

TICKETS SOLD OUT!!

ASK ABOUT OUR EUROPEAN ESPORTS CONFERENCE IN BERLIN THIS OCTOBER, OR ABOUT THE 2016 ESPORTS CONFERENCE.

eSports CONFERENCE

2015 EVENT PROGRAM

Mapping Out Crucial Areas for Development and Valuable Business Opportunity in the Thriving World of eSports

SEPTEMBER 9-10, 2015 • JW Marriott Union Square, San Francisco, CA

Featuring the Biggest Influencers within the eSports EcoSystem



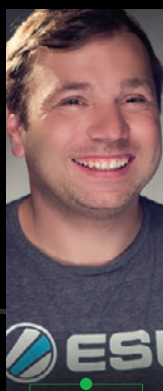
Todd Harris
COO
HI-REZ STUDIOS



Ujesh Desai
Vice President /
General Manager
LOGITECH G



Kevin Lin
COO
TWITCH



Ralf Reichert
Managing Director
ESL



Steve Arhancet
Co-Owner
TEAM LIQUID



Rahul Sood
CEO of UNIKRN
Creator of Microsoft Ventures



Michele Artisani
Chief Business Officer
FACEIT



Clinton Foy
Managing Director
CrossCut Ventures



"The biggest opportunity in eSports is in the ability to connect massive, competitive audiences. In traditional sports distance is a barrier inhibiting competition. eSports transcends these barriers uniting competition at any level." - Oscar Miranda, Head of eSports for Wargaming America, Wargaming

Join eSports Investors, Stakeholders and Enthusiasts Onsite to Discuss:

- » **Bringing Transparency to the eSports Ecosystem:** Clarifying specific roles within the industry to map out key players and complex cash flows
- » **The Crucial Facts, Data and Trends that Demonstrate the Value of eSports Right Now:** Where investment and development is needed and business opportunities lie
- » **How to Invest in the 'Next Billion Dollar Industry' and Maximize your ROI:** The top areas to monetize before eSports doubles in value, to \$465m in 2017*
- » **Making eSports a 'Recognized' Sport:** Aspects of the industry we need to regulate and professionalize eSports and make it more marketable
- » **71+ Million Viewers and Growing:** Exploring future predictions and best practice methods to expand, engage and retain eSports players and audiences.
- » **What Does it Take to Start a Successful eSports Venture?** Hear from Clinton Foy, Managing Director, CrossCut Ventures as he joins a fireside chat with Gaming Analyst, Mike Vorhaus, President of Magid Advisors and Ali Moiz, CEO, Vulcun.

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The eSports Conference, A B2B Twist

An Introduction



For decades, competitive gaming has existed in spirit and action across the globe. It's evolved from Atari's first ever 10,000-attendee Space Invaders Championship in the early 1980s to the eSports Tournaments of today, which attract up to 40,000+ live attendees per single game.

But, while eSports audiences are estimated at over 205 million viewers* worldwide, the industry is still in its infancy and holds massive scope for development.

As a gateway to the much-coveted young male demographic, smart brands and companies recognize that the business opportunities here are endless. And, with vast amounts of potential that is still to be tapped, right now is the perfect chance for investors to seize a stake in this rapidly growing market, and play key roles in turning it into a robust, self-sustained industry.

This is why we are launching the industry's first 'eSports Conference Series' this September in San Francisco, CA, closely followed by our European Edition in Berlin in October.

The eSports Conference is your gateway to the competitive gaming industry.

Whether you're a current eSports stakeholder looking to expand your market reach or you're interested in learning more about the opportunities within eSports, join eSports investors, stakeholders and enthusiasts onsite to benefit from:

- 1 A Quality-Assured Program by eSports and Gaming Experts:** Our Global eSports Advisory Board (see right column) actively provides continuous feedback on our program to ensure it addresses the most critical challenges and priorities in the space now and in the future.
- 2 Relevant Discussions on the Most Relevant Topics:** Get the most out of your investment onsite by tackling the most important challenges facing eSports, including Rules & Regulations, Talent Management, Women in Gaming as well as debates on Online Betting, Monetization and Media Rights.
- 3 A Neutral Platform with eSports Stakeholders Who Are Willing to Share:** Our carefully selected expert Speaker Faculty from within the eSports ecosystem will share their success stories and views onstage so that organizations with an interest in investing into eSports can clearly gauge where opportunities lie.
- 4 Networking Opportunities with the Right People that Make a Difference:** Enough meet-and-greets in the gaming industry! We provide you with networking time that will positively impact your business and personal development – take advantage of this rare opportunity of having the right people from eSports in the same place.

