft to create a successful game studio	Yoan Fanise

MGE MAIN STAGE - PROGRAM



DAY 4 - Saturday 23rd, May 2026			
START	TYPE	TOPIC	SPEAKERS
10:30	MASTER CLASS	Indie Publishing: What I'd Change if I Started Vector Strike Today	Roberto Schiavulli
11:40	MASTER CLASS	Emerging Markets Playbook: Winning in LATAM and Beyond	Amanda Souza
14:00	MASTER CLASS	Play, Learn, Lead: Esports and Future Work Skills	Tobias Michael Scholz
15:10	MASTER CLASS	Wellbeing by design	Niels A. Wetterberg
16:20	MASTER CLASS	Indie without Borders: Growth Strategies for Small Studios	Juiliana Brito
17:30	MASTER CLASS	The Gamer's Edge: What Esports Really Teaches You About Life, Work and Success	Amine Laghrissi
18:40	CONFERENCE	The Future of Esports Production: Leveraging AI and Real-Time Data	Minho Yi
DAY 5 - Sunday 24th, May 2026			
START	TYPE	TOPIC	SPEAKERS
10:30	PANEL	Early Stage Funding For Game Studios	Tim Cullings Kunhee Sho Abdelhameed Sharara Othmane Guerrou (Moderator) Sultan Saeed Al Darmaki
11:40	PANEL	Monetization in Mobile vs Console vs PC Games	Eldwin Pradipta Guillaume Lairan Peter Chun Amine Laghrissi (Moderator)
14:00	TALK SHOW	Understanding the Gaming Industry: Opportunities for Young Talents	Mohammed Mehdi Bensaid Laura Bill UNICEF Niels A. Wetterberg Tobias Michael Scholz YoungMok Park (Moderator) Antti Laiho

FORUMS - SPEAKERS



ADIL VIRANI
CSO AT OPGG, USA



YOUNGMOK PARK
CEO OF PROXY PLANET, SOUTH KOREA



JAEMYOUNG SHIN
CEO OF VALOFE, VIETNAM



HONG-GYU KIM
CEO OF GAME CHANGER WORLDWIDE, SOUTH KOREA



MEHDI BENKIRANE
CEO OF ZENITH PIRATES MOROCCO / NETHERLANDS



KYLE BILLINGS
DIRECTOR OF PORTFOLIO BUSINESS OPERATIONS
AT EPIC GAMES, USA



AMINE LAGHRISSI
MANAGING PARTNER AT PROXY PLANET, MOROCCO
/ SOUTH KOREA



YAHYA BENATIA
CO-FOUNDER AND MANAGING DIRECTOR OF YON CAPITAL
PARTNERS, EMIRATES



HANS SALEH
REGIONAL DIRECTOR AT GARENA, INDONESIA



JUYEON LEE
SENIOR VICE PRESIDENT APAC AT XSOLLA, SOUTH KOREA



REMA ALYAHYA
VICE PRESIDENT OF VENTURE CAPITAL
AT MERAK CAPITAL, SAUDI ARABIA



OTHMANE GUERROU
MANAGING PARTNER AT PROXY PLANET, MOROCCO
/ SOUTH KOREA



FORUMS - SPEAKERS



ABDELLATIF SAKKOUN

GENERAL MANAGER AT EFG ARABIA, SAUDI ARABIA / MOROCCO



JOREL BATA

FOUNDER AND PRINCIPAL CONSULTANT AT SXNGA, USA



KHALID NAIT-ZLAY

EXPERT VISUAL EFFECTS AT KRAFTON, MOROCCO / CANADA



HYEON SEOK OH

MANAGER AT FITFUNS, SOUTH KOREA



RAY K.W. NG

HEAD OF GLOBAL ESPORTS AT MOONTON GAMES, SINGAPORE



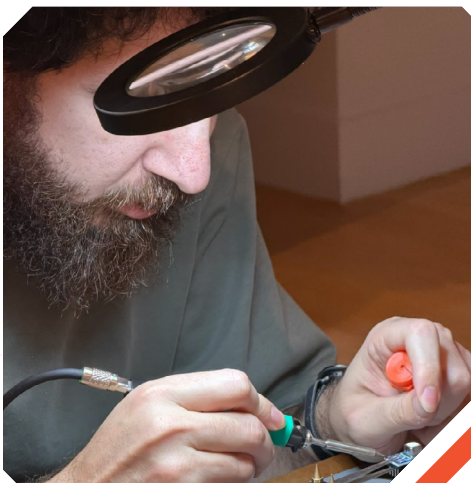
ERIN ROBERTS

CHIEF DEVELOPMENT OFFICER AT CLOUD IMPERIUM GAMES, UK



JALAL EL MANSOURI

SOFTWARE ENGINEER AT APPLE



CORRIE GREEN

SENIOR DEVELOPER AT UNITY, UK



JOSH WOONGKI AHN

COO OF T1, SOUTH KOREA



TOBIAS MICHAEL SCHOLZ

RESEARCH PROFESSOR AT UNIVERSITY OF AGDER



OUAFAE TAAME

ART DIRECTOR AT SCHELL GAMES, MOROCCO / USA



DAVID GARCIA

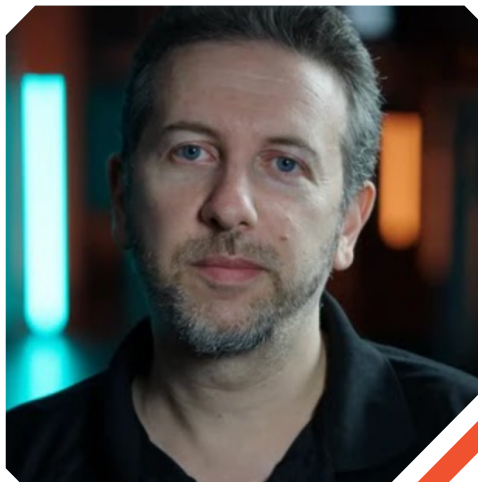
PARTNER & EDUCATION ADVISOR AT EPIC GAMES, USA



