



4th International Gaming Conference 2023
16-18 February 2023: Pragati Maidan, New Delhi, India

Theme - Defining New Frontiers - The Future of Gaming in India
Programme – DAY 1 (16 February 2023)

1400 – 1430 Hrs	Registration	
1430 - 1445 Hrs	Welcome Address & Opening Remark	Mr Rajan Navani Chairman, CII Steering Committee on India Gaming Show
1445 - 1515 Hrs	Fireside Chat Speaker 1: Mr. Rajan Navani, CEO, JetSynthesys Speaker 2: Mr. Sean Hyunil Sohn, CEO, Krafton Inc, India	
1515 - 1615 Hrs	Decoding Gen Z: Understanding the Habits and Behaviours of the Next Generation	
<i>The GenZ audience globally forms a large part of the digital market given the high engagement times and will drive trends in digital consumption in the coming years. We will discuss the characteristics and behaviour of this demographic which is a core audience for gaming. We will also discuss on how their shape their behaviour online and what companies can learn from it. We will also touch upon what it means for game developers, challenges they face in engaging this audience and what they need to get right to attract this audience base.</i>		
Moderator	<ul style="list-style-type: none"> Mr Girish Menon, Head Strategy JetSynthesys 	
Speakers	<ul style="list-style-type: none"> Mr Piyush Kumar, Founder, Rooter Dr. Shrisha Sathe, Psychologist, Mr Amit Wadhwa, CEO, Denstu Mr Santosh Pacheti, Director Esports, 7 Sea Esports 	



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1615 – 1630 Hrs	Tea Break
1630 – 1730 Hrs	The Esports Olympic Medal Quest: Path for India to win an esports Olympic medal
<i>Indian esports is gaining significant traction after its recent success at the Commonwealth Games. We will discuss on what it will take for India to win an esports medal at the Olympics. Understanding where we are in the journey, we will deliberate on what ecosystems and infrastructure needs to be built by various stakeholders in the esports industry to reach the goal.</i>	
Moderator	<ul style="list-style-type: none">• Mr Nimish Raut, Global Esport Head, Nodwin
Speakers	<ul style="list-style-type: none">• Mr. Sean Hyunil Sohn, CEO Krafton Inc, India• Mr. Anurag Khurana, Founder NewGen Gaming• Mr. Santosh Pacheti, Director Esports 7 Sea Esports• Mr. Abhishek Issar, FEAI



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DAY 2 - 17 February 2023

1030 – 1130 Hrs	Gaming for Her: Innovative Strategies to expand and build engagement with women gamers in India
<p><i>The gaming industry in India is expanding quickly, and there is a huge market for female gamers. In order to attract and retain female gamers, it has become more crucial for developers to comprehend their preferences. We will deliberate on creative tactics that can be employed to attract and retain female gamers in the Indian gaming market. We will also examine the games that appeal to female gamers the most – globally and in India, the most effective engagement techniques, and practical application of these techniques.</i></p>	
Moderator	<ul style="list-style-type: none"> • Ms. Debora Imanuella, Senior VP Community, UniPin
Speakers	<ul style="list-style-type: none"> • Mr. Gnana Shekar, CMO, Skyesports • Ms. Rikta Doshi, Manager Esport, Nodwin • Ms. Anushka Karmakar, Game Designer, Hypernova Interactive



1130 – 1230 Hrs	The Game Changer: Making in-game branding an attractive proposition.
<i>Globally, brands are starting to see potential in the gaming market to engage with audiences. We will have a discussion on the Indian context of in-game branding, how it is evolving and what we can learn and apply from the developed gaming markets. We will deliberate on how developers can make gaming a more attractive proposition for brands using unique and innovative models. The discussion will also cover monetization models, and key metrics which can be tracked by brands to assess the effectiveness of this marketing strategy.</i>	
Moderator	<ul style="list-style-type: none">• Mr. Girish Menon Head Strategy JetSynthesys
Speakers	<ul style="list-style-type: none">• Mr. Anuj Mankar CEO, Nautilus mobile • Mr. Deepraj Hegde, Chief Customer Success Officer, Ethinis
1230 – 1400 Hrs	BREAK



1400 – 1500 Hrs	From Grassroots To Global: Capturing the vast esports opportunity in India
<p><i>The Indian esports market presents a large opportunity at the grassroots level, given the deep penetration of mobile in tier 2 and 3 cities. The discussion will revolve around strategies to increase penetration of esports in India - competencies required, skill gaps if any and how can these be addressed. We will also deliberate on what is the role of various players in the ecosystem from esports organisers to team owners and game publishers to capitalize on this opportunity. We will discuss on specific activities which companies are doing to tap into the grassroots potential.</i></p>	
Moderator	<ul style="list-style-type: none"> • Ms. Zerah Gonsalves CEO LXG
Speakers	<ul style="list-style-type: none"> • Mr. Shiva Nandy, MD Skypesports • Mr. Peeyush Kumar, Founder, Crowd Control Esports • Mr. Rohit Jagasia, Founder & CEO, Revenant Esports • Mr. Vaibhav Dange, Founding Member, FEAI • Mr. Firasat Durrani, Co-Founder & VP, Operations, Loco



