

SVG ESPORTS PRODUCTION

May 21, 2020



2:00 p.m.

PRESENTED BY  grass valley

WELCOMING REMARKS

SPEAKER:

Steve Stubelt, Grass Valley, VP, Sales, Americas

2:05 – 2:20 p.m.

INSIDE ACTIVISION BLIZZARD ESPORTS' 100% CLOUD-BASED PRODUCTION ECOSYSTEM

With its esports leagues forced to shift from in-venue events to on-line tournaments due to the coronavirus pandemic, Activision Blizzard Esports quickly accelerated its plans to move to a cloud-based, remote production workflow in order to deliver live Overwatch League (OWL) and Call of Duty League (CDL) events to fans across the globe – with the entire crew located safely at their respective homes. Learn how the Blizzard broadcast team is utilizing revolutionary next-generation production solutions to produce live events in a 100% cloud-based ecosystem.

SPEAKERS:

Ryan Cole, Activision Blizzard Esports, Senior Tech Manager, Global Broadcast

Pete Emminger, Activision Blizzard Esports, VP, Global Broadcast

Corey Smith, Activision Blizzard Esports, Director, Live Operations, Global Broadcast

2:20 – 2:35 p.m.

HOW EA BROUGHT LIVE ESPORTS BACK ON-AIR WITH A FULLY REMOTE PRODUCTION WORKFLOW

As shelter-in-place orders went into effect across the Bay Area in mid-March, EA's esports broadcast team in Silicon Valley's Redwood City suddenly found itself banished from its own studios and unable to produce the live esports content it had ramped up dramatically since opening the EA Broadcast Center exactly one year prior. Rather than admitting defeat, however, the team snapped into action and created a remote-production workflow from scratch in a matter of days to resume live streaming online tournaments – from the comfort of the crew's own homes.

SPEAKER:

Joseph Lynch, EA, Head of Broadcast

2:35 – 2:50 p.m.

PRESENTED BY  LTN GLOBAL

CASE STUDY: Madden Bowl 2020:

Taking Esports Production to the Next Level

This session will explore new ways for brands to produce esports events from a multitude of locations, in ultra-high-quality, and at scale. LTN Global will discuss how its innovative remote production solution enabled EA to bring the Madden Bowl 2020 from remote studio sites to deliver captivating esports content to fans across 18 days.

SPEAKERS:

Joseph Hopkins, LTN Global, SVP, Business and Corporate Development

Colin Moran, LTN Global, VP of Product Management, Production

2:50 – 3:10 p.m.

RIOT GAMES' VIRTUALIZED PRODUCTION MODEL KEEPS LOL ESPORTS BROADCASTS ROLLING

In order to keep broadcasts of its multiple League of Legends regional esports leagues across the globe up and running when the coronavirus pandemic hit, Riot Games created an entirely new cloud-based virtualized live-production workflow that would allow both players and production crew to be located safely at home. Riot, which has been embracing cloud-based and remote-production workflows for years, provides an update on how they spun up this unique production ecosystem from scratch and how they continue to streamline workflow.

SPEAKER:

Scott Adamez, Riot Games, Lead, Esports Technology Group

3:10 – 3:40 p.m.

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TECHNOLOGY FOCUS:



Esports Production

With live sports currently on hiatus, esports events have made the leap from fringe to front stage in a matter of weeks. These online tournaments are being produced remotely and pulling in massive audiences. Learn how leading technology vendors and esports content creators are working together to create groundbreaking new workflows to deliver live content to fans during these challenging times.

MODERATOR:

Jason Dachman, SVG, Chief Editor and Esports Production Program Director

SPEAKERS:

Mike Cronk, Grass Valley, VP, Core Technology

David Hoffman, Blackmagic Design, Business Dev. Manager

Andrew Wagnitz, NGE, Director of Broadcast and Technology

3:40 – 4:00 p.m.

LIVE AUDIENCE Q&A WITH SPEAKERS

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