

# Virtual worlds: How video games are helping shape Europe's digital future

An exhibition on Innovation, Education & Sustainability,  
with the opportunity to play & test out video games.

**IFE**  
EUROPE'S  
VIDEO GAMES  
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**MARCH 7-9, 2023**

**EUROPEAN PARLIAMENT** (3<sup>rd</sup> floor)  
Rue Wiertz | 1047 Brussels

## Virtual worlds: How video games are helping shape Europe's digital future

**European Parliament, Brussels**

**March 7<sup>th</sup> to 9<sup>th</sup>, 2023**

**Supporting MEPs:** Tomas Frankowski (EPP, PL), Laurence Farreng (Renew Europe, FR), Ibán Garcia del Blanco (S&D, ES) and Niklas Nienass (The Greens/EFA, DE).

**Partners:** European Schoolnet, UN-facilitated Playing for the Planet Alliance.

### March 7<sup>th</sup> Innovation Day

**10:00 - 11:30 [Roundtable] How video games contribute to technological developments (Room A5G1)**

- MEP Laurence Farreng (FR, Renew Europe)
- Rehana Schwinninger-Ladak, European Commission, Head of Unit, Directorate-General for Communications Networks, Content and Technology, Interactive Technologies [DG CNECT], Unit for Digital for Culture and Education (CNECT.G.2)
- Johanna Pirker, Professor at Ludwig Maximilian University of Munich and Graz University of Technology
- Sjord De Jong, Director of Developer Community, Epic Games
- Konrad Tollmar, Director of Research at SEED (Electronic Arts subsidiary)
- *[Moderator] Per Strömbäck, Spokesperson at Dataspelbranschen (the trade organisation for Swedish game devs, publishers and distributors)*
- Spotlight on This War of Mine with Paweł Miechowski 11 Bit Studios

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## Video game demos

- VR2 with Horizon (developer: Guerrilla Games, publisher: Sony Interactive Entertainment)
- Flight Simulator (Asobo Studio, Microsoft)
- Unreal Engine (Epic Games)

## Exhibition inauguration, 18:30 – 19:30

- Opening speech by Commissioner Gabriel (tbc).
- Keynote from Emma Ihre, Head of Sustainability at Embracer Group
- Speeches from
  - MEP Laurence Farreng (Renew Europe)
  - MEP Tomasz Frankowski (EPP)
  - MEP Garcia del Blanco (S&D)
  - MEP Niklass Nienass (Greens)
- Drinks reception hosted by the political groups, European Parliament.

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## March 8<sup>th</sup> Education and Skills day and International Women's Day

### 09:30 - 11:00 [Roundtable] How video games in education prepare for the jobs of the future (Room A5G1)

- Introduction by MEP Ibán García del Blanco (S&D, ES)
- New iteration of the Games in Schools project (Hans Martens, Head of Digital Citizenship, European SchoolNet)
- How video games can help close the gender gap in STEM fields (Prof. Anesa Hosein, University of Surrey)
- Practical uses of video games in the classroom - (Liesbeth Last (teacher))
- Game-based learning, assessment and Roblox (Adam Seldow, Senior Director of Education Partnerships, Roblox)
- Closing remarks by MEP Alexis Georgoulis (The Left, GR)
- *Moderator (Shahneila Saeed, Head of Education, Ukie (the association for UK Interactive Entertainment))*

### 11:30-13:00: Lunch panel: Women in games and esports - promoting top female talent (Room A5G1)

- Overview of women in games and esports (MEP Laurence Farreng)
- Women in Games French chapter (Morgane Falaize, President Women in Games France)
- Presentation of ESL IMPACT and ESL's #GoForAll initiatives (Charlie Sirc, Product Manager at ESL FACEIT Group and Claudia Beaton, VP, People & Culture at ESL FACEIT Group)
- Presentation of VALORANT'S Game Changers' initiative (Daniel Ringland, Head of VALORANT Esports, EMEA)
- Perspective of a professional player (Hege "Hedje" Botnen, professional Counter-Strike: Global Offensive player)

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## Video games demos available during the day (demoed by teachers in Games in School's projects Advisory Panel and member company representatives)

- Frozen Planet II, Minecraft Education Edition (developer: Mojang Studios, publisher: Xbox Game Studios)
- Climate Station on PlayStation VR2 headset (PlayStation, studios)
- This War of Mine (developer and publisher: 11 Bit Studios)
- Assassin's Creed Discovery Tour: Ancient Greece (developer and publisher: Ubisoft Montreal)

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## March 9<sup>th</sup> – Sustainability Day

### 10:00 - 11:30 [Roundtable] How video games can be used to deliver on the Green Deal (Room A5G1)

- Introductory remarks (MEP Niklas Nienass, Greens)
- UNEP – Playing for the Planet Alliance impact report (Sam Barratt, Chief Environmental Educational Youth, UNEP)
- How the video game sector is stepping up to deliver on the Green Agenda (Ubisoft, Embracer, SIE)
  - How video games include content related to climate preservation objectives and what does it mean for a company (Nicolas Hunsinger, Environmental Sustainability Director, Ubisoft)
  - How a video game company works towards measuring and reducing its carbon impact (Karin Edner Karlsson, Group Sustainability Manager, Embracer)
  - How efforts undertaken by the sector continually improve its environmental impact (Kieren Mayers, Senior Director of Environment, Social, & Governance, SIE)
- Panel discussion (all industry speakers, moderated by ISFE)

### Video game demos

- Climate Station on PlayStation VR2 headset (PlayStation studios)
- Anno 1800 - (developer: Ubisoft BlueByte studios, publisher: Ubisoft)
- Endling - Extinction is forever (developer: HeroBeat Studios, publisher: HandyGames)