FORUMS - SPEAKERS



MARCO CORBETTA
VP OF TECHNOLOGY AT CLOUD IMPERIUM GAMES, UK



CHEDY RAÏSSI
DATA SCIENCE SENIOR MANAGER AT RIOT GAMES, SINGAPORE



MOHAMED GAMBOUZ
FOUNDER OF ANCIENT COMPASS, MOROCCO / SINGAPORE



YOAN FANISE
CEO OF DIGIX ART ENTERTAINMENT, FRANCE



KIM SWIFT
FOUNDER OF SWIFTLI GAMES & CONSULTING, USA



YASSINE HLIOUI
SENIOR BUILD INFRASTRUCTURE ENGINEER, MOROCCO / SWEDEN



ZAKARIA AHMED BELFARAH
LEAD GAME DESIGNER AT E-LINE MEDIA, MOROCCO / CANADA



ROBERTO SCHIAVULLI
HEAD OF OPERATIONS AT DATHOST



JESSE SCOBLE
SENIOR NARRATIVE DESIGNER AT BEAMDOG STUDIO, CANADA



FOUAD JENIANI
TECHNICAL ART DIRECTOR TECHNICOLOR GAMES,
MOROCCO / CANADA



OMAR SABROU
CONCEPT ARTIST EXPERT AT BUILD A ROCKET BOY,
MOROCCO / FRANCE



AMANDA SOUZA
DIRECTOR OF BUSINESS DEVELOPMENT AT BONOXS



FORUMS - SPEAKERS



NIELS A. WETTERBERG
EXECUTIVE DIRECTOR AT GAMES DENMARK



TIM CULLINGS
EXECUTIVE DIRECTOR OF SEATTLE INDIES



SULTAN SAEED AL DARMAKI
CEO OF RED DUNES GAMES



PETER CHUN
HEAD OF ASIA AT NEW TALES



JULIANA BRITO
CEO OF INDIE HERO



KUNHEE CHO
DIRECTOR OF MAVEN GROWTH PARTNERS



ELDWIN PRADIPTA
GAME PRODUCER AT GARENA



LAURA BILL
UNICEF REPRESENTATIVE IN MOROCCO



MINHO YI
GLOBAL ESPORTS STRATEGIST



ABDELHAMEED SHARARA
CEO & CO-FOUNDER OF RISEUP



GUILLAUME LAIRAN
CEO OF LOVECRAFT AGENCY



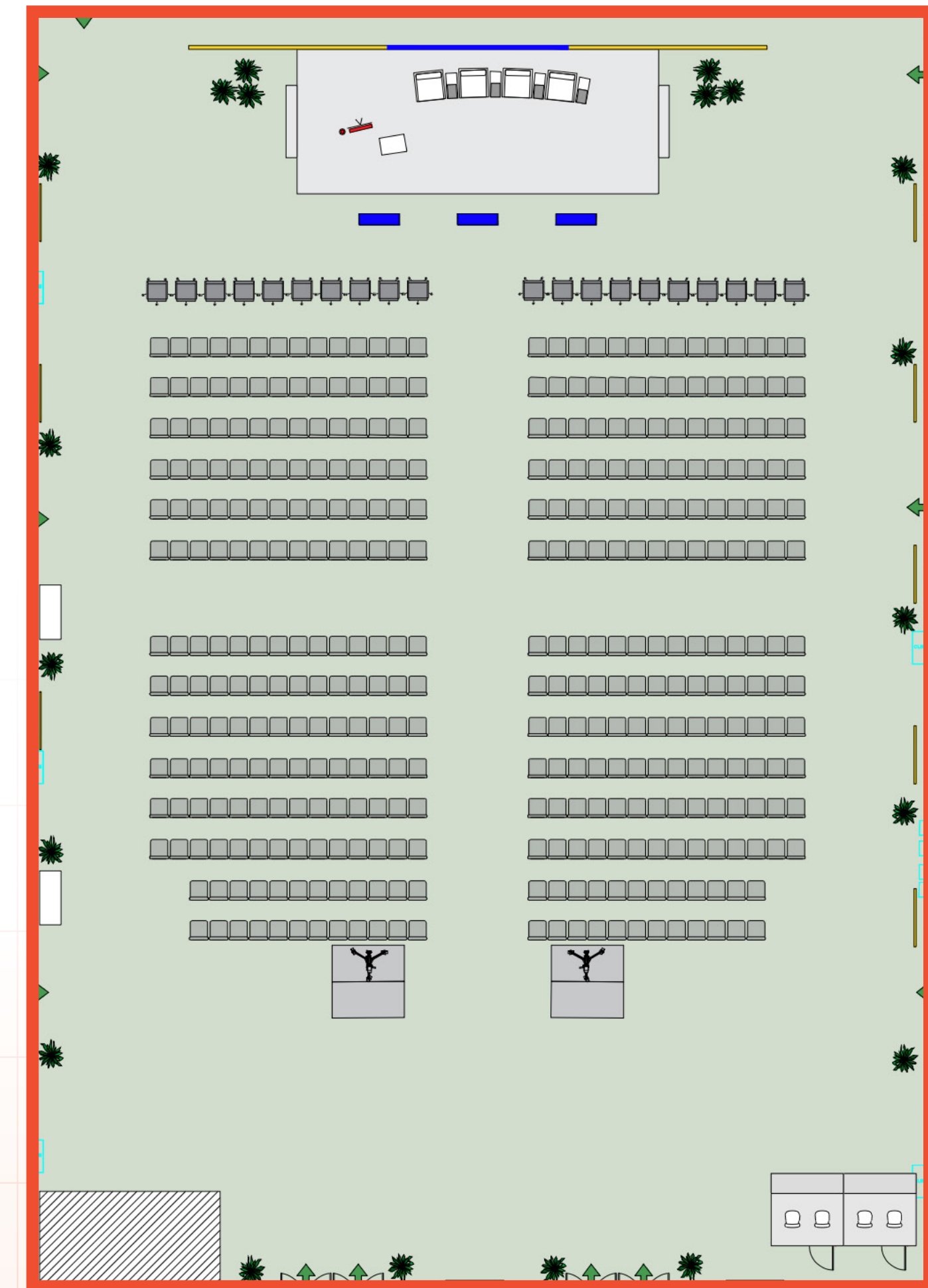
ANTTI LAIHO
SENIOR LECTURER AT METROPOLIA UNIVERSITY OF APPLIED SCIENCES





**CAPACITY
400 SEATS**

FREE ACCESS.
NO REGISTRATION NEEDED.



