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
Eyram 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, Africacomicade
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

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