



7 november 2008
brussels

MEDIA Desk Belgium – Flemish Community and the European Games Developer Federation (EGDF) have a pleasure to invite you to the **Games Summit** on **November 7** at **Kinepolis, Brussels**.

The Games Summit is the first high level event to emphasize the growing importance of the gaming industry in Europe. The main idea of the Games Summit is to **support and stimulate** the European gaming industry. The Summit takes place on the eve of NEXT, Belgium's biggest annual event on gaming and consumer technology.

The event will bring together national and EU officials, potential investors, game developers and other stakeholders to highlight the successes and future potential of the industry in Europe. More specifically, the event will examine the industry's growing influence on European economies and the political challenges it faces, the potential social and cultural benefits and the know-how and skills it contributes to society.

The Summit will open with the keynote address by Flemish Minister of Economy, Enterprise, Science, Innovation and Foreign Trade, **Patricia Ceysens**. Other speakers include Guillaume de Fondaumière (Quantic Dreams, France), Ian Livingstone (Eidos), Pam Kato (Serious Games), Piers Harding-Rolls (Screen Digest, UK), Fred Hasson (EGDF), Klaus Kersting (Gameforge, Germany), Erik Robertson (Nordic Game Programme, Sweden), Aviva Silver (MEDIA-programme), Bernie Stampfer (Deutsche Bank) and Paul Zeeuwts (Institute for Innovation by Science and Technology, Belgium), among other.

For more information, please visit our website www.gamessummit.eu. If you have any questions, or if you wish to attend the Games Summit, please send an e-mail to Bert Lesaffer at MEDIA Desk (bert@mediadesk-vlaanderen.be).

The Games Summit is presented in partnership with MEDIA Desks and Antennae from the Netherlands, Luxemburg, the UK, Denmark, Belgium – French community and Berlin Brandenburg and is supported by Streamline Studios, NEXT, MediaNet Vlaanderen, plugMEDIA, BGIN and Kinepolis.