

ICTs and Sports: Game for Good: Gaming industry for positive social impact

Yingzi YUAN, Europe China Foundation

Game for Good: Explore positive Social Impact of Gaming Industry.

TRACK PARTNER: EUROPE CHINA FOUNDATION

- ❑ **Gaming and Information technology:** empowers game creators and social innovators to drive real-world impact through games and immersive media.
- ❑ **Gaming and Social Issues:** from social justice to environmental action, this track encompasses sessions that fuel and inform responsible citizenship in an era that desperately needs it.
- ❑ **Games for Learning:** Sharing new projects and research that evidence the power of game-based learning to transform education both in and out of the classroom.
- ❑ **Games for Health & Wellness:** showcase games that can improve our health, fitness, and even mindfulness through interactivity.



WSIS+15 FORUM 2020

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Speaker

- ❖ The Art of Esport, -- Yu Matsui / 松井悠, IGDA Japan Esport
- ❖ How Technology democratized virtual world creation? -- Alvaro TOLOZA, Yingzi YUAN, Virtuals.co
- ❖ Education and Gaming -- Kurt YOUNG, mokuni
- ❖ Game for Society-- Video Game Without Border Association
- ❖ Responsible esport -- Interactive Software Federation of Europe