If you have a business interest in eSports and want to be a part of the industry initiative in driving it forward, then register your seat today online at www.esports-conference.com, calling +44 (0)20 3696 2920 or by emailing events@kisacoresearch.com.

See you in September in San Francisco!

Best Regards,



Kim Vigilia
COO
Kisaco Research

*Interested in finding out more
about our 2016 event? Email us
at events@kisacoresearch.com!*

*Statistic taken from Newzoo's 'Global Growth of eSports' 2014 Report

2015 GLOBAL eSPORTS ADVISORY BOARD MEMBERS

With the eSports industry developing rapidly it is critical that our eSports Conference Program tie in the most up-to-date topics and influencers to ensure our attendees receive the highest and most relevant value onsite. That's why we are working with an elite Global Advisory Board, comprised of eSports industry leaders, influencers and veterans:



Alexander Tobias Müller
Managing Director and
Owner
SK-GAMING



Ujesh Desai
Vice President /
General Manager
LOGITECH G



Stephen 'Snooep' Ellis
eSports Consultant,
Former League of Legends
Professional Gamer



Tobias Sherman
Agent, **WME | IMG** and
Co-Founder of
**GLOBAL ESPORTS
MANAGEMENT**



Steve Arhancet
Co-Owner
TEAM LIQUID



Bryce Blum
eSports Attorney
IME LAW



Peter Warman
CEO
NEWZOO



Richard Lewis
eSports Journalist
THE DAILY DOT



David Yarnton
Director
GFINITY



Nick McCandless
Professional Host
& Personality



Mike Vorhaus
President
MAGID ADVISORS



**Joedat "Voyboy"
Esfahani**
Professional Gamer

2015 eSports SPEAKER FACULTY

We are adding to our speaker list continuously, so check www.esports-conference.com for updates.



Todd Harris
COO & Co-Founder
HI-REZ STUDIOS




Todd Harris
COO & Co-Founder
HI-REZ STUDIOS


Todd Harris Co-founded the online game company Hi-Rez Studios in 2005, after years in the business software industry. Hi-Rez is responsible for the hugely popular eSports game, SMITE.

ONE ACHIEVEMENT IN ESPORTS...

In its first competitive season, our action MOBA game SMITE held a World Championship with a prize pool of \$2.6M, making that event the third largest prize in eSports history.

IS EXCITED FOR ONSITE...

Networking / business development opportunities. Specifically would be great to have a chance to educate potential sponsors about eSports opportunities.



Oscar Miranda
Head of eSports for
WARGAMING AMERICA




Oscar Miranda
Head of eSports for
WARGAMING AMERICA

ONE ACHIEVEMENT IN ESPORTS...

The most recent season saw viewership and engagement double and even triple in several areas. I'm proud to have been a part of the Wargaming team's hard work and efforts in hitting these milestones and directing our trends toward success.

IS EXCITED FOR ONSITE...

I'm excited to share Wargaming's achievements in this space. Wargaming is widely known as an industry pioneer in the free to play market. Yet less is known about the steady eSports community we drive and our trends highlighting growth.




Robb Chiarini
Senior Competition Manager
UBISOFT

ONE ACHIEVEMENT IN ESPORTS...

The opportunities I have helped open for people in the community. While I am not directly responsible for everyone I know that has landed a position in the industry, I have been involved at one time or another in connecting, influencing and, in some cases, inspiring people along their path.

IS EXCITED FOR ONSITE...

I am most excited to see these professionals in a new space and context; not being attached to a game-event related event is a nice change of pace. It will be interesting to see how the conversations flow when not distracted by other schedule/content requirements.



Robb Chiarini
Senior Competition Manager
UBISOFT




Kevin Lin
COO
TWITCH




Ujesh Desai
Vice President / General Manager
LOGITECH G



Michele Attisani
Chief Business Officer
FACEIT




Michele Attisani
Chief Business Officer
FACEIT


Michele has been a competitive gamer for over 15 years and is the co-founder of FACEIT, an online competitive platform that hosts millions game session per month and one of the largest eSport content producers.

