



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	Talk: 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 startups), fun activities, Career Expo, Coffee Break & Refreshments	
1:25-1:35	Talk: Spawning a Studio - Creating games during Saudi's gaming renaissance	Faris Attiah - Lunacy Studios								
1:35-1:45	Project ideathon (10 min)	Ameena Bin Taleb								
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 Al Natash (Khusoof Studio)	Workshop (2 hrs): Esports Strategy & Game Analysis	Gen.G (Speakers: Khalid Alabdulaziz & Abdullah Abalhassan)	Workshop (2 hrs): Revolutionizing Production Art: Harnessing Generative AI	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			Workshop (2 hrs): Marketing strategies to Level Up Your Game – 1 st hr	Ouroboros Labs – Erinrose Sullivan	Workshop (2 hrs): User Experience (UX) for Virtual Reality – 1 st hr	KACST	Workshop (2 hrs): AI & Playful Robotics (age 15-18) – 1 st hr	Qurrah Academy - Omar Bin Swidan		
6:00-6:15	Break									
6:15-7:15	Hackathon Live Exhibit Jury meeting for decision making		Resume 2nd hr of workshop	Ouroboros Labs – Erinrose Sullivan	Resume 2nd hr of workshop	KACST	Resume 2nd hr of workshop	Qurrah Academy - Omar Bin Swidan		
7:15-7:55										
7:55-8:00			Closing Remarks & Invitation for Day 2 Agenda							