MGE TALKS

REAL STORIES FROM RISING TALENTS

MGE TALKS - INTRODUCTION



The MGE Talks Area at Morocco Gaming Expo 2026 is conceived as a vibrant platform for inspiration, knowledge sharing, and forward-looking dialogue around the gaming industry and its broader ecosystem. Designed as an open and dynamic hub, it brings together young Moroccan talents, industry experts, educators, entrepreneurs, and creatives to exchange ideas, share experiences, and explore emerging opportunities within the global gaming industry landscape.

At the heart of the MGE Talks Area lies a strong commitment to human capital development. The program highlights inspiring journeys of Moroccan talents who have carved their paths across diverse fields such as esports, animation, game design and development, digital arts, education, and creative entrepreneurship. Through talks and interactive sessions, speakers will reflect on their achievements, the challenges they have overcome, and the lessons learned along the way.

More than a series of talks, this space is designed to create meaningful connections. It offers a unique opportunity for participants to engage directly with the audience, encouraging dialogue, questions, and the exchange of perspectives. Young attendees, in particular, will be able to identify with role models from their own ecosystem, making career paths in the gaming and creative industries more tangible and accessible.

The MGE Talks Area also plays a strategic role in bridging local talent with global trends. By addressing key topics such as innovation, emerging technologies, skills development, industry structuring, and international opportunities, it contributes to building a shared vision for the future of Morocco's gaming industry.

Ultimately, the MGE Talks Area embodies the ambition of the Morocco Gaming Expo : to nurture talent, stimulate ideas, and empower a new generation to shape the future of the gaming industry in Morocco and across Africa.



DAY 1 - WEDNESDAY 20TH, MAY 2026		SPEAKER
13:00	The Video Game Industry: Global Trends and Development Opportunities in Morocco	Amine Abouzaid Founder & CEO of Ashira Studio
13:35	Testimonials from Members of MGD Association	Moroccan Game Developers Association
14:45	Moroccan Identity as a Driver of Innovation in Survival Horror	Othman El Amrani Founder of Ransol Studio Abdeljalil Akrim Animator at Ransol Studio Azzeddin Bouhach 3D Artist at Ransol Studio
15:20	Khichbich: How Animation gave a Voice Back to Moroccan Social Humor	Ibrahim Yerrou Cartoon Maker
15:55	The Silent Narrative: Why Visual Development is the Soul of the Indie Gaming Industry	Mohamed Sirane Visual Development Artist and Graphic Designer
16:30	From Passion to Profession: The Road to Becoming a Game Developer	Elmehdi Dair Founder & CEO of AtlaStudio
17:05	Sharing Experience as a Visual Storyteller in Animated Film Production	Souleyeman Echatoui Visual Storyteller
17:40	Game jams as a gateway into game development and a catalyst for building a local gaming community	Adam Salhi Student at EHTP
18:15	Storytelling in Video Games	Bassma Abisourour Student at ENSIAS
18:50	Carta: More than a game, a solo development adventure to discover	Brahim Alayoud Founder of Play8 Studio



DAY 2 - THURSDAY 21ST, MAY 2026		SPEAKER
10:00	Turning Cities Into Playgrounds: How Games Can Reinvent Cultural Tourism	Kawtar Jalili CEO & Founder of Le Sapin Engineers
10:35	Presentation of the Game Kasbah Simulator	Khalid Bouzarout Founder & CEO of Outcast Digital
11:10	VFX Production of the Free Fire Web Mini-Series	Zakaria Khamma & Faycel Azmi Co-Founders of FX HOUSE
11:45	Transforming Moroccan Heritage into a Gaming Experience	Wassim Elkasri Founder of Tilila Studios
12:20	Guerrab: The Last Quest	Abdelkabir Nfaoui Founder & CEO of Game Space Asset
12:55	Launch of the Moroccan Game Streets Adventure: Medina Motors	Issam Chentoui Founder of Artistiy Digital
13:30	Gamifying the Tourism Sector with the CityLore Application GeroZone: Play. Compete. Win. The platform structuring esports in Morocco.	Mohamed Amine Drif Founder & CEO of CODEQUEST
14:05	Dreams of Akimino	Boubker Elamri Founder of Akimino Games
14:40	Drought Fall – My Journey from Digital Art to Game Development	Faouzi Bouyattar Founder & Game Developer of BaaliArt
15:15	AI in Game Development	Omar Hanafi AI Expert & Founder of FLM Academy
15:50	Dakhla Quest VR: Building an Immersive Infrastructure to Transform Tourism through Virtual Reality	Amine Dkour Founder & CEO of DAKHLA QUEST VR
16:25	Designing a Fun Touristic Discovery Game to Promote Moroccan Cities Through Interactive Gameplay	Mounir Abbotti Founder & Game Developer of Medinova Studio
17:00	When to Turn an Idea into a Video Game?	Marouane Iddouch Founder of Hyperodys
17:35	Presentation of the Game «Cnafa», a Roguelike Hand-Management Card Game	Houssame Khairane Founder of Even Games
18:10	Survivor Files: Developing an Indie Survival Game in Morocco – From Concept to Solo Production	Abdellah Zahir CEO & Game Developer of ZahirStudio
18:45	Strategy Is Back: Creating Competitive Games in a Casual-Dominated World	Youness Bakhouya Founder & CEO of QasbahLabs



DAY 3 - FRIDAY 22ND, MAY 2026		SPEAKER
10:00	From Passion to Reality: The Journey of an Indie Game Developer in Morocco	Abdellah Aoukrad Founder & CEO of Atlas Forge Studio
10:35	Presentation of the Game Martha’s Dolls 2	Aymane Jbari Founder of AJB Games Studio
11:10	Two 3D Animated Series Projects Co-produced by NEVER SEEN PRODUCTIONS and TV5MONDE	Yassine Lahrichi Producer & Director at NEVER SEEN
11:45	Testimonials from Members of MGD Association	Moroccan Game Developers Association
12:20	From Paper to Steam: Sharing the Journey of an Indie Developer	Marouan Boufernana Game Developer
12:55	Development of Sky Drift	Zakarya Chioua Founder of CLOVER Studio
13:30	Tbouridash: Prototype Presentation	Rachid Lansari & Marwane Baaout CEO & Co-Founders at Kelbox Studio
14:05	Video Game Tester: My -18Year Journey Between Passion and Expertise	Mahmoud El Arch Senior QC/QA at Kazalabs
14:40	How to prevail against Game Dev challenges?	Saad Khoudmi CEO & Founder of Ard Games
15:15	Geogi — How a Serious GIS Video Game Turns Moroccan Children into Climate Citizen Scientists?	Fatima Zahra Bassam Founder & CEO of MEDEN Resilience
15:50	Beyond Video Games: How Immersive Experiences (XR) are Redefining Gaming and Creating New Business Opportunities	Ouame EL Hezzam XR Developer at DROPLEET
16:25	Gaming Training at INBA: A Lever for Creativity, Innovation, and Skills Development for Moroccan Youth	Mehdi Zouak & Mikael Fetri Daoudi Director of INBA / Professor and Visual Artist at INBA
17:00	University training in data science applied to the gaming industry: the ENS of Fez experience	Youssef Ouakrim, Safa Qetrani & Amine Sallah Professors at ENS
17:35	Video game presentation: SidiQuest	Abdellah Alaoui Mdarhri Co-founder & CEO of KoKoro Games
18:10	Presentation of the MGD Association by DAGA & Testimonials from Members	Abdellah Alaoui Mdarhri President of the Association Moroccan Game Developers by DAGA
18:45	Concept and Vision – Project Anir	Abderrahim Elmkadmi Game Developer at Triaxis Studio