ONE ACHIEVEMENT IN ESPORTS...

Building the largest online competitive community with over 5M games played every month by newbies to star players and hosted the first ever open qualifier for The International of DOTA 2 with over 12,500 players participating.

IS EXCITED FOR ONSITE...

In events like eSports Conference we have a unique opportunity to shape the future of this industry.



Craig Levine
Executive Vice President
ESL AMERICA




Craig Levine
Executive Vice President
ESL AMERICA

Craig Levine has helped pioneer the eSports industry for over fifteen years. As a long time gamer, Craig founded Team 3D, the first truly professional video game team in North America, in April 2002 and co-founded ESS Agency, an event marketing and technology company specializing in video game entertainment.

ONE ACHIEVEMENT IN ESPORTS...

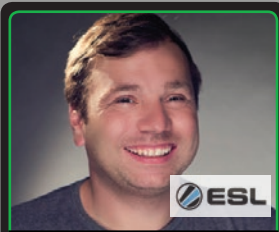
Winning our first Counter-Strike championship in 2002. It gave me a taste of what it feels like to be with a group that is best in the world at something!

IS EXCITED FOR ONSITE...

To continue to share the ESL story and our outlook for esports.



Bryce Blum
eSports Attorney
UNIKRN and IME LAW



Ralf Reichert
Managing Director
ESL



Rahul Sood
CEO of UNIKRN
Creator of Microsoft Ventures



Clinton Foy
Managing Director
CROSSCUT VENTURES



Tobias Sherman
Agent at WME IMG
& Co-Founder of GLOBAL
ESPORTS MANAGEMENT



Mike Vorhaus
President
MAGID ADVISORS



Wouter Sleijffers
CEO
FNATIC



Steve Arhancet
Co-Owner
TEAM LIQUID



**Johnathan
'Fatal1ty' Wendel**
Professional Gamer & Founder
FATAL1TY GAMING GEAR



Tomber Su
CEO
HIGH SCHOOL STAR
LEAGUE



Emily Souza
Client Director
NEWZOO



Cinco Barnes
Chief Visionary Officer
SPACETIME STUDIOS



Jason Xu
CEO
BATTLEFY



Leslie Pirritano
Your Best Friend
NVIDIA



Victor Suski
CEO
AMERICAN VIDEO GAME
LEAGUE



Duran Parsi
CEO
COLLEGIATE STARLEAGUE



Sean F. Kane
Partner, Interactive
Entertainment Group
FRANKFURT KURNIT
KLEIN + SELTZ



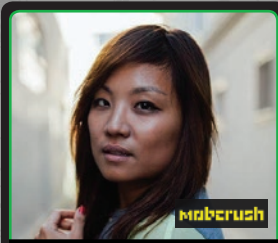
Hollyanne Setola
Gamer, Writer and Multi-
Media Personality



Steve Fowler
Head of Marketing
ARENANET



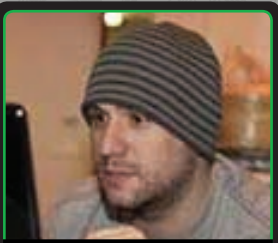
Ali Moiz
CEO
VULCUN



Koh Kim
Co-Head of Business
Development
MOBCRUSH



James Gatto
Social Media and Games
Team Leader
SHEPPARD MULLIN



Richard Lewis
eSports journalist



**Kristian
Segerstrale**
COO & Executive Director
SUPER EVIL MEGACORP

Follow the event on
@eSportsevent!

8:00 **Registration for Conference and Exhibition Hall Opens for All Attendees**

9:00 **Chairperson's Opening Remarks**

Robb Chiarini, UBISOFT

OPENING SESSION

9:10 **The eSports Industry to Date: Mapping Out the Universe**

Explore the true value of investing in the eSports market. Gain an in-depth insight into the key facts and data that make up the current status of the global eSports industry to date and all of the separate entities that make up this dynamic market. Based on their expert analysis, Newzoo Research will provide their predictions for the future of eSports and some of the newest trends set to take hold of the gaming world.

