

FOR IMMEDIATE RELEASE

TWITCH TO LIVE STREAM D.I.C.E. EUROPE SPEAKER SESSIONS

Industry Veterans Ian Livingstone, Paul Wedgwood and Paul Gouge Round out Prominent Speaker Roster for Inaugural European Interactive Entertainment Event

Los Angeles and London— Sept. 5, 2013 – The Academy of Interactive Arts & Sciences (AIAS), in partnership with Video Games Intelligence (VGI), today announced its collaboration with Twitch, the world’s leading video platform and community for gamers with more than 40 million visitors per month, to live stream the D.I.C.E. Europe sessions. The organizers also confirmed industry luminaries Ian Livingstone, Eidos’ life president and founder of Games Workshop; Paul Wedgwood, CEO of Splash Damage; and Paul Gouge, CEO and founder of Playdemic, have joined the speaker lineup. The event will be held at the Royal Garden Hotel in London on Sept. 24-25, 2013, beginning with a full day of networking events followed by a full day of speaker sessions to address the dynamic changes and growth of the industry.

“With a reputation for flawless execution and a keen understanding of what gamers want to watch, Twitch was an obvious choice as our live stream partner for the D.I.C.E. Europe presentations,” said Martin Rae, president, Academy of Interactive Arts & Sciences. “The Academy, along with our partner VGI, is excited to welcome their audience of 40 million gamers to share the D.I.C.E. Europe experience and get inspired – and maybe even challenged -- from our line-up of video game heroes, which we’re thrilled now includes Ian Livingstone, Paul Wedgwood and Paul Gouge.”

“Our goal at Twitch is not only to be everywhere that gamers are, but to be a platform for everything a gamer would be interested in,” said Stuart Saw, regional director EMEA, Twitch. “The D.I.C.E. Europe speaker sessions feature some of the most notable names in the gaming industry and will be tackling important topics, so it is exactly the type of compelling event that excites both Twitch and our community.”

The final three speakers at the conference will be:

- **Paul Wedgwood** is CEO of Splash Damage, where he counts amongst his achievements one of the world’s most popular multiplayer shooters (*Wolfenstein: Enemy Territory*), a US and UK #1 hit (*Enemy Territory: QUAKE Wars*), a worldwide #1 hit (*BRINK*), an iOS strategy and board game #1 in 90 different countries (*RAD Soldiers*), and nine-figure revenues for the publishers he’s worked with.
- **Ian Livingstone** and **Paul Gouge** will co-present on “Mobile Gaming - Still the Most Disruptive Threat/Opportunity in Games.” As the number of mobile developers continues to multiply, how is mobile game development evolving and what are developers doing to capitalize on the lack of gatekeepers? Is there space for so many indies?
 - Ian Livingstone is currently life president of Eidos, vice chair of UKIE, chair of Playdemic, chair of PlayMob, chair of Skillset’s Video Games Council, chair of Next Gen Skills Committee, member of the Creative Industries Council, trustee of GamesAid and an

advisor to the British Council. He is one of the founding fathers of the UK games industry, a leading pioneer of interactive entertainment and fiction, and responsible for game franchises such as *Tomb Raider*.

- Paul Gouge is CEO and founder of Playdemic, which is his third games company. Previously he founded and sold BattleMail and Rockpool Games. He has also invested in and served on the Board of a number of games companies, notably Ironstone Partners, Ideas Pad and Appaytze.

These speakers join previously confirmed speakers: **Victor Kislyi**, CEO and founder, Wargaming; **Peter Molyneux**, CEO and founder, 22cans; **Richard Hilleman**, chief creative director, EA; **Torsten Reil**, CEO and founder, NaturalMotion; **Cevat Yerli**, CEO of Crytek; **Lorne Lanning**, CCO and co-founder of Oddworld Inhabitants; **David Polfeldt**, managing director of Massive Entertainment; **Hilmar Veigar Petursson**, CEO of CCP Games; **Jay Cohen**, chief revenue officer of Playnomics, Inc.

For more information about D.I.C.E. Europe or to register, visit <http://www.videogamesintelligence.com/dice-europe/>.

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About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization whose mission is to promote, advance and recognize the outstanding achievements in the interactive entertainment industry worldwide. The Academy conducts its annual awards show, the D.I.C.E. Awards, to celebrate and honor creative accomplishments in the field. To further enhance awareness of the Academy's vision, the organization created the D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit in 2002, a once yearly conference dedicated to exploring approaches to the creative process and artistic expression as they uniquely apply to the development of interactive entertainment. With more than 22,000 members, including Electronic Arts, Microsoft, Sony, Nintendo, Google, Bethesda Game Studios, Ubisoft, Epic Games, Double Fine, Gearbox Software, Nexon and Insomniac Games, among others. More information can be found at <http://www.interactive.org> and <http://www.dicesummit.org>. Follow the Academy on [Twitter](#), [Facebook](#), [LinkedIn](#) or [Google+](#).

About Video Games Intelligence:

Video Games Intelligence (VGI) is a leading research and networking service for the video games industry. VGI provide the games industry focused conferences, reports and updates across a wide range of topics from mobile gaming and marketing to cloud and digital disruption. VGI was founded in 2010 and launched the inaugural Cloud Gaming USA summit in September 2011. Since then, VGI has grown to run 16 events annually, in the US and Europe, covering the video games and gambling industries. More information can be found at www.vgintel.com. Follow Video Games Intelligence on [Twitter](#) and [LinkedIn](#)

About Twitch

Twitch is the world's leading video platform and community for gamers. More than 40 million gamers gather every month on Twitch to broadcast, watch and chat about gaming. Twitch's video platform is the backbone of both live and on-demand distribution for leading video game broadcasters including casual gamers, pro players, tournaments, leagues, developers and gaming media organizations. Twitch is leading a revolution in the gaming community, working to create a participatory experience that transcends gameplay. Learn more at <http://twitch.tv>.

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