ODUCTION

Day 1 - Tuesday, November 17

Agenda (all times Eastern)

2:00 - 2:05 p.m. Welcoming Remarks



SPEAKERS:

Pete Emminger, SVG Esports Production Summit Chair Cameron Reed, Ross Video, Business Development Manager, Esports

2:05 - 2:30 p.m. Opening Keynote Conversation: Call of Duty League Commissioner Johanna Faries

Since launching in early 2020, the Call of Duty League has created an ultraunique viewing experience that's built to engage the powerful community behind one of the world's most beloved franchises, as well as new fans around the world. CDL Commissioner Johanna Faries joins us to provide a deeper look into the launch of the League, how it has adapted to and met the challenges of the pandemic, lessons learned from its inaugural season and what esports fans can expect in year two.

MODERATOR: Pete Emminger, SVG Esports Production Summit Chair

SPEAKER: Johanna Faries, Activision Blizzard, Commissioner of Call of Duty Esports

2:30 - 3:30 p.m. **Esports 2020:**

Inside Remote-Production Ops for Today's Online Events

sponsored by GRAVITY MEDIA

When the pandemic hit early this year, live in-person esports halted abruptly. However, thanks to the ingenuity of publishers and producers, the esports industry shifted quickly to online events and was delivering live events to fans in a matter of weeks. During this special session, major sports-production entities take you inside the groundbreaking virtualized workflows and cloud-based technologies that have revolutionized the world of esports and keep contenthungry fans satisfied with live action.

MODERATOR: Jason Dachman, SVG, Chief Editor and SVG Esports **Production Summit Program Chair**

PANELISTS:

Matt Arden, NBA 2K League, Head of Content and Media Matt Donovan, Riot Games, Broadcast Engineering and **Technology Manager**

Steven "Claw" Jalicy, ESL Gaming, Global Head of Streaming Joseph Lynch, EA, Head of Broadcast

Corey Smith, Activision Blizzard Esports, Director, Live Operations

3:30 - 3:45 p.m. Grass Valley Case Study:

EA Sports Relies on GV AMPP for Remote Production

presented by Grass valley

Geoff Butler, EA Sports, Technical Producer, CGE Claudia Souza, Grass Valley, Director, Global Business Development, Advanced Technology

3:45 - 4:15 p.m. Re-Creating the LAN Party:

Online Interactivity and Replicating the Live Experience

With esports tournaments shifting to online formats, producers and event organizers are searching for new ways to re-create the live in-venue experience. Learn how virtual productions are incorporating new interactive elements and next-gen technologies into their live streams to better engage fans and reproduce the one-of-a-kind immersive experiences they get at live in-person esports tournaments.

MODERATOR: Pete Emminger, SVG Esports Production Summit Chair

PANELISTS:

Nicolas Estrup, BLAST, Director of Product and Experience Andrew Isaacson, The Famous Group, Executive VP Ryan Thompson, Esports Engine, Chief Production Officer and Co-Founder

4:15 - 5:00 p.m. Esports Production Tech Focus: Tips, Tools, Techniques

Even before the pandemic changed the face of live production, no sector of the M&E industry pushed the boundaries of technology more than esports has in recent years. In an effort to create a unique fan experience, live-esports producers have embraced a wealth of next-gen technologies and workflows — for both onsite events and remote productions from home. Hear from technology leaders on how these groundbreaking tools are changing esports production and what they could mean for the future of live content.

MODERATOR: Ken Kerschbaumer, SVG, Executive Director, Editorial PANELISTS:

Charles Conroy, The Switch, VP, Gaming

David Hoffman, Blackmagic Design, Business Development Manager Cameron Reed, Ross Video, Business Development Manager, Esports Stephen Remich, Riedel, System Consultant - MNIP Specialist Ricardo Rodrigues, Telstra, Head of Business Development, Americas - Broadcast Services

5:00 p.m. Live Speaker Q&A and Networking **Zoom Room**

THANK YOU FOR JOINING! **DON'T MISS TOMORROW**

DAY 2 - NOVEMBER 18 2:00 P.M. EST

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