Emily Souza, Client Director, NEWZOO RESEARCH

9:40 **KEYNOTE**

The Rapid Growth of the eSports Industry

With over 89 million eSports enthusiasts worldwide, the eSports industry is expanding, rapidly, far surpassing any growth witnessed in the traditional sporting world. No one knows this better than ESL, the world's largest independent league for eSports, established in 1997. With over 10 million website hits a month, global tournaments and online streaming capabilities, ESL have witnessed the massive transformation of the gaming sector, and now they are here to share their story of growth. Uncover:

- How their business model has changed, in tandem with the growing popularity of eSports
- What they are doing to retain, engage and increase their audience, both on and off line
- What they see as the catalysts behind this incredible change
- What their analytics tell us about the future of eSports

Ralf Reichert, Managing Director, ESL

10:10 **KEYNOTE**

How SMITE Became a Top Global eSport Using Community, Crowdsourcing and Stupid Videos

In its first competitive season, the action MOBA SMITE held a World Championship with a prize pool of \$2.6 million, making that event the third largest prize event in eSports history. As both developer and publisher, Hi-Rez shares their approach to eSports on the PC, and their perspective on why eSports will thrive on the next generation consoles.

Todd Harris, COO, HI-REZ STUDIOS

10:40 **MORNING NETWORKING BREAK**

Coffee, Tea & Refreshments in the Exhibition Hall

11:10 **PERFECTING A MOBA FOR TOUCH DEVICES**

With over 1.5M monthly active players and millions of views on Twitch, Super Evil Megacorp's Vainglory has made a promising start in its long term ambition to become the world's first mass market esport. By developing the unapologetically core MOBA from the ground up for touch screens, Super Evil dreams of reaching a massive global audience with Vainglory that traditional PC MOBAs can't touch. With 3 billion touch devices in the world and the esports market continuing to grow, and with some experts suggesting it could reach \$500M in revenue by 2017, there's demand and opportunity for a core MOBA that is accessible to mass audiences via their mobile devices.

This session will discuss:

- The story behind Vainglory, and how it was designed as an unapologetically core MOBA specifically for touch devices
- Super Evil's esports journey so far, going from 1v1 community matches to global invitationals in less than a year
- Changing the way esports are spectated, making mobile tournaments just as fun to watch as traditional sports
- Opportunities challenges in getting involved in the touch screen e-sports ecosystem

Kristian Segerstrale, COO & Executive Director, SUPER EVIL MEGACORP

11:40 **PANEL**

The Critical Difference between eSports and Other Video Games

eSports are not only considered more engaging than other video games. They are also associated with maintaining a stronger hold over their players and enjoy greater levels of user retention than other electronic games.

In this session, uncover the key factors that define a game as an 'eSport.' Whether you are looking to create a best-selling eSports game, or you wish to incorporate the more engaging elements of eSports into your model, this section will explore:

- The essential components behind any successful 'eSport' game
- The psychology behind audience engagement in eSports: What makes these games so captivating?
- The eSports model and player retention: How the characteristics of eSports games lend naturally to higher user retention levels
- The third dimension: How eSports games attract additional audiences and expand their consumer base



Moderator: **Michele Attisani**, Chief Business Officer, FACEIT

Todd Harris, COO, HI-REZ STUDIOS

Robb Chiarini, Senior Competition Manager, UBISOFT

Steve Fowler, Head of Marketing, ARENANET

James Gatto, Social Media and Games Team Leader, SHEPPARD MULLIN

Tobias Sherman, Agent, WME IMG & Founder of Global ESPORTS MANAGEMENT

Wouter Sleijffers, CEO, FNATIC

Steve Arhancet, Managing Director, TEAM LIQUID

Johnathan 'Fatal1ty' Wendel, Professional Gamer and Founder, FATALITY GAMING GEAR

12:40 An Exclusive Session from ArenaNet, the makers of Guild Wars 2

Steve Fowler, Head of Marketing, ARENANET

12:55 NETWORKING LUNCH

For Conference Attendees in the Exhibition Hall

Hosted by FACEIT

14:00 How to Create a Tournament that Inspires an Audience and Attracts Global Sponsors

What is the difference between a 'good' and 'excellent' eSports event? What inspires an eSports audience, and establishes an event that brands see value in sponsoring?

