

GREEN GAMES SUMMIT

14.00 UK TIME
LIVE IN HOPIN

HOSTED BY JORDAN ERICA WEBBER

DELIVERED BY



IN COLLABORATION WITH



EUROPE'S
VIDEO GAMES
INDUSTRY

SPONSORED BY



Sony
Interactive
Entertainment

20 OCTOBER DAY 1

- 14.00 BST** **Summit Welcome**
Dr Jo Twist OBE, CEO, Ukie
- 14.10 BST** **The Playing for the Planet Alliance**
Various
- 15.10 BST** **Break**
- 15.20 BST** **Climate Change: The Science, the Solutions and the Role of Business**
Dr Elizabeth Bagley, Program Director, Strategic Energy Innovations
Jamie Beck Alexander, Director, Drawdown Labs
- 15.40 BST** **The carbon impact of gaming**
Dr Kieren Mayers, Senior Director of Environment, Social and Governance, Sony Interactive Entertainment
- 16.05 BST** **Summit Bitesize Presentations**
Short stories and case studies to inspire and educate
- 16.10 BST** **How to make your studio net zero**
Nic Walker, Head of Technical Operations, Space Ape Games
- 16.20 BST** **The status of the world's biodiversity**
Jonathan Baillie, Director of Conservation Programmes, Zoological Society of London
- 16.30 BST** **How Alba: A Wildlife Adventure, is inspiring players to take action towards protecting our environment**
Jane Campbell, Studio Operations Lead, Ustwo
- 16.40 BST** **Break**
- 16.50 BST** **Thinking clearly about the environmental effects of information technology**
Jon Koomey
- 17.00 BST** **Fighting climate change in Africa one video game at a time**
Eyam Tawia, CEO & Co-Founder, Letiarts
- 17.10 BST** **So You Wanna Make A Video Game To Save The World...**
Marina Psaros, Unity
- 17.20 BST** **Employee Engagement and Sustainability: How companies and employees can work together to combat climate change**
Nicolas Hunsinger, Director, Corporate Environmental Sustainability
Armelle André, Manager, Brand Portfolio Management, Ubisoft
- 17.30 BST - 18.30 BST** **Networking and close**

21 OCTOBER DAY 2

- 14.00 BST** **Welcome**
Jordan Erica Webber
- 14.05 BST** **Summit Discussion - Games, innovation and re-imagining the future**
Chaired by Alex Fleetwood
Kristian Segerstrale, CEO, Super Evil Megacorp
Katie Patrick, Environmental Engineer, Software Designer and Author of How to Save the World
Rohan Gye, Deputy Director - Service Owner, Future Farming and Countryside Programme, DEFRA
- 15.00 BST - 15.10 BST** **Break**
- 15.15 BST** **Summit Discussion - Planning for net zero - Defining scope, capturing industry data and setting targets**
Chaired by Dr Trista Patterson, Director of Sustainability, Xbox
Dr Josh Aslan, Energy Policy Analyst, Sony Interactive Entertainment
Xiao Wang, Programme Officer, UNEP DTU Partnership
Daniel Jacobs, Senior Software Engineer and Gaming Sustainability PM, Xbox
- 15.45 BST** **Summit Discussion - Green coding and digital distribution - how can the way we make and digitally distribute games be more energy efficient?**
Chaired by Dan Wood, Ukie Special Project Lead and Co-author of the Green Games Guide
Michael Oscar Esio, Founder, Africacomicaide
Rebecca Reed, Director of Electrical Engineering, Xbox
- 16.15 BST** **Summit discussion - Inspiring a games playing audience of billions**
Chaired by Deborah Mensah-Bonsu, Founder and CEO, DMB Crew / Games for Good
Giorgia La Rocca, Marketing Manager, Ubisoft, Future Games of London
Adrian Dellecker, Head of Strategy and Development, Luc Hoffmann Institute
- 16.45 BST** **Break**
- 16.55 BST** **Summit wrap up panel**
Chaired by Dr Jo Twist OBE, CEO, Ukie
- 17.20 BST - 17.30 BST** **Summary and close**

#GREENGAMES2021