

OVERWATCH VISIONARY GAME DIRECTOR JEFF KAPLAN ANNOUNCED AS 2017 D.I.C.E. SUMMIT WEDNESDAY CONFERENCE OPENING KEYNOTE

Industry Leaders from Magic Leap, Marvel Games and Insomniac Games discuss World Building

LOS ANGELES – January 18, 2017 – The Academy of Interactive Arts & Sciences (AIAS) is pleased to announce four new speakers and seven new roundtable discussion leaders for the 2017 D.I.C.E. Summit (#DICE2017), taking place Feb. 21-23 at the Mandalay Bay Convention Center. Speakers will examine various aspects that drive World Building – from building prosperous creative communities that welcome and nurture player communities to the many ways we chase new technologies that offer a glimpse of tomorrow, today.

New 2017 D.I.C.E. Summit Speakers Announced

The D.I.C.E. conference opening keynote will be presented by Blizzard Entertainment's **Jeff Kaplan**, who serves as the game director and creative vision-holder for *Overwatch* and previously acted as game director for *World of Warcraft*, the company's acclaimed massively multiplayer online role-playing game. His presentation, "*Overwatch: How Blizzard Created a Hopeful Vision of the Future*," examines how Blizzard decided to explore a new world—planet Earth—and how great challenges became great opportunities.

Additional new speakers to take the 2017 D.I.C.E. Summit stage:

- **Graeme Devine** – Magic Leap's Chief Game Wizard, Graeme is responsible for defining the vision and leading Magic Leap's Mixed Reality gaming universe. In his D.I.C.E. session, "*Into the Future*," Devine will discuss how Mixed Reality will change our lives in the future and how we can create compelling gaming content that propels us forward - that enhances our lives through the Mixed Reality universe.
- **Ted Price**, CEO and Founder, Insomniac Games – Price will be joining Jason Rubin, head of content at Oculus for a fireside chat - "Jason and Ted's Excellent VR Panel" - where they discuss their takeaways from the first year of widely available VR content and what the future of VR gaming holds.
- **Bill Rosemann**, Creative Director, Marvel Games – Rosemann will be discussing "World Building the Marvel Way" and reveal how The House of Ideas not only crafts fictional realms, but also strives to shape the world around us.

These industry experts will join previously announced speakers: **Bonnie Ross**, Microsoft Corporate Vice President and Head of 343 Industries; and **Jason Rubin**, Head of Content, Oculus.

New Roundtable Leaders Confirmed

Additional roundtable leaders have been confirmed for the 2017 D.I.C.E. Summit, including: **Alan Abdine**, SVP of Business Development at Roosterteeth; **Alexander Fernandez**, CEO of Streamline Studios; **Todd Hooper**, CEO and Founder of VREAL; **Patric Palm**, Chair and CEO of Hansoft; **Gus Sorola**, Co-Founder at Roosterteeth; **Attila Szantner**, Founder & CEO of Massively Multiplayer Online Science; and **Fergus Urquhart**, CEO of Obsidian Entertainment. You can read information about their roundtable topics about learn about additional leaders here:

http://www.dicesummit.org/events/2017_roundtables.asp

To register for the D.I.C.E. Summit and Awards Show, visit www.dicesummit.org for the regular registration rates. Prices go up to late registration rates on Friday, January 20, 2017.

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