DAY 4 - SATURDAY 23RD, MAY 2026		SPEAKER
10:00	Presentation of the Wa3rin Esport National Alliance (WENA)	Bahaeddine Ouai Founder of Wa3rin Esport National Alliance
10:35	The journey of BJR Pixels in video game creation	Youness Bejrhrit Founder & CEO of BJR Pixels Agency
11:10	1001 Questions about Morocco: Birth of a gamified cultural quiz	Nadia Larguet Designer
11:45	Unity Engine	Corrie Green Senior Developer at Unity
13:20	Unreal Engine	David Garcia Unreal Engine Education Team at Epic Games
14:55	Rogue Fantasy: Ever-Shifting Worlds	Benjamin Anseaume CEO of Ivalice Studio
16:00	Cazafonia: Between Cities	Dizzy Gaming X AJB Games Studio
17:05	MindPlay — Gaming Beyond Physical Limits	Sanae Belfrouh & Rahhal Erratahi PhD candidate LTI lab ENSAJ / Professor at ENSAJ
17:40	Cloud Gaming: playing with a standard PC	Mohamed Ilyass Salim El Qalb Student at ENSAJ

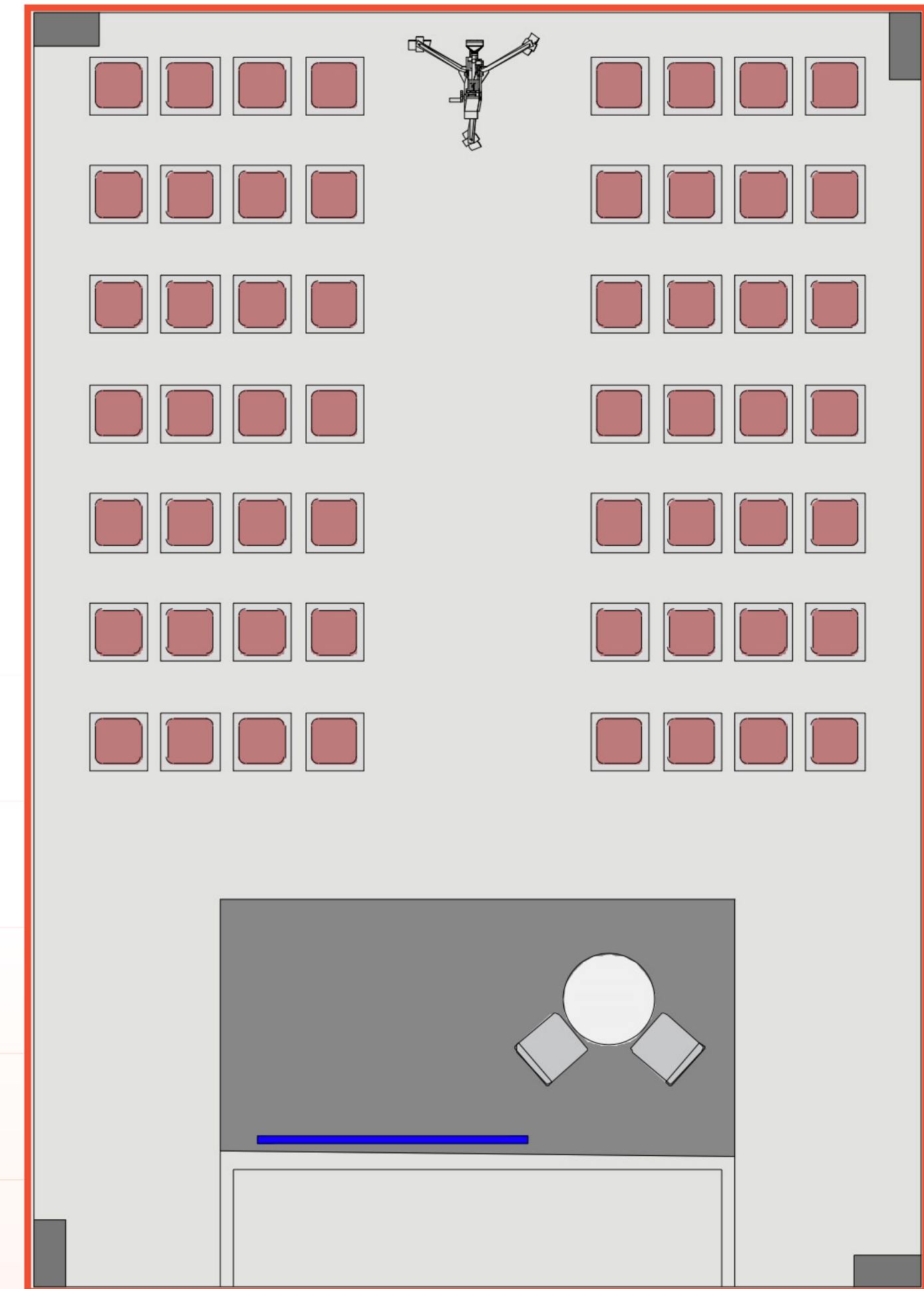


DAY 5 - SUNDAY 24TH, MAY 2026		SPEAKER
10:00	From Passion to Business: Supporting the Development of the Gaming Industry in Morocco	Tarik El Krait & TAHA Sawanih Enterprise Division at Crédit Agricole du Maroc
10:35	Eldorado After Dawn Zy World Volumarea Ayla and Saf Quantify Momentum Nova — NextGen showcase	Ilyas Mazouz, Abouelaaz Soufian, Mohamed Otman, Tourari Idrissi, Hassani Ayoub, Hidaya Saf, Tajri Soufiane & Walid Ouazzani Chahdi Students at ENSAD
11:40	Presentation of the 1337 School	Yassir Boux Technical and Educational Director at UM6P / 1337 school
12:15	Game of Auditors – approach based on ISO 2700X	Hasnae Lamrani, Sara El-Ateif & Bahida Badie / Almanani Said Professors & Engineering Students at ENSIASD
12:50	AI and Games: Playing with Intelligence	Awatif Rouijel & Azhar Hadmi Professors at ISMAC
13:25	Video Game Presentation: Lost in L'BLED	Mostapha Oukha, Amine El Mahi & Doha Bouchikhi Students at ENSAO
14:00	Building Tomorrow's Careers: The Gaming Training Institute at the Heart of the Sector's Professionalization	Issam Eddine Zidane & Maha Shail Professors at ISMAGI
14:35	Beyond Gamification — How AI Transforms Games Into Personalized Learning Engines	Hakim Hafidi Professor at UIR
15:10	Showcase Zrey: Raven's Echo, a 2d hack and slash souls like game	Zakaria Ismaili & Hamza Aaddoui Game Developers
15:45	Information Systems Audit 2.0: Gamifying Compliance to Train Future Digital Experts	Sara El-Ateif Professor at ENSIASD



**CAPACITY
56 SEATS**

FREE ACCESS.
NO REGISTRATION NEEDED.



MGE WORKSHOPS

HANDS-ON SESSIONS WITH EXPERTS AND TRAINING

MGE WORKSHOPS - INTRODUCTION



The workshops of Morocco Gaming Expo 2026 are designed as hands-on learning experiences where knowledge is acquired through practice, experimentation, and direct exchange with industry professionals.

Throughout the Expo, a series of interactive workshops will be offered to the various stakeholders of the gaming industry ecosystem. These sessions aim to enable participants to develop their skills across several key areas of the industry, covering diverse themes such as :