1500 – 1600 Hrs	Unleashing the Potential of India's Gaming Talent Market
<p><i>With the booming gaming market, the demand for talent in the gaming space has increased significantly over the past few years. We will discuss how India can cater to this huge demand through building a robust education and training infrastructure within the country and nurture a world class talent pool. We will also delve into learnings from mature gaming markets and applicability to the Indian market.</i></p>	
<p>Fireside Chat Speaker</p>	<ul style="list-style-type: none"> • Mr. Sudhir Kamath, COO, Nazara • Mr. Mohammad Hanif, CEO, Asian Institute of Design • Mr Sharang Naicker Founder & MD Yuvin Esports
1600 - 1615 Hrs	TEA BREAK



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1615 –1715 Hrs	A Glimpse into the future of Gaming Tech and Gadgets
<p><i>The development of cutting-edge technology and gadgets is a trend that is quickly gaining traction. Companies are now looking to spend more in cutting-edge technology like virtual reality, augmented reality, and artificial intelligence as gaming has become more popular in India. Because of this, there is now more demand for devices and hardware that can support these new technologies. Innovative strategies are also being developed by businesses to attract more individuals to the gaming sector. What kind of development can we anticipate in the upcoming years in terms of futuristic gear and devices? Can India become a hub for the export of these gadgets and technology, through Make In India Mission?</i></p>	
Moderator	<ul style="list-style-type: none"> • Mr Sidharth Kedia, CEO – Gaming NODWIN
Speaker	<ul style="list-style-type: none"> • Ms. Ishita Grover, Director for Marketing Communications and Government Relations One Plus • Mr. Sudhir Goel, Chief Business Officer, ACER • Mr. Mukesh Bajpai, Marketing Head, AMD India • Mr. Kaushik Tiwari, Lead Channel Marketing, Western Digital • Mr. Ravi Kiran, Founder, Go Live



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DAY 3 – 18 February 2023

1030 – 1130 Hrs	Metaverse - the new frontier for brands: Creating a tailored approach to the Indian market
<p><i>The Metaverse is evolving to become the next frontier for brands to capture the attention of young audiences. We will discuss on how branding experiences in the Metaverse will shape up in India over the coming years. We will touch upon what cues Indian brands and Metaverse service providers can take from the global markets and plan ahead and what potential this market holds over the next 5-10 years.</i></p>	
Moderator	<ul style="list-style-type: none"> • Mr. Girish Menon, Head Strategy, JetSynthesys
Speakers	<ul style="list-style-type: none"> • Mr. Rakesh, CEO, Metaphy • Mr. Sumeer Mathur Chief Strategy Officer, Denstu • Mr Manish Goyal, Cloud Native Industry Director, India, Oracle Cloud



1130 – 1230 Hrs	"Web 3.0 and gaming: The Indian context and way forward"
<p><i>For India's digital economy, the rise of Web 3.0 and gaming has been a game-changer. Gaming and Web 3.0 are growing more and more popular in India as a result of the country's explosive growth in internet users, providing new chances for businesses to connect with their target audiences. We will discuss the current trends and issues in this industry as we examine the Indian backdrop for Web 3.0 and gaming. We will also discuss on how companies should plan for the future and take advantage of these trends to stay competitive.</i></p>	
Moderator	<ul style="list-style-type: none"> • Mr. Ravi Kiran Founder Go Live
Speakers	<ul style="list-style-type: none"> • Mr. Shrey Mishra, Founder XCR Studio • Mr. James Cho, Jet3 Gaming
1230 – 1400 Hrs	BREAK



1400 – 1500 Hrs	Unlocking the potential of Gaming, E-Sports and Metaverse with 5G
<p><i>The gaming sector is expected to undergo a significant upheaval once 5G technology is deployed. The way we connect with one another in virtual worlds and play games will change as a result of this new technology. Gamers will benefit from faster loading times and seamless streaming thanks to 5G's high speeds and low latency, which will enhance their gaming experience. Additionally, 5G will create previously unattainable potential for new e-sports and metaverse experiences. Gamers will be able to develop more intricate games with better graphics and immersive environments because to the increased speed and bandwidth. Together, let's comprehend the impact.</i></p>	
Fireside Chat Speakers	<ul style="list-style-type: none"> • Mr. Vibhor Gauba, Associate Partner, KPMG • Mr. Nitin Goel, Country Manager, India Gameloft
1500 – 1530 Hrs	Tea Break



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1530 – 1630 Hrs	Social Gaming – Trends in India and world
<i>Social Gaming playing multi-player games with friends, an activity which is seen as an alternative for hangouts etc. How is this trend taking off in India vs the world which are new ways of keeping the audience engaged differentiating factors for these platform.</i>	
Moderator	<ul style="list-style-type: none">• Mr. Sumit Batheja, Gaming Marketing Consultant
Speakers	<ul style="list-style-type: none">• Mr. Abeer Kapoor, Founder, Civic Games Lab• Mr Badri Mayuranathan Director Of Strategic Partnerships Glance• Mr. Sagar Nair, Co-Founder, Qlan• Mr. Aman Garg, Co-Founder, Ebullient Gaming, India