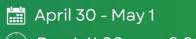
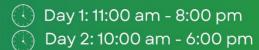




Q Alfaisal University









## **Tentative AGI Agenda**

## Day 1: April 30, 2025 (11:00 AM - 8:00 PM)

Time	Location: University Atrium (across College of Science)	Delivered By	Workshop Location: library zone A	Delivered By	Workshop Location: library zone B	Delivered By	Workshop Location: library zone C	Delivered By	Parallel events
11:00-12:15	Registration								
12:15-12:20	Opening Remarks: Alfaisal Game Innovation Vision	Khaled Kattan							
12:20-12:35	Keynote Talk: Shaping the Future of Gaming and eSports: Exploring the Potential of AI, XR, and Blockchain	Timothy Jung							
12:35-12:45	<b>Talk:</b> When Culture Becomes Play: Art and Gaming Together	Nouf Baghazy - Tuwaiq Academy							
12:45-12:55	Talk: Leading the future of Sports	Faisal Alimndar Askandrani							
12:55-1:05	Game Development Club Ideathon	GDC Team – Saleh Alghannam							
1:05-1:25	Panel: Esports as a business: Esports Growth, Future and Role in achieving global wellness	Moderator: Joey Gawrysiak Nicole Choi Nepomuk Nothelfer							Exhibits (students and
1:25-1:35	<b>Talk:</b> Spawning a Studio - Creating games during Saudi's gaming renaissance	Faris Attiah - Lunacy Studios							startups), fun activities, Career Expo, Coffee Break & Refreshments
1:35-1:45	Project ideathon (10 min)	Ameena Bin Taleb							nellesililellis
1:45-2:05	Panel: Games for Good – The Youth Narrative	Yousef Kosaibati Julius Schmitz Rasha AL Qahtani, Rawan Al Mogbil Moderator: Noor Alsadoun							
2:05-2:10	Sharing Workshops Agenda & Locations								
2:10-2:45	Lunch Break								
2:45-2:55	Hackathon Introduction	Joseph Saada - Digipen	Workshop on-site registration and badges printing						
3:00-5:00	10 min pitches for each team with Q & A session for each then transition	Jury members: Abdulelah AlShareef (Merak), Jazno (Digipen), Erinrose, Nepo & Joey (GenG) & Areej (Alfaisal) & Ahmed	Workshop (2 hrs): Esports Strategy & Game Analysis	Gen.G (Speakers: Khalid Alabdulaziz & Abdullah Abalhassan)	Workshop (2 hrs): Revolutionizing Production Art: Harnessing Generative Al	Digipen (Jazno Francoeur)	Workshop (2 hrs): Game Monetization Strategies and Investment in Game Startups: Game Funding, Publishing, Marketing and Distribution of Games	Merak - Alexander Poysky	
5:00-6:00		Al Natash (Khusoof Studio)	Workshop (2 hrs): Marketing strategies to Level Up Your Game – 1 <sup>st</sup> hr	Ouroboro Labs – Erinrose Sullivan	Workshop (2 hrs): User Experience (UX) for Virtual Reality – 1st hr	KACST	Workshop (2 hrs): Al & Playful Robotics (age 15-18) – 1 <sup>st</sup> hr	Qurrah Academy - Omar Bin Swidan	
6:00-6:15	Break								
6:15-7:15	Hackathon Live Exhibit Jury meeting for decision making		Resume 2 <sup>nd</sup> hr of workshop	Ouroboro Labs – Erinrose Sullivan	Resume 2 <sup>nd</sup> hr of workshop	KACST	Resume 2 <sup>nd</sup> hr of workshop	Qurrah Academy - Omar Bin Swidan	
7:15-7:55	za.,oang or doordin making								
7:55-8:00				& Invitation for Day					