In this session, we'll be exploring:

- Top methods to captivate and inspire global audiences
- Attracting your target demographic: The tried-and-tested advertising and pricing strategies specific to the eSports market.
- What global brands are looking for, before sponsoring an event
- The 'third' dimension: Growing your audience numbers via online platforms.

Craig Levine, Executive Vice President, ESL AMERICA

14:30 EXCLUSIVE KEYNOTE SESSION BY TWITCH

This special keynote will be delivered by Kevin Lin, the Chief Operating Officer of Twitch. Stay tuned for session details on www.esports-conference.com.

Kevin Lin, COO, TWITCH

15:00 PANEL

Professionalizing eSports Players

Recognized eSports players are now viewed as generational role models. Do they need media training, and what do eSports players need to do to make themselves more marketable?



Moderator: **Bryce Blum**, eSports Attorney, UNIKRN and IME LAW

16:00 AFTERNOON NETWORKING BREAK

Coffee, Tea & Refreshments in the Exhibition Hall

16:30 Being Proactive About Competitive Integrity

As eSports continue to grow, the stakes raise for everyone involved in the industry. Safeguarding the integrity of match results is pivotal to ensuring sustained growth for the industry. eSports have the opportunity to learn from traditional sports, but also to forge their own path in certain key respects. We need to adopt a proactive, collaborative, and comprehensive approach to addressing key issues, including PEDS, match-fixing, DDOS attacks, and much more.

Bryce Blum, eSports Attorney, UNIKRN AND IME LAW

16:45 PANEL

Why Transforming eSports to Become a Recognized 'Sport' is so Important. How Can We Achieve This?

From facilitating even greater numbers of cross border tournaments, to aiding overall investment and cash flow throughout the industry, recognizing eSports as a professional 'sport' would significantly increase its value.

In this session, critical topics to be addressed include:

- Traditional Sports business model: Could it be applied to the realm of competitive gaming?
- Government involvement: Is it necessary?
- Creating 'player personalities': Will 'professionalizing' eSports players help with the overall image of the industry?



Moderator: **Richard Lewis**, eSports Journalist

Wouter Sleijffers, CEO, FNATIC

Tobias Sherman, CEO Global eSports Management

Johnathan 'Fatal1ty' Wendel, Professional Gamer and Founder, FATALITY GAMING GEAR

Sean F. Kane, Partner, Interactive Entertainment Group, FRANKFURT KURNIT KLEIN + SELTZ

17:45 CHAIRPERSON'S CLOSING REMARKS AND END OF DAY 1

Networking & Welcome Drinks Reception in the Exhibition Hall

8:30 **Registration for Conference and Exhibition Opens for All Attendees**

9:00 **Chairperson's Opening Remarks**

Robb Chiarini, UBISOFT

9:05 **HEAR IT STRAIGHT FROM A LEADING VENTURE CAPITAL COMPANY!**

Securing eSports Investments: A Fireside Chat with Clinton Foy, the Managing Director of CrossCut Ventures

As the Managing Director at CrossCut Ventures, Clinton Foy has led investments into current portfolio companies Super Evil Megacorp, Mobcrush, little-labs, and Vulcun. With 15+ years of experience as an operating executive and business counsel to startups, entrepreneurs, and leading video game, technology, mobile, and Internet companies, Clinton now focuses on early stage venture capital investments in mobile, consumer, new platforms, virtual reality, and the video game space.

What does it take to catch Clinton's eye? Is there a proven formula for successful investments? What can eSports organizations learn from CrossCut Ventures' current portfolio? Join us in this rare opportunity to hear first-hand from a decision-maker in the eSports industry's biggest investments as Mike Vorhaus, President of Magid Advisors, interviews Clinton candidly during an onstage fireside chat.

Clinton and Mike will be joined by Vulcun's CEO, Ali Moiz. Interview by **Mike Vorhaus**, President, **MAGID ADVISORS**
Clinton Foy, Managing Director, **CROSSCUT VENTURES**
Ali Moiz, CEO, **VULCUN**

9:35 **KEYNOTE**

Growing an Organic eSports Audience: How Wargaming is Successfully Capitalizing on the eSports Market

Wargaming is one step ahead. Recognizing that eSports is a rapidly growing industry, often considered the most engaging, long-lasting of all computer games, the team over at Wargaming have dedicated the time to developing their very own eSports mode. Now they're reaping the success of a steadily growing fan-base.

