



# SCHEDULE | 22 APRIL 2026

<b>08:00 - 09:00</b>	<b>Breakfast with the Sponsors</b>	Peter Zetterberg (Xbox Game Camp), Deborah Mensah-Bonsu (Supercell)
<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 - 09:50</b>	<b>A Perspective from Kenya's National Innovation Agency</b>	Sonia Claire (Kenya National Innovation Agency)
<b>09:50 - 10:10</b>	<b>The Power of Games and the African Opportunity</b>	Leo Olebe (Olebe Media Group, G4C Board)
<b>10:15 - 10:45</b>	<b>Playing for the Planet: Lessons, Leadership, and the Road Ahead</b>	Deborah Mensah-Bonsu (Supercell), Mathias Gredal Nørvig (SYBO), Moderated by Sam Barratt (UNEP, Playing for the Planet)
<b>10:45 - 11:00</b>	<b>Coffee Break</b>	
<b>11:00 - 11:30</b>	<b>Scaling Urban Impact with Games</b>	Joy Mutai (UN-Habitat), Evans Otieno (Believers Transformation League [CBO]), Mark Ollila (Arizona State University, Endless Games and Learning Lab), Dean Gichukie (Kunta Content, G4C Africa Advisory Board), Moderated by Christelle Lahoud (UN-Habitat)
<b>11:30 - 11:50</b>	<b>Arts, Culture, and Gaming in a Time of Polycrisis</b>	Kumi Naidoo (Global Artivism Initiative)
<b>11:50 - 12:20</b>	<b>From Console to Community: Content Creators as Catalysts for Impact</b>	Jennifer Lufau (Narratify, Afrogameuses), Brian "The Beast" Diang'a (Beast Gaming), Sylvia "QueenArrow" Gathoni, Moderated by Eugene Karuri (CGTN Africa)
<b>12:30 - 13:30</b>	<b>Lunch Break</b>	
<b>13:35 - 13:45</b>	<b>Designing for the Girl Child: The Most Undervalued System for Change</b>	Lisa Adams (Citizen Code, UNICEF, Girl Effect, G4C Africa Advisory Board)
<b>13:45 - 13:55</b>	<b>Play, Create, Connect: The New Language of Diplomacy</b>	Lindsay Grace (University of Miami, HEVGA)
<b>13:55 - 14:25</b>	<b>Unlocking the Power of Culture</b>	Sam Barratt (UNEP, Playing for the Planet), Jake Manion (PAGG, Independent), Octopizzo (Musican), Joram Kioko (Shujaaz), Moderated by Kumi Naidoo (Global Artivism Initiative)
<b>14:25 - 14:35</b>	<b>From Ideas to Impact: Collaborating for the Goals</b>	Susanna Pollack (Games for Change)
<b>14:45 - 16:45</b>	<b>Workshops</b>	See page 2 for full workshop information
<b>16:55 - 17:25</b>	<b>Reflections and the Road Ahead</b>	Susanna Pollack (Games for Change)

Please join us at the Nairobi Game Development Centre for an evening of good music, great food and fantastic company.

Diamond Plaza, 6th Floor Pramukh Swami Ave, Nairobi | 18:30 onwards

## WORKSHOP INFORMATION

### **Play to Profession: A Creative Contribution Pipeline for Africa's Youth**

#### **Main Stage**

Stephen Reid & Heather Drolet | Endless Access

What if the games we play could open doors to the careers we need?

In this 90-minute hands-on workshop, participants will experience the full Threadbare learner journey - a game-based pathway that moves young people from consumer to creator to contributor to career.

Beginning in Fray's End, the last surviving village in a shared narrative world, participants will build their own home using the Patch Workshop tool - discovering firsthand how play can spark creative confidence and technical curiosity. Next, attendees will design an original digital asset and contribute it to the Threadbare studio, experiencing what it means to be part of a shared creative ecosystem built on open-source tools. Finally, we'll explore how this journey maps to real skills, credentials, and career pathways - and how it scales to underserved learners worldwide, including across the African continent.

Developed by Endless Access, a nonprofit committed to closing the digital divide through game-based learning, Threadbare is built on Godot, structured for low-resource environments, and designed to be deployed by partners globally.

This session is for leaders, funders, and policymakers who want to experience - not just hear about - what a scalable pipeline from play to professional readiness can look like in practice. Delegates attending the Play to Profession workshop are recommended to bring along their laptop or mobile device.

### **Let's Game the Food System**

#### **Conference Room 3**

Federico Naccarato & Sebastian Muller | United Nations World Food Programme

Imagine a food future that nourishes both people and the planet - and imagine unlocking it through the creativity, passion, and problem-solving power of gamers.

Today's food systems are straining nature while global food demand keeps rising. If we continue on the same path, producing enough nutritious, affordable food will carry a devastating cost, for us and for our planet.

It's time to reimagine and redesign how we feed the future. To inspire bold ideas and mobilize bold communities—and no community dreams bigger than gamers. Games connect us. They teach us to explore, experiment, and reshape systems. And when players mobilize, they drive real-world impact at scale.

That's why Games for Change and the UN World Food Programme are proposing "Let's Game the Food System"—a global campaign inviting creators, players, and changemakers to raise awareness, spark solutions, restore ecosystems, and plant new hope through game-powered action in communities around the world.

The journey begins at our co-creation workshop in Nairobi, building momentum towards the campaign's launch at the next Games and SDG Summit. Anyone is invited to join this experience. You don't need to have game design or marketing skills—just bring your curious self and your passion to do good. Let's Game the Food System.

### **The Power and Peril of Play**

#### **Middle Terrace**

Galen Lamphere-Englund | Christchurch Call Foundation, Extremism & Gaming Research Network

Lisa Adams | Citizen Code, UNICEF, Girl Effect, Games for Change Africa Advisory Board

Katie Drew | UNHCR

This interactive workshop focuses on the critical need for safer societies and communities in and around gaming. Recognizing that issues of safety and harm range from individual experiences like gender-based violence to state-actor exploitation, the session provides a space to explore these topics with professionals at the forefront of using games to counter some of the biggest challenges of our time.

Structured around a four-step mitigation framework—Design, Prevention, Detection, and Response—the workshop prioritizes active participant collaboration over standard panel presentations. For this session we will use offline, physical engagement mechanics, so that attendees will share their biggest concerns, debate complex issues, and work together to identify actionable, solution-oriented next steps to build thriving, resilient gaming communities.

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