

11:30 AM-1:30 PM Registration & Networking

1:30-1:45 PM **Welcome to GamesNEXT**
Semion Branzburg, TransPerfect

1:45-2:30 PM **Building and Scaling Games in the New Production Ecosystem**
Tim Willits, Saber Interactive

2:30-3:20 PM **Panel: The New Production Ecosystem for Games**
Juney Dijkstra (Moderator, EA) | Jeff Skelton, Blizzard | Yota Wada, Square Enix

3:20-3:35 PM **Lightning Talk: Building New Game Teams Before the Game Is Clear**
Marco Colombo (Supercell)

3:35-3:50 PM Coffee Break

3:50-4:20 PM **Forget the Metaverse. The Simulation Is Already Here**
Tsahi Liberman, Alloi

4:20-4:50 PM **Your Game Database Knows What Changed. It Should Know Why it Matters.**
Carol Gine & Britta Aagaard, TransPerfect

4:50-5:20 PM **From Cleanup Crew to Control Room: What Happens When CX Gets a Seat at the Table**
Mika Palevsky, Papaya Gaming

5:20-6:00 PM **Panel: Producing and Bringing Games to Market in 2026**
Moderator: Sam Carlisle, XDS Spark | Mattias Wiking, Winterkeep Interactive | Errol Ismail, Expression Games | Jeff Pabst, Gamesmiths

6:00-8:00 PM Post-Event Networking Cocktail Reception



These sessions will take place in Westminster, 4th Floor

9:00-9:45 AM Doors Open, Coffee & Networking

9:45-10:30 AM

Beyond Intelligence

Matt Hauser, Chief Experience Officer, TransPerfect

Artificial intelligence has rapidly shifted from a novelty into an everyday baseline, but true competitive advantage lies in what you build on top of that technology. Discover how TransPerfect's continuous evolution can help turn new capabilities into strategic outcomes for what's NEXT.

10:30-11:45 AM

KEYNOTE

Unreasonable Brands: How to Build a Brand Centered on Unreasonable Hospitality

Will Guidara, New York Times bestselling author of Unreasonable Hospitality and former co-owner of Eleven Madison Park, will show how making people feel valued turned a restaurant into the best in the world, and how that same thinking builds brands people stay loyal to.

11:45 AM-12:45 PM Lunch

12:45-1:15 PM

From Supplier to Strategic Partner: Rethinking QA Outsourcing

Cristian Girbea, Rovio

1:15-1:45 PM

Stop Looking for a Publisher. Start Looking for a Partner

Maciej Laczny, Untold Tales

1:45-2:15 PM

Panel: Leadership, D&I, and the Future Games Workforce

Melissa Phillips, Director, Games Leadership

Kish Hirani, Founding Chair, BiG D&I Org

Joanie Kraut, CEO, Women in Games International

Harriet Frayling, Senior Accessibility Specialist, Many Cats Studios

2:15-2:25 PM

Closing Remarks: GamesNEXT

Andrew Stanley, Vice President, TransPerfect