Games and Sports Focused Panels icb. @ SXSW

	Shanghai to Siberia: Finding Gaming's Next Hotspot
Thursday, March 17 5:00PM – 6:00PM	IAB Member Company Speaker: Julia Ognieva, Strategic Partnerships Manager, Facebook (with Wargaming America, Ubisoft and CNBC/Fortune/Yahoo writer)
Austin Convention Center	Questions to be addressed:
Room 5ABC 531 E 4th St	 What is the growth potential in areas like Russia, Latin America and China? Is this demand new - or is it something that the industry has overlooked previously as it focused on the U.S. and Europe? What risks are gaming companies possibly ignoring as they chase the big dollars in these markets?
	How Sports Can Slow Innovation
Friday, March 11 2:00PM – 3:00PM	IAB Member Company Speaker: Mark McClusky, Head of Operations, WIRED (with Golden State Warriers and Australia Institute of Sport)
Four Seasons	
Ballroom AB 98 San Jacinto Blvd	Questions to be addressed: 1. As the pace of technological change accelerates, how will the sports world grapple with the tension between innovation and proven solutions?
	2. What are the factors, from media partners to individual athletes to competitive balance, that tend to slow the adoption of new tech in sports?3. Is slow adoption of new technology a bad thing for a sports organization? Are there competitive advantages to be gained by moving more quickly?
	Dude, Where's My Par? Making Virtual Reality Golf
Friday, March 11 2:00PM – 3:00PM	IAB Member Company Speakers: Sloane Kelley, Exec Producer, PGA Tour (with Pixel Corps and Oculus VR)
Four Seasons Ballroom CD 98 San Jacinto Blvd	 Questions to be addressed: 1. What makes golf ripe for virtual reality programming and what lessons in producing VR golf can be applied to other verticals? 2. How is VR production equipment changing, and what do those changes mean for the production of content in a variety of conditions indoors and outdoors? 3. How can augmented reality data effectively be layered within a virtual reality world?
	Virtual Football is the New Reality
Friday, March 11 3:30PM – 4:30PM	IAB Member Company Speakers: George Schroeder, Nat'l College Football Writer, USA Today (with University of Arkansas and Strivr)
Four Seasons Ballroom CD 98 San Jacinto Blvd	Questions to be addressed: 1. How is VR being used to change the game in football? 2. How is VR being used in other sports? 3. And what are the possibilities of VR in sports?

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iab. @ sxsw

	League vs Player: The Battle Off the Field
Saturday, March 12	IAB Member Company Speaker:
9:30AM – 10:30AM	Andrew Brandt, NFL Analyst, ESPN /MMQB (with Tulane University Law School, KMM Sports and Gleason)
Four Seasons	
Ballroom CD	Questions to be addressed:
98 San Jacinto Blvd	1. What is the appropriate role for sports leagues in policing off-field misconduct of professional athletes?
	2. Is off-field misconduct by professional athletes a "sports" issue or a societal problem?
	3. What lessons have we learned from the recent battles between pro sports leagues/commissioners and their players?
	Content Creation and the Future of Sports TV
Saturday, March 12	IAB Member Company Speaker:
9:30AM – 10:30AM	George Barrios, Chief Strategy & Financial Officer, WWE ; Robyn Peterson, CTO, Mashable, Inc. ; Tara Maitra, Sr. VP & GM of Content & Media Sales, TiVo (with MLB)
Four Seasons	
Ballroom AB	Questions to be addressed:
98 San Jacinto Blvd	1. How do global sports and entertainment brands adapt to the shifting media consumption habits and platform
	preferences of their fan bases? 2. What affect does OTT/direct to consumer have on the pay TV ecosystem?
	3. What's next for MLBAM as a service provider and will a possible spin-off change anything?
	@TwitterSports: The Power of Now
Saturday, March 12	IAB Member Company Speaker:
11:00AM – 12:00PM	Danny Keens, Head of Sports Partnerships – North America, Twitter ; Sam Laird, Sports Reporter, Mashable Inc.
Four Seasons	
Ballroom AB	Questions to be addressed:
98 San Jacinto Blvd	1. What are the latest ways rights holders/tv broadcasters can engage fans with Twitter Video?
	2. How should sports rights holders utilize Periscope?
	3. Are there are any new Twitter innovations that benefit the sports industry?
	Trans Athletes: The New Frontier of Sports
Saturday, March 12	IAB Member Company Speaker:
12:30PM – 1:30PM	Christina Kahri, MLB Writer & Editor, ESPN.COM (with TransAthlete.com and Lurie Children's Hospital)
Four Seasons	
Ballroom CD	Session will cover:
98 San Jacinto Blvd	Like marriage, it can't get much more intersectional: Sports are intergenerational and interracial, and
	the instinct to compete, play, enjoy or consume sports doesn't require much explanation. Yet we're
	still finding that Trans athletes of every age have no end of stumbling blocks erected in front of them.
	Sports have historically been a vehicle for acceptance across the differences between us. Can it fill
	that role for the Trans community, and LGBT community more widely, in the future?

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Sports Media's Role in Shaping Social Justice		
Saturday, March 12 2:00PM – 3:00PM	IAB Member Company Speaker: Robert Klemko, Staff Writer, Sports Illustrated/Time Inc. (with Outsports and Independent	
Four Seasons Ballroom CD	Journalist) Ouestions to be addressed:	
98 San Jacinto Blvd	1. How hard should sports journalists push athletes to talk about their perspectives on key social issues?	
	2. What one social-justice issue does the sports media have the strongest opportunity to affect in the next two years?	
	3. How do you balance your role as a writer or editor feeding sport-specific info to your audience, and your role as a columnist advocating a position?	
	How All Brands Can Win with Game Advertising	
Monday, March 14	IAB Member Company Speaker:	
12:30PM – 1:30PM	Susan Borst, Director of Industry Initiatives, IAB; Michael Flamberg, VP/GM, Nielsen Games; Peter Jonas, Head of North America Games & Mobile App Sales, Facebook; Kym Nelson, SVP/Sales, Twitch	
Hilton Austin		
Downtown	Questions to be addressed:	
Salon J 500 E 4th St	1. Why is it time to dispel the myth that game advertising is only applicable for a young male target and how can all brands win with game advertising?	
	2. Why is the social aspect of gaming important, how does that differ by game type and what is the impact of the device on game play and advertising?	
	3. What kinds of advertisers are gravitating toward game advertising and what are some great game advertising examples?	