

MOROCCO GAMING EXPO

2 - 6 JULY 2025
CONFERENCES PLATFORM
SCHEDULE



2ND JULY 2025

CONFERENCE ROOM



14:00 - 15:00

P1

The State of the Gaming Industry & Technology : Fireside Chat with Cevat Yerli & Young Mok Park

Cevat Yerli Founder, CEO of TMRW Foundation
Young Mok Park CEO of Proxy Planet



15:00 - 16:00

P2

North America & Europe : Market maturity and the race for Innovation

Carlos Guerrero CEO of Obsidian Horizons
William Rhys Dekle Partner at Strategic Alternatives LLC
Juha Matikainen Studio Development Director at Next Games - A Netflix Game Studio
Stefan Kreutzer Head of Business Development for Behaviour Interactive
Jorrel Batac (Moderator) - CEO of SXNGA (Scholastic Esports)



16:00 - 17:00

P3

Asia & Africa: Mobile gaming dominance and the esports boom

Hind Toufga Business Developer at Dashy Studios
Abdelatif Sakkoum General Manager at ESL FACEIT GROUP
Sho Sato CEO of LUDIMUS Inc.
Hyucksoo Shin Team Lead of KeSPA (Korea esports Association)
Nicolas Vignolles General Director of SELL
Nicholas Hall (Moderator) - CEO of Reforged Studios



17:00 - 18:00

P4

How Can Morocco's Strategy for Building a Gaming Industry Ecosystem Overcome Challenges?

Laurent Cluzel Director - Campus Isart Digital Nice
Julien Villedieu CEO of Level Link Partners
Youngmok Park CEO of Proxy Planet
Sam cooke Co-Founder of UNEVN, Cyberlabs
Ali Rguigue (Moderator) - Chair of the Animation, Digital Arts, Gaming & New Media at FICC


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 18:00 - 19:00

C1

How Yoshiki Okamoto created the best video games of Japan?

Yoshiki Okamoto Director and Game Producer at OKAKICHI
Florent Gorges Author, traductor, founder of Omaké Books


 3RD JULY 2025

 10:00-11:00

P5

Education In Gaming: Building Sustainable Talent Pipelines

Samha Choi (Moderator) Managing Partner of ProxyPlanet
Ali Farha Senior Technical Producer at Star Stable Entertainment
Antti Laiho Professor at Metropolia University (Finland)
Stéphane Natkin Professor Emeritus at CNAM
Victor Wee Senior Lecturer (Creative Media & Technology) at Nanyang Polytechnic

 11:00-12:00

P6

Bridging the Gap: Aligning Educational Programs with Gaming Industry Needs

Kyungsik Kim Professor at Hoseo Univ.
Sung Min Hong (Chris) Partner at Proxy Planet
Mehdi Benkirane CEO - Zenith Pirates
Steven R Isaacs Senior Manager at Epic Games
Ranhee Lee (Moderator) Partner and Professor at ProxyPlanet

 12:00-13:00

P7

Career Development In Gaming: Opportunities and Pathways

Yoshiaki Tsuboyama Director and Lecturer at NASEF Japan & Sapporo International University
Joonas Häll Ex-Chairman, Advisor at IGDA Finland chair
Kevin Hoang Founder & CEO of Arclight Society
Ali Farha (Moderator) Senior Technical Producer at Star Stable Entertainment

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3RD JULY 2025

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14:00-14:50

MC1

Building Games with AI: A Tiny Dev's Secret Weapon

Tae Hoon Oh CEO of GigaQuests



14:50-15:40

MC2

Advanced Game Mechanics and Systems Design

Carlos Guerrero CEO of Obsidian Horizons



15:40-16:30

MC3

Practical Game Art and Visual Development

Daniel Docu AD Ncosft



16:30-17:20

MC4

Developing games In Africa: Challenges and Considerations

Nicholas Hall CEO of Reforged Studios



17:20-18:10

MC5

Dynamic Audio In Gaming : Trends and Techniques

Cécile Le Prado Composer- Associate Professor at CNAM


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 3RD JULY 2025

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 18:10-19:00

MC6

How to fully Generate a Mobile Game - Vibe Coding & Open Source Visual Asset Generation ?

Davy Chadwick CEO of Pop Screen Games

 4TH JULY 2025

 10:00-11:00

P8

Building Independent Publishing Capabilities

Markus Gerhard Wilding
Hyun Wook Nahm (Rick)
MinYoung Yang
Youngmok Park

Founder/Consultant at Beyond the Wall Consulting
COO of GXC
CEO of HappyTuk, Taiwan
(Moderator) - CEO of Proxy Planet

 11:00-12:00

P9

Publishing Challenges: Sharing International Experience

Yves Le Yaouanq
Adam Snook
Rick Nahm
Benjamin Anseaume
Hind Toufqa

Chief Content Officer (CCO) at Focus Entertainment
Head of Business Development at Kwalee
CEO of GXC
CEO of TA Publishing
(Moderator) - Business Developer at Dashy Studios

 12:00-12:30

MC7

Success Stories of NX3

Seongeun Kim Marketing Team Lead at NX3games
Hyojae Kim Deputy CEO, PD of NX3games

