

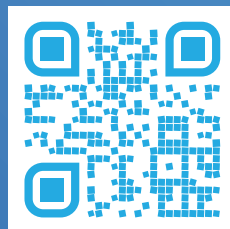
**global
video game
associations
summit**



MONTREAL 2023

Agenda

SCAN FOR DIGITAL COPY



A SPECIAL THANKS TO OUR FELLOW PARTICIPATING ASSOCIATIONS



entertainment[®]
software
association



ENTERTAINMENT
SOFTWARE
ASSOCIATION OF CANADA



EUROPE'S
VIDEO GAMES
INDUSTRY

ukie

THE ASSOCIATION FOR UK INTERACTIVE ENTERTAINMENT

IGEA

interactive games & entertainment association

SUMMIT CONTACTS

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Jayson Hilchie, *ESAC*
jhilchie@theesa.ca

DAY 1: MAY 3RD

9:00-9:45am

Arrival and Breakfast

9:45am-10:00am

Welcome and Overview of Program

Stan Pierre-Louis, President and CEO, Entertainment Software Association (ESA)

Jayson Hilchie, President and CEO, Entertainment Software Association of Canada (ESAC)

10:00am-10:30am

OPENING SESSION (Speaker TBC)

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10:30am-12:30pm

ONLINE HARMS: DISTINGUISHING THE VIDEO GAME INDUSTRY FROM OTHER ONLINE COMMUNICATION PLATFORMS

As efforts to regulate the technology sector proliferate, one key factor in whether and how an industry is impacted relates to the nature of online communications. Following a brief discussion of how this issue comes into play in various regulatory efforts across jurisdictions, this session will discuss association messaging that distinguishes the video game industry from social media and/or other online platforms. Participants will brainstorm messaging further and identify gaps where more work is needed. This messaging will be revisited at the end of the program.

Moderator: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus.

Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

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DAY 1: MAY 3RD

12:30pm-1:30pm

LUNCH

1:30pm-4:00pm

**PROMOTING RESPONSIBLE AND SAFE
GAMEPLAY: PERCEPTION, RISKS AND
STRATEGIES**

This session will focus on how some stakeholders are portraying the issues of hate, harassment and extremism in the video game industry. Participants will discuss the reputational risks to industry globally, highlight examples of how the industry is promoting safe and responsible gameplay and brainstorm additional strategies for addressing this issue.

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Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

4:00pm-6:30pm

FREE TIME OR POSSIBLE ACTIVITY (TBC)

6:30pm

DINNER (TBA)

Location: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus.

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DAY 2: MAY 4TH

8:30am-9:15am Arrival and Breakfast

9:15am-9:30am **DAY 1 RECAP/OVERVIEW OF DAY 2**

9:30am-10:45am **CEO DISCUSSION (Details TBC)**

Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

10:45am-11:00am **BREAK**

11:00am-12:30pm **CAN DIGITAL WELLNESS BE REGULATED?
POTENTIAL IMPLICATIONS FOR INDUSTRY**

Across jurisdictions, regulatory scrutiny has increased with respect to perceived harms, particularly to minors, that may result from the design of online services. This panel will explore the risks to industry by government proposals aimed at addressing “addiction-like behaviors” or design features that increase, sustain or extend use. Participants will discuss the potential implications for game design and marketing practices and highlight commonalities or differences in risk across jurisdictions. Participants will also brainstorm regarding the feasibility of certain proposed regulatory outcomes.

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Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

12:30pm-1:30pm **LUNCH**

1:30pm-2:00pm **SPEAKER (TBC)**

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MONTREAL 2023

Montreal Science Centre
2 Rue de la Commune O,
Montréal, QC H2Y 4B2

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DAY 2: MAY 4TH

2:00pm-2:45pm

DIGITAL WELLNESS: GLOBAL COMMUNICATIONS STRATEGY

This session will explore coordinated industry activities in advance of World Mental Health Day on October 10, 2023, and provide an update on the work of the Global Video Game Coalition (GVGC) and related messaging.

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Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

2:45pm-3:00pm

BREAK

3:00pm-4:00pm

AI AND IP: POLICY IMPLICATIONS FOR THE VIDEO GAME INDUSTRY

This panel discussion will focus on issues arising across jurisdictions and identify areas for possible industry consensus views.

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Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

4:00pm-6:30pm

FREE TIME OR POSSIBLE ACTIVITY (TBC)

6:30pm

DINNER (TBA)

Location: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus.



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DAY 3: MAY 5TH

8:30am-9:00am Arrival and Breakfast

9:00am-9:05am **DAY 2 RECAP/OVERVIEW OF DAY 3**

9:05am-10:00am **INDUSTRY ENGAGEMENT IN ACADEMIC RESEARCH**

This session will provide an update on industry participation in academic research, discuss lessons learned for industry engagement and the sharing of player data, and brainstorm about future efforts.

Moderator: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus.

Panelists: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum eu purus purus. Sed iaculis metus sit amet lorem porttitor posuere.

10:00am-10:10am **BREAK**

10:15am-11:30am **PRESSING QUESTIONS WITH POLICY IMPLICATIONS**

Please submit your questions of burning policy issues (not already covered in this draft agenda) that you would like to discuss with your peers. We will pick up to three of these questions to share in advance on the final agenda for members to discuss in break-out sessions during this time. After discussion, we will return as a group and each group will present their topic and several highlights from their brainstorm.

11:30am-11:50am **DEFINING AND DISTINGUISHING THE VIDEO GAME INDUSTRY REVISITED**

We will revisit the messaging brainstormed on the first day to determine if there are any further considerations or clarifications.

11:50am-12:00pm **CLOSING REMARKS**

12:00pm-1:00pm **LUNCH**

Box lunches provided to be taken "to go" or to sit with your colleagues.