We take a look at Wargaming's successful business model to discuss:

- How they designed a 'true eSport'
- How they were able to engage and encourage audiences
- What kind of eSports following Wargaming now enjoy
- How their eSports mode compares with their traditional mode

Oscar Miranda, Head of eSports at Wargaming America, Wargaming

10:05 **Building a Competitive Community**

The Community sits at the heart of eSports – If gamers aren't willing to engage with your product, then you have nothing to cultivate and grow. Many of the great eSports titles have had their competitive scene grow organically, as a by-product of the experience. But can you develop a game specifically to be an 'eSport'?

One of the Founders of FACEIT, the leading platform for competitive online gaming, shares his knowledge.

Michele Attisani, Chief Business Officer, **FACEIT**

10:20 **The Life Cycle of an eSports Community**

Why do eSports communities start, grow, and die? What are the critical pieces that drive their success? This session, led by Battlefy's CEO, Jason Xu, provides insight from the popular eSports management platform, including the key fact that pro-eSports may drive most of the viewership, but 99.9% of player hours come from community eSports (mostly amateur) accounts.

Jason Xu, CEO, **BATTLEFY**

10:35 **MORNING NETWORKING BREAK**

Coffee, Tea & Refreshments in the Exhibition Hall

11:05 **PANEL**

Is Regulation Required or Wanted?

We look at the popular issues affecting the eSports world today, to consider whether regulation is required or wanted. Areas for discussion include:

- Who exactly should be responsible for regulation in the industry
- Establishing universal legal contracts in eSports to prevent the exploitation of players
- Preventative measures against narcotics abuse
- Whether parental consent should be a requirement of underage players
- Beating racism, and sexism out of eSports
- How recognized 'academies' could help to regulate, and support professional gamers



Moderator: **Richard Lewis**, eSports Journalist

Steve Arhancet, Managing Director, **TEAM LIQUID**

Ujesh Desai, Vice President / General Manager, **LOGITECH GAMING**

Bryce Blum, eSports Attorney, **UNIKRN and IME LAW**

Wouter Sleijffers, CEO, **FNATIC**

12:00 **Fragile Alliance: When Esports Business Meets Esports Journalism**

With an increasing amount of investment and financial interest in e-sports there is an increasing amount of pressure being placed on the press when they report news that may impact on positive perceptions. All too keen to work together when there's a common goal of profit, this changes when an organizations financial interests are threatened by a free press. However, as this talk will demonstrate, a free press serves a greater good that tangentially leads to more opportunities for all within e-sports.

Richard Lewis, eSports Journalist

12:15 **NETWORKING LUNCH**

Conference Attendees in the Exhibition Hall

13:15 **PANEL**

Mobile Technology in eSports Gaming

The eSports industry is constantly developing, and with this development, a number of companies have begun to explore the idea of adapting eSports gaming to mobile. In this fascinating session we take a look at:

- Whether a mobile game can really be considered an eSport
- The benefits of mobile gaming as opposed to traditional PC gaming
- A full analysis of mobile gaming user feedback
- What mobile eSports could mean for the future of the industry
- Areas of opportunity for telecommunications companies, smartphones, tablets and mobile gaming platforms.



Moderator: **Mike Vorhaus**, President, **MAGID ADVISORS**
Cinco Barnes, Chief Visionary Officer, **SPACETIME STUDIOS**
Koh Kim, Co-Head of Business Development, **MOBCRUSH**
Kristian Segerstrale, COO & Executive Director, **SUPER EVIL MEGACORP**

14:15 **The Five Minute MOBA: Can Hardcore Competitive Games Be Adapted to the Mobile Platform?**

Cinco Barnes, Chief Visionary Officer, **SPACETIME STUDIOS**

14:30 **PANEL**

Diversifying Audiences: Why and How We Should Encourage Female Participation in eSports

Despite making up a significant portion of all recreational gamers, female eSports athletes still make up a minute percentage of professional gamers. Yet interestingly, this doesn't always ring true behind the scenes of the eSports industry, where a number of women are making waves in the business of gaming.

