



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 Department of Global Communications)
<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>11:05 - 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), Piotr Matecki (Futuregames) 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>What are We Willing to Risk to Save the Planet?</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 Mark Ollila (Arizona State University)
<b>14:35 - 15:05</b>	<b>Beyond the Game: Esports as a Force for Global Good</b>	Andrew Wanjohi (Metaglobe Technologies, BARBAH Games), Winnie Gathu (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>	Susanna Pollack (Games for Change), Federico Naccarato (UN World Food Programme)

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