



GAMES & SDG  
SUMMIT



Nairobi, Kenya

# SCHEDULE | 23 APRIL 2026

<b>08:00 - 09:00</b>	<b>Breakfast with the Sponsors</b>	Ben McOwen Wilson (Google Play)   Leo Olebe (Endless, Olebe Media Group)
<b>09:00 - 09:30</b>	<b>Registration</b>	
<b>09:30 - 09:40</b>	<b>Welcome Address</b>	Susanna Pollack (Games for Change)
<b>09:40 - 09:55</b>	<b>Innovation, Opportunity, and Impact in Africa: A UN perspective</b>	Sandra Macharia (United Nations)
<b>09:55 - 10:15</b>	<b>Africa: The Moment and the Mission</b>	Glenn Gillis (G4C Africa, Sea Monster)
<b>10:15 - 11:00</b>	<b>From Talent to Industry: Building Africa's Game Economy</b>	Ben McOwen Wilson (Google Play), Peter Zetterberg (Xbox Game Camp), Deborah Mensah-Bonsu (Supercell), Pamela Mutembei (HEVA Fund), Moderated by Leo Olebe (Olebe Media Group, G4C Board)
<b>11:00 - 11:20</b>	<b>Coffee Break</b>	
<b>11:20 - 11:50</b>	<b>A New Partnership: Europe and Africa Shaping the Future of Games</b>	Odile Limpach (SpielFabrique), Lilian Momanyi (Goethe-Institut Nairobi), Olusegun Alimi (GIZ), Moderated by Jay Shapiro (PAGG, Usiku Games)
<b>11:50 - 12:05</b>	<b>A Play-to-Impact Framework for Driving the SDGs</b>	Oscar Esio   Africacomcade
<b>12:05 - 12:20</b>	<b>Internet of Elephants Talk</b>	Gautam Shah   Internet of Elephants
<b>12:30 - 13:30</b>	<b>Lunch Break</b>	
<b>13:35 - 14:05</b>	<b>Reclaiming the Narrative</b>	Kasyoka Mwanzia (Duke University), Otilia Joao (Electronic Arts), Anna Huerta (Electronic Arts), Grace Njeri (Africa No Filter), Moderated by Lisa Adams (Citizen Code, UNICEF, Girl Effect, G4C Africa Advisory Board)
<b>14:05 - 14:35</b>	<b>Education, Opportunity, and the Games Industry</b>	Mariam Tabatadze (UNICEF), Dorothy Orina (GameUp, Maliyo Games), Karim Mohamed (InSight54), Moderated by Stephen Reid (Endless Access)
<b>14:35 - 15:05</b>	<b>Beyond the Game: Esports as a Force for Global Good</b>	Andrew Wanjohi (Metaglobe Technologies, BARBAH Games), Gbenga Folorunsho (Kucheza Gaming), Wesley Mwirigi (Leti Arts), Rune Andersen (University of Agder), Moderated by Sidick Bakayoko (Feja, Paradise Games, G4C Africa Advisory Board)
<b>15:05 - 15:25</b>	<b>The Future of Africa's Rising Games Industry</b>	Hugo Obi   Africa Games Research (Maliyo Games, GameUp), Kieran Reid   Africa Games Research (Two Name Games, G4C Africa Advisory Board)
<b>15:25 - 15:40</b>	<b>Coffee Break</b>	
<b>15:40 - 16:40</b>	<b>Playmakers of Africa: Voices &amp; Visions</b>	Joanna Oluoch   ARGO, Jiwe Studios   Jiwe IO, Kunta Content   HIRU, Weza Interaction Entertainment   Culture Gravity Model, Nyamakop   Relooted, Facilitated by Bukola Akingbade (Kucheza Gaming, G4C Africa Advisory Board)
<b>16:40 - 17:00</b>	<b>Why Games, Why the Goals, Why Africa - Revisited</b>	Susanna Pollack (Games for Change), Leo Olebe (Olebe Media Group, G4C Board), Glenn Gillis (G4C Africa, Sea Monster)
<b>17:00 - 17:15</b>	<b>Closing Remarks and Passing the Torch</b>	

Please join us poolside, at the Tribe Hotel (next door to the Trademark), from 17:30 onwards to celebrate a successful Games & SDG Summit.