



15 countries
visions
games

Panel of pre-selection



Kolja Bopp – Cultural Game, Kawaida – Germany

Since 2019, Kolja Bopp has been a scientific staff member at the University of Applied Sciences Hamburg. In his research he focuses on learning and cultural aspects in games. Previously he worked in the field of human robot interaction and serious games at the Karlsruhe Institute of Technology. In 2015 he founded the game studio Cultural Games and specialized in game and level design. Kolja Bopp holds a master degree in social science of the Albert-Ludwigs-University Freiburg i.B.

Oyindamola Fakeye – Centre of Contemporary Art – Nigeria

Oyindamola Fakeye works to facilitate contemporary art projects as a curator and cultural products and is the cofounder and director of the Video Art Network Lagos (VAN Lagos). Locally, Fakeye and the VAN Lagos team host the International Video Art Festival Lagos, which has featured work from India, Sweden and Indonesia alongside Nigerian works. VAN Lagos' current programme focused on Virtual Reality has been shown in Lagos and more recently at 1-54 New York (2018) as part of their special projects.



Francis Ingrand – Plug-In Digital – France

Francis Ingrand is the founder and CEO of Plug-In Digital. Plug-In Digital is one of the largest independent video game distributors. They help studios and publishers distributing their games worldwide on PC, consoles and mobile. Plug-In Digital is a driving force behind indie successes such as Dead Cells, FURI or Northgard and a key partner for high-profile companies such as SNK, Paradox Interactive, Konami, Bigben Interactive, Bandai Namco, CI Games or Curve Digital.





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Suvi Kiviniemi – Accelerator Game – Finland

Suvi Kiviniemi is on a mission to strengthen the game development community from the roots up, by building and running a mentor network for young game companies. She's been in the industry since 2013, ever since jumping straight to the deep end by co-founding her own company.



Ben Myers – Nyamakop – South Africa

Ben Myers is co-founder and Creative Director of the Johannesburg-based games studio Nyamakop. They just released the 'first true plat-former', *Semblance*, which received international critical success with outlets like Destructoid calling it a "hallmark of excellence". Ben was program manager of *A MAZE.* / Johannesburg, and co-curated *Africade*, the first gallery exhibition to focus solely on African video games. In 2018 he was named in *Forbes Africa's* '30 under 30' for 2018.



Flora Okuku-Mutere – Centre of Cultural and Creative Industries – Kenya

Flora Okuku-Mutere is the Coordinator of the Section of Multimedia Arts and Technologies at the Centre for Cultural and Creative Industries (CCCI) at TU-K. Teaching Interactive Media Design and freelancing as a Multimedia Designer, her portfolio includes brand design for clients, real estate, academic, non-governmental organisations, television production companies, and IT consultancies. She draws inspiration from the various cultures she has been privileged to come across in her travels. Her work is a fusion of these experiences.