- Digital marketing across online and offline platforms
- An introduction to vibe coding and the fundamentals of game engines, aimed at engineering students specializing in computer science.
- The development of a commercially viable game, targeting developers seeking to structure and professionalize their projects.
- The presentation of career paths and opportunities in animation, digital arts, and new media, particularly for startups and emerging creative studios.
- Workshops focused on entrepreneurship and gaming project development, designed for startups and ecosystem entrepreneurs.
- Dedicated sessions for independent developers, addressing concrete challenges related to production, distribution, and the promotion of their games.

Led by national and international experts, these workshops emphasize a practical approach through demonstrations, case studies, and hands-on exercises.

These workshops offer a unique opportunity to acquire directly applicable skills, interact with professionals, and experience the Moroccan gaming industry ecosystem from within.

MGE WORKSHOPS - PROGRAM



DAY 1 - WEDNESDAY 20TH, MAY 2026		
14:00	Digital marketing across online and offline platforms	Mustapha El Fekkak – Content Creator & Director Jawad Aït Machirine – digital Marketing Strategist

DAY 2 - THURSDAY 21ST, MAY 2026		SPEAKER
AI VIBE CODING & OASISW ENGINE BASICS		
10:30	Understanding OasisW Ecosystem	YoungMok Park CEO of Proxy Planet Samha Choi Managing Partner of Proxy Planet Anshul Gupta Senior Game Developer - OasisW Engine Rahul Sehra Coordinating Technical Assistant - OasisW Engine Suraj Kushwah Assistant Instructor - OasisW Engine
11:30	Casual Game Fundamentals	
12:15	Break	
13:30	Quick Build Workflow	
14:15	AI Customizing & Logic	
16:45	Break	
17:15	Insight Share & Review	

MGE WORKSHOPS - PROGRAM



DAY 3 - FRIDAY 22ND, MAY 2026									
Developing a Commercial-Grade Game									
10:30	Project Design & Environment Setup					YoungMok Park CEO of Proxy Planet Samha Choi Managing Partner of Proxy Planet Anshul Gupta Senior Game Developer OasisW Engine Rahul Sehra Coordinating Technical Assistant, OasisW Engine Suraj Kushwah Assistant Instructor, OasisW Engine			
11:30	Entity & Core Logic Implementation								
12:15	Break								
13:45	Weapon Systems & Combat Balancing								
14:45	Advanced AI & Polishing (Deep Dive)								
16:15	Break								
16:45	Game industry expert mentoring (Q&A) session								
17:45	Debrief & Certification Satisfaction Survey								
DAY 4 - SATURDAY 23RD, MAY 2026					DAY 5 - SUNDAY 24TH, MAY 2026				
10:00	How to leverage your audience as a catalyst for success?		Lydian Feneck — CEO of Gamearly			10:30	Presentation of the Animation, Digital Arts, Gaming, and New Media Sector		Ali Rguigue — Head of the Animation, Digital Arts, Gaming, and New Media Sector at FICC
14:00	From Concept to Gameplay: The Art of Game Design		Mehdi Alaoui — Founder & CEO of LaStartup Station			13:00	Opportunities at the Hiba Foundation for the Gaming industry		Marwane Fachane — General Director of HIBA