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4TH JULY 2025

CONFERENCE ROOM



14:00-15:00

P10

The State of Esports Ecosystem

Othmane Guerrou (Moderator) - Managing Partner of Proxy Planet
Nabil Ismail Founder, COO of Skillshot Media
David Neichel Senior Vice President for Public & International Affairs of EFG
Bethany Pyles Founder / Chief Executive Officer of Former Cloud9 + Galaxy Racer
Désiré Koussawo President of France Esport



15:00-16:00

P11

Esports In 2025: Key Trends Shaping the Industry

Ryan Kewley PUBG Esports EMA team lead, esports veteran (KRAFTON)
Sayo Okamoto Founder, CEO of GAKU
Jorrel Batac CEO of SXNGA
Yunseung Nam CEO of OGN (the world's first game broadcasting systems)
Mohamed Amine Laghrissi (Moderator) - Managing Partner of Proxy Planet



16:00-17:00

P12

The Future challenges In esports ecosystem

Ray K.W. Ng Head of Global Esports, MOONTON GAMES
Guan Wang president, Korea (Gen.G)
Roo Kyum Kong (Aiden Kong) Director of Sevenlinelabs
Johanes Eldwin Pradipta Game Producer MEA - Free Fire at Garena
Mohamed Amine Laghrissi (Moderator) - Managing Partner of Proxy Planet



17:00-18:00

P13

How Can Africa's Strategy for Building an esport Ecosystem Overcome Challenges?

Hicham El Khilifi President of FRMJE

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5TH JULY 2025

CONFERENCE ROOM



14:00-15:00

WS1

Building Better Worlds through Game Culturalization

Kathryn Ann Edwards (Kate) Director of Global Game Jam



15:00-16:00

WS2

Esports In 2025: Key Trends Shaping the Industry

Sho Sato CEO of LUDIMUS Inc.



16:00-17:00

WS3

The Future challenges In esports ecosystem

Jung Yeop Lee Professor at SoonChunHyang University



17:00-18:00

WS4

How Can Morocco's Strategy for Building an esport Ecosystem Overcome Challenges?

Danny Woo CEO of GXC



18:00-19:00

C2

How Japan became the #1 video game Industry In the World?

Hisakazu HIRABAYASHI Journalist, Game Analyst
Florent Gorges Author, traductor, founder of Omaké Books

MOROCCO GAMING EXPO

CONFERENCES TOPICS

P1

THE STATE OF THE GAMING INDUSTRY AND TECHNOLOGY: FIRESIDE CHAT WITH CEVAT YERLI AND YOUNG MOK PARK

P2

NORTH AMERICA & EUROPE : MARKET MATURITY AND THE RACE FOR INNOVATION

P3

ASIA & AFRICA: MOBILE GAMING DOMINANCE AND THE ESPORTS BOOM

P4

HOW CAN MOROCCO'S STRATEGY FOR BUILDING A GAMING INDUSTRY ECOSYSTEM OVERCOME CHALLENGES ?

C1

HOW YOSHIKI OKAMOTO CREATED THE BEST VIDEO GAMES OF JAPAN ?

P5

EDUCATION IN GAMING: BUILDING SUSTAINABLE TALENT PIPELINES

P6

BRIDGING THE GAP : ALIGNING EDUCATIONAL PROGRAMS WITH GAMING INDUSTRY NEEDS

P7

CAREER DEVELOPMENT IN GAMING: OPPORTUNITIES AND PATHWAYS

MC1

BUILDING GAMES WITH AI : A TINY DEV'S SECRET WEAPON

MC2

ADVANCED GAME MECHANICS AND SYSTEMS DESIGN

MC3

PRACTICAL GAME ART AND VISUAL DEVELOPMENT

MC4

DEVELOPING GAMES IN AFRICA: CHALLENGES AND CONSIDERATIONS

MC5

DYNAMIC AUDIO IN GAMING : TRENDS AND TECHNIQUES

MC6

HOW TO FULLY GENERATE A MOBILE GAME - VIBE CODING & OPEN SOURCE VISUAL ASSET GENERATION ?

P8

BUILDING INDEPENDENT PUBLISHING CAPABILITIES

P9

PUBLISHING CHALLENGES: SHARING INTERNATIONAL EXPERIENCE

MC7

SUCCESS STORIES OF NX3

MC8

SUCCESS STORIES OF ANKAMA STUDIOS

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THE STATE OF ESPORTS ECOSYSTEM

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ESPORTS IN 2025 : KEY TRENDS SHAPING THE INDUSTRY

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THE FUTURE CHALLENGES IN ESPORTS ECOSYSTEM

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HOW CAN MOROCCO'S STRATEGY FOR BUILDING AN ESPORT ECOSYSTEM OVERCOME CHALLENGES ?

WS1

BUILDING BETTER WORLDS THROUGH GAME CULTURALIZATION

WS2

VIDEO GAME INCUBATION AND SUPPORTING ECOSYSTEM FOR INDIE GAME DEVELOPERS

WS3

UNIVERSITY EDUCATION FOR PRACTICAL SKILLS OF GAME DEVELOPMENT

WS4

HOW TO SUCCESSFULLY BUILD A GAME STARTUP ?

C2

HOW JAPAN BECAME THE #1 VIDEO GAME INDUSTRY IN THE WORLD ?