While publishers, leagues and tournament organizers often consider female participation low on their list of business priorities, in the booming tech industry, which is typically considered a male-dominated sphere, the number of female employees is on the rise.

Based on this important fact, and following on from a number of recent press scandals, the eSports industry has been forced to redress the crucial topic of women in gaming.

In this session we discuss:

- Whether gender segregation is beneficial in the practice eSports?
- What's holding females back from playing eSports at professional level?
- How females in the industry, and external investment could encourage female participation in gaming
- Branding opportunities: How female teams and players could provide a new platform for global brands to enter a typically male-dominated space



Moderator: **Robb Chiarini**, Senior Competition Manager, **UBISOFT**

Leslie Pirritano, Your Best Friend, **NVIDIA**

Koh Kim, Co-Head of Business Development, **MOBCRUSH**

Hollyanne "set" Setola, Gamer, Writer, and Multi-media Personality

15:15 **AFTERNOON NETWORKING BREAK**

Coffee, Tea & Refreshments in the Exhibition Hall

15:45 **The Future of eSports**

Rahul Sood, founder of VoodooPC, widely considered the original creator of the "Gaming PC", now CEO of Unikrn on the topic of eSports history, present, and massive future...

Rahul Sood, CEO of **UNIKRN**, Creator of Microsoft Ventures

16:15 **PANEL**

Nurturing Talent from High School to Collegiate Level



Moderator: **Bryce Blum**, eSports Attorney, **UNIKRN** and **IME LAW**

Duran Parsi, CEO, **COLLEGIATE STARLEAGUE**

Victor Suski, American Video Game League

Tomber Su, CEO, **HIGH SCHOOL STAR LEAGUE**

Hollyanne "set" Setola, Gamer, Writer, and Multi-media Personality

17:00 **Chairperson's Closing Remarks and End of Conference**

Gold Sponsor



Logitech is a world leader in products that connect people to the digital experiences they care about. Spanning multiple computing, communication and entertainment platforms, Logitech's combined hardware and software enable or enhance digital navigation, music and video entertainment, gaming, social networking, audio and video communication over the Internet, video security and home-entertainment control. Founded in 1981, Logitech International is a Swiss public company listed on the SIX Swiss Exchange (LOGN) and on the Nasdaq Global Select Market (LOGI). gaming.logitech.com

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DXRacer is postured as a global forerunner of home-office solutions. Where ergonomic and aesthetic design meet, DXRacer offers the highest quality in seating and furniture products. DXRacer and their team of ergonomists have taken the experience, research, and development gained from over a decade in the automotive world and set focus on redefining comfort in the gaming industry. By giving players long-lasting comfort and a heightened level of support, they are able to focus on what really matters: the game. Whether it's working in the office or leveling up, DXRacer products are made to enhance your experience.

Sit Better. Work Harder. Game Longer. DXRacer. www.dxracer.com

Event Sponsors:



Mobcrush is a mobile video streaming company that enables mobile users to broadcast, watch and chat about games as they play and stream in real-time. Based in Santa Monica, California, Mobcrush has raised \$4.9M in funding from backers including Raine Ventures, First Round Capital, Lowercase Capital, CrunchFund, Rincon Venture Partners, Crosscut, Lionsgate, Advancit Capital, CAA and others. For more information visit mobcrush.com.

Sheppard Mullin

Sheppard Mullin is a full service Global 100 firm with 700 attorneys in 15 offices located in the United States, Europe and Asia. Since 1927, companies have turned to Sheppard Mullin to handle corporate and technology matters, high stakes litigation and complex financial transactions. In the U.S., the firm's clients include half of the Fortune 100. For more information, please visit www.sheppardmullin.com.

Frankfurt Kurnit Klein+Selz

Frankfurt Kurnit Klein+Selz A leading media and entertainment law firm for more than 35 years, Frankfurt Kurnit features one of the preeminent Interactive Entertainment practices in the nation focusing on eSports. Our clients include video game publishers, developers, and distributors, as well as eSports leagues and tournament operators, consumer brands and advertising agencies. We are proud to advise more than 60 video game companies which publish some of the most successful eSports properties of all time, including League of Legends. For more information, contact Sean F. Kane at (212) 705-4845 or skane@fkks.com.

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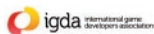


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