WORKSHOPS - SPEAKERS



MUSTAPHA EL FEKKAK
CONTENT CREATOR & DIRECTOR



ANSHUL GUPTA
SENIOR GAME DEVELOPER - OASISW ENGINE, INDIA



LYDIAN FENECK
CEO OF GAMEARLY, FRANCE



ALI RGUIGUE
HEAD OF THE ANIMATION, DIGITAL ARTS, GAMING, AND NEW MEDIA
DIVISION AT FICC, MOROCCO



JAWAD AÏT MACHIRINE
DIGITAL MARKETING STRATEGIST



RAHUL SERRA
COORDINATING TECHNICAL ASSISTANT - OASISW ENGINE, INDIA



MEHDI ALAOUI
FOUNDER & CEO OF LASTARTUP STATION, MOROCCO



MARWANE FACHANE
GENERAL DIRECTOR OF HIBA FOUNDATION, MOROCCO



SAMHA CHOI
MANAGING PARTNER OF PROXY PLANET, SOUTH KOREA



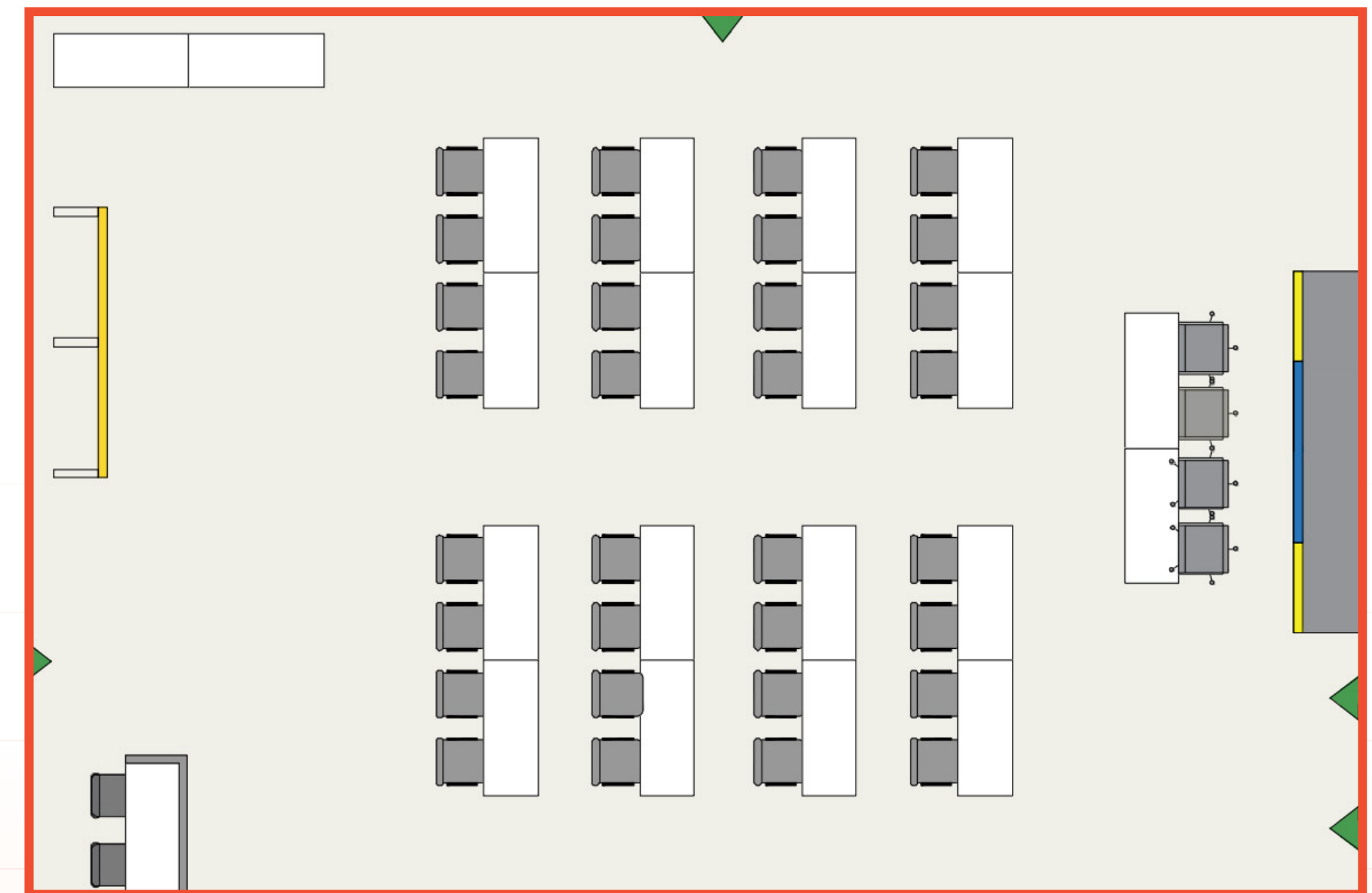
SURAJ KUSHWAH
ASSISTANT INSTRUCTOR - OASISW ENGINE, INDIA





**CAPACITY
32 SEATS**

ACCESS UPON PRIOR
REGISTRATION ONLY.





MGE PLAYTEST

FROM MOROCCAN YOUNG CREATORS TO REAL PLAYERS

MGE PLAYTEST - INTRODUCTION



The MGE PlayTest Area at Morocco Gaming Expo 2026 stands as a dynamic hub dedicated to creativity, experimentation, and direct engagement between game developers and players. Designed as a fully immersive and interactive space, it offers video game creators whether emerging talents or established studios the opportunity to present their projects to a diverse audience composed of gaming enthusiasts, industry professionals, media, and potential partners.

This area showcases a wide spectrum of projects, ranging from early-stage prototypes to fully developed games ready for market launch. By placing players at the heart of the experience, the MGE PlayTest Area enables developers to gather real-time, qualitative feedback on gameplay, mechanics, storytelling, and user experience. This direct interaction is essential for refining projects, validating concepts, and aligning creative visions with player expectations.

Beyond testing, the PlayTest Area fosters meaningful connections. It creates a unique environment where developers can engage in discussions with their audience, observe player behavior, and build early communities around their games. This interaction not only strengthens the development process but also contributes to the emergence of a more collaborative and responsive gaming industry ecosystem in Morocco.

Ultimately, the MGE PlayTest Area embodies the vision of the Morocco Gaming Expo: to empower Moroccan creators, accelerate the growth of the local gaming industry, and establish Morocco as a rising hub for game development in Africa and beyond.

MGE PLAYTEST - PROGRAM



DAY 1 - WEDNESDAY 20TH, MAY 2026		
START	GAME TITLE	DEVELOPER
13:00	Exogear	Badr Benazzouz
14:10	Granny: Audio Game	Yassine Achouhal
15:20	Lost In Toys Kingdom	Badr Hassab
16:30	Lighthouse Madness	Mohamed El Boudrari
17:40	Souls Hunter	Elmehdi Dair
18:50	Drought Fall	Faouzi Bouyattar
DAY 2 - THURSDAY 21ST, MAY 2026		
START	GAME TITLE	DEVELOPER
10:00	Carta Arena	Brahim Alayoud
11:10	SkillBound	Ahmed Achtatar
12:20	Slime Attack: Survivor	Wail Bensaid
14:40	Royale Goal	Marouane Iddouch
15:50	Zrey Raven's Echo	Hamza Aaddaoui Zakaria Ismaili
17:00	XOLBOR	Imrane Boudass

MGE PLAYTEST - PROGRAM



DAY 3 - FRIDAY 22ND, MAY 2026		
START	GAME TITLE	DEVELOPER
10:00	Mathpunk Chronicles	Kawtar Jalili
11:10	Streets Adventure Medina Motors	Issam Chentoui
12:20	Dakhla Quest VR	Amine Dkour
13:30	Scrap Vanguard	Marouan Boufernana
14:40	Nightmare Journey	Abdellah Zahir
15:50	Walls and Tower Party	Marouan Boufernana
17:00	Rivaldom	Abdennasser Ouahlani

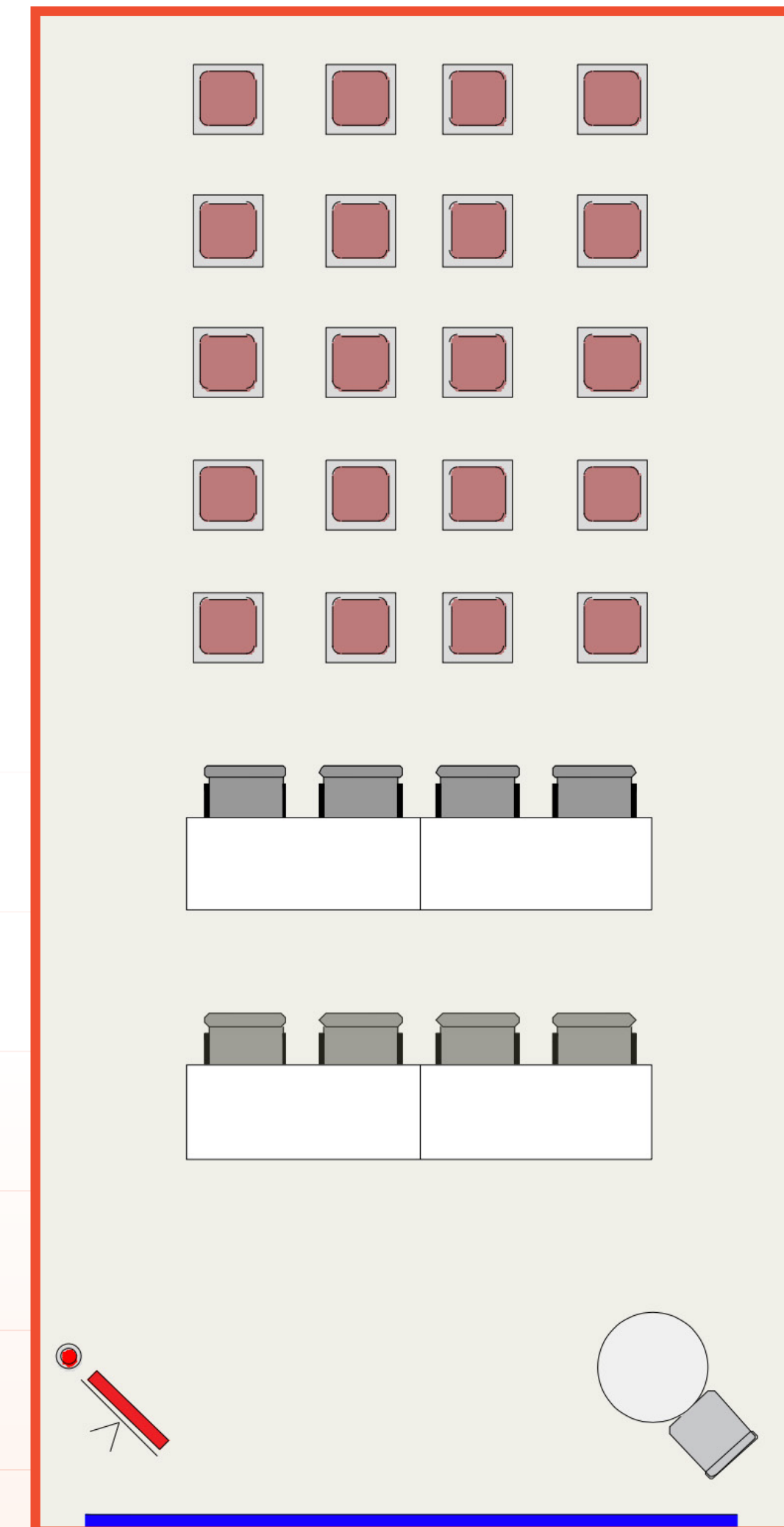
DAY 4 - SATURDAY 23RD, MAY 2026		
START	GAME TITLE	DEVELOPER
10:10	Zouhri: The Cursed Blood	Othman El Amrani
11:20	Tempest	Oualid Ouazrou
12:30	Evil Manor	Mohamed Rafik Azouagh
13:40	Infected Frontier	Mohamed Rafik Azouagh
14:50	Uncursed	Ayman Jbari
15:50	Martha's Dolls 2 demo	Ayman Jbari
17:00	Cazafonia: Between Cities	Dizzy Gaming X AJB Games Studio



DAY 5 - SUNDAY 24TH, MAY 2026		
START	GAME TITLE	DEVELOPER
10:00	Fig and Totems	Rim Nassih
11:10	Blast-A-Finn	Haidar Abdulkahar
12:20	Dragon Survival	Oussama Toub
13:30	Color Thief	Abdelaziz El Ouardi
14:40	Carwash Calamity	Haidar Abdulkahar
15:50	Pocket Pet Makeover	Haidar Abdulkahar



CAPACITY
20 SEATS
8 PLAYERS
10 MN PLAY ROUNDS.





MGE ARENA

FROM MOROCCAN YOUNG CREATORS TO REAL PLAYERS

MGE ARENA - INTRODUCTION



The Morocco Gaming Expo 2026 Arena is much more than a competition space, it is the beating heart of the event, where gaming transforms into a true live show.

Designed as a unique immersive experience, it brings together in one place the most intense, creative, and spectacular moments of this edition.

On its main stage, the grand finals of the three flagship esports titles will set the crowd alight through high-level showdowns where strategy, skill, and composure make all the difference. Each match becomes a defining moment, driven by the players' energy and the intensity of the audience.

The Arena will also host the cosplay competition, a true showcase of creativity and artistic performance, where participants will be judged by a panel of renowned figures from the gaming and cultural scenes.

But the Arena experience goes beyond competition. It also features rivalry matchups and explosive clashes between players and teams determined to make their mark and assert their dominance. Adding to this are live music performances that will elevate the atmosphere and transform the Arena into a hybrid show blending gaming, culture, and entertainment.

As the true centerpiece of the Morocco Gaming Expo, the Arena embodies the excellence and emotion of modern gaming. It is a place where talent shines, passions collide, and legends are born before the eyes of the audience.

MGE ARENA - ESPORTS TOURNAMENTS



Fortnite is one of the world's most popular video games, with over 350 million registered players globally. In battle royale format, players compete individually on a shrinking map until only one remains. At MGE 2026, Moroccan players compete across two qualification phases leading to an 8-round final, showcasing individual skill, strategy and quick decision-making.



Valorant is a team-based tactical shooter developed by Riot Games, one of the world's leading game publishers. Two teams of five players face off in rounds requiring precise coordination, communication and strategy. The MGE 2026 tournament follows a classic competitive format : semifinals, third place match and grand final; across five days of competition.



EA FC 26 is the world's leading football video game, published by Electronic Arts and played by hundreds of millions of fans worldwide. Players compete head-to-head, managing real football clubs in matches that combine sport knowledge and gaming skill. The MGE 2026 tournament features group stages, knockout rounds and a grand final to crown Morocco's national champion.

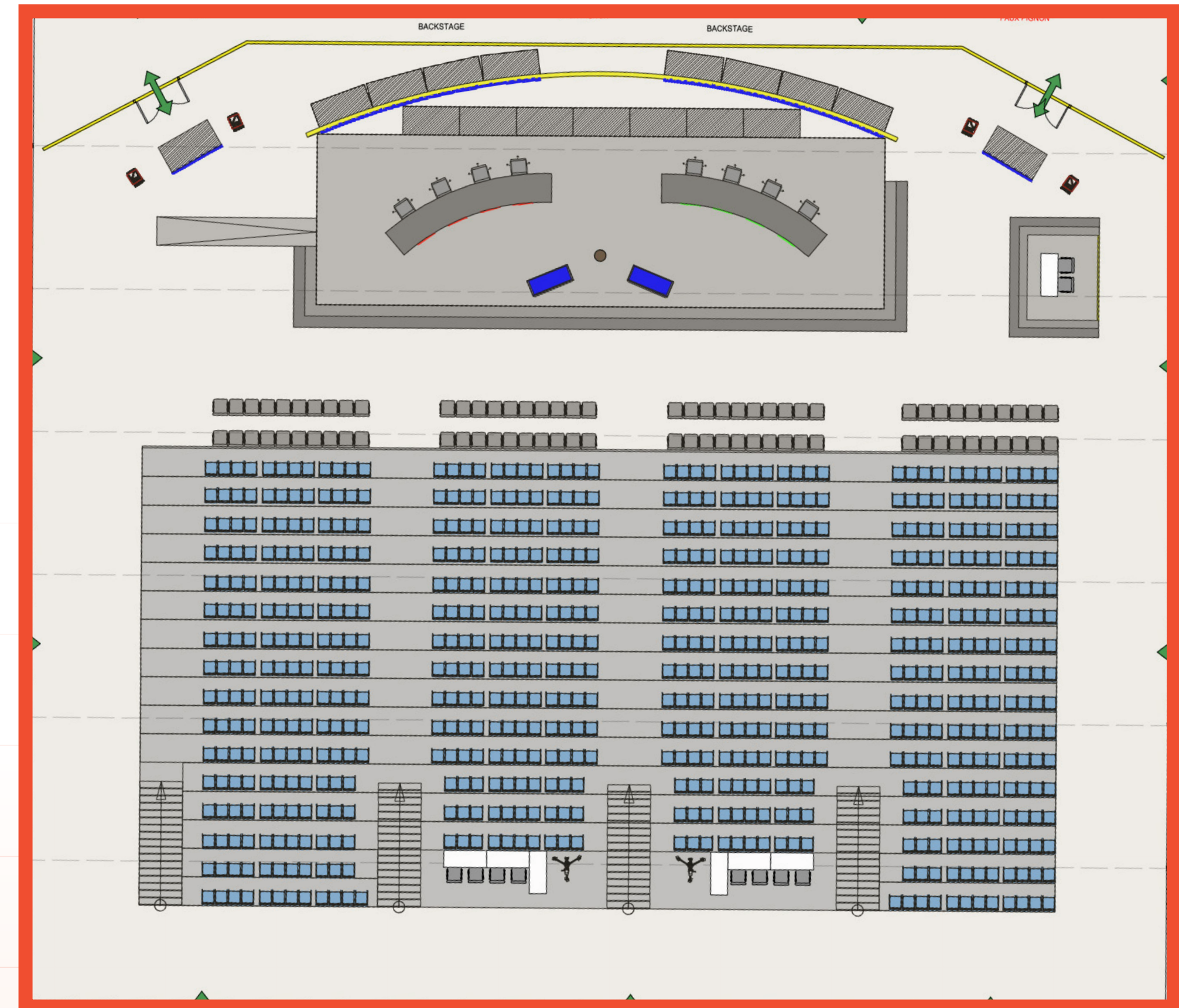
MGE ARENA - PROGRAM

	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00	19:00
DAY 1 Wednesday 20th, May 2026		Animation	 MGE Fortnite — Phase 1 — Finals (6 rounds)			Reveal of a Moroccan video game by Dizzy Gaming X AJB Games Studio	 Valorant — Semifinal 1 (Best of 3)		
DAY 2 Thursday 21st, May 2026	Animation	Animation	 Valorant — Semifinal 2 (Best of 3)			Reveal of a Moroccan video game by QasbahLabs	 Valorant — Third Place Match (Best of 3)		
DAY 3 Friday 22nd, May 2026	Animation	 Cosplay Competition	 MGE Fortnite — Phase 2 — Finals (6 rounds)			 EA FC26 — Group Stage 1		Musical Show	
DAY 4 Saturday 23rd, May 2026	Animation	 Competition	 EA FC26 — Group Stage 2			Reveal of a Moroccan video game by Ivalice Studio	Pixoul Gaming	 EA FC26 — Semifinals & Third Place Match	 EA FC26 — Grand Final
DAY 5 Sunday 24th, May 2026	Animation	Animation	 Valorant — Grand Final (Best of 3)				Awards Ceremony & Musical Show		



**CAPACITY
750 SEATS**

FREE ACCESS.
NO REGISTRATION NEEDED.



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