

SVG ESPORTS PRODUCTION SUMMIT

SVG VIRTUAL SERIES - November 17-18

Day 2 - Wednesday, November 18

Agenda (all times Eastern)

2:00 - 2:30 p.m. **Spotlight Q&A: Esports Broadcast Pioneer & VENN Co-Founder Ariel Horn**

Few individuals have left a more indelible mark on the way viewers watch esports broadcasts than Ariel Horn, taking esports from niche convention halls to packed stadiums with global viewership in billions of hours. He helped pioneer the way esports broadcasts are produced while overseeing production of BlizzCon for Blizzard Entertainment and Riot Games' League of Legends esports operation, which he helped transform from a fledgling outfit into a global ecosystem with more than a dozen competitive regions around the world. Now, Horn has teamed up with Ben Kusin to launch VENN - a new network aimed at gaming, esports and entertainment audiences. In this fireside chat, Horn will recount war stories from his years on the front lines and provide a look at what VENN means for the future of the industry.

INTERVIEWER: Jason Dachman, SVG, Chief Editor and SVG Esports Production Summit Program Director

INTERVIEWEE: Ariel Horn, VENN, Co-Founder and Co-CEO

2:30 - 3:15 p.m. **The Observers:**

Behind the Scenes With the In-Game Storytellers

No portion of the esports-production chain is more integral to telling the story than the observer team. As the virtual in-game camera operators, observers are responsible for constructing a coherent narrative out of the ballistic, expansive action taking place within the game. Hear from some of the industry's top observers explain their production workflows, storytelling techniques, and how the tools they are using continue to evolve.

MODERATOR: Jason Baker, Do Not Peek Entertainment, Co-Founder and Managing Director

PANELISTS:

Maikol Brito, Overwatch League, Lead Observer

Heather "sapphiRe" Garozzo, CS:GO / VALORANT Observer and Dignitas, VP of Talent

DJ "Prius" Kuntz, CS:GO / VALORANT Observer

Emil "Ansva" Nachtweij, Freelance, In-Game Director and Observer

3:15 - 3:30 p.m. **Parsec Case Study: Broadcast From Anywhere Using Parsec to Empower Remote Production Teams in Esports**

presented by **PARSEC FOR TEAMS**

With live/in-person esports broadcasts all but impossible, innovative production agency Mad City turned to high performance remote access provider Parsec to bring the 2020 PAX Arena Valorant Invitational (and many others) to life. Learn about the workflows, tactics, and tools used to make these esports broadcasts such a hit, and how Parsec's able to bridge the gaps for fully remote crews.

PRESENTERS:

Benjy Boxer, Parsec, CEO and Co-Founder

Eric Boyer, Max City, Principal and Creative Director

3:30 - 4:00 p.m. **The Influencers: Inside the**

Digital-Content-Production Ecosystem of Streamers

The gaming and esports communities have always been about much more than live competition. Social-media influencers and streamers are creating a non-stop source of live and VOD content to serve content-hungry gamers and esports connoisseurs. Get a behind-the-scenes look at the technology and workflows used to support this ecosystem and why it is becoming more and more critical to game publishers, media companies, and esports leagues.

MODERATOR: Kristian Hernandez, SVG, Associate Editor and Social Media Manager

PANELISTS:

Chelsea Delbridge, Activision Blizzard Esports, Sr. Manager of Digital Content

Gabe Feldman, Viral Nation, Sr. Business Development Lead

Viranda Tantula, VENN, VP and Executive Creative Director

4:00 - 4:15 p.m. **Microsoft Case Study: Cloud9 Conquers Esports Using Azure Data Analytics**

PRESENTERS:

presented by  Microsoft

Scott Bounds, Microsoft, Media Cloud Architect

Danny Brady, Cloud9, Sr. Data Engineer

4:15 - 5:00 p.m. **The Future: What Onsite Productions Could Look Like When They Return**

While the majority of live, in-venue esports events are on hold due to the pandemic, the live-production industry is already looking toward what these shows might look like when they return. Although no one has a crystal ball, production pros from esports organizers, venues, and broadcasters peek into the future for what we can expect from live-esports events.

MODERATOR: Jeff Jacobs, VENN, EVP and General Manager

PANELISTS:

Robert Brambila, Panasonic, Sales Engineer, Broadcast/Cinema/Professional Video Systems

Corey Dunn, Envy Gaming, Executive Producer

Simon Eicher, ESL Gaming, Executive Producer, Special Events and Sr. Global Manager, Procurement

Pete Emminger, SVG Esports Production Summit Chair

Andrew Lane, FACEIT, Director of Broadcast

THANK YOU FOR JOINING
WATCH ALL VIDEOS ON DEMAND
AFTER THE EVENT

esports.sportsvideo.org

THANK YOU SPONSORS

TITLE SPONSOR

ROSS[®]

DIAMOND SPONSORS

Panasonic **RiRiEDEL**
Telstra **THE SWITCH**

CASE STUDY SPONSORS

 grass valley  Microsoft

PARSEC FOR TEAMS

GOLD SPONSORS

Blackmagicdesign 

SILVER SPONSORS

GRAVITY MEDIA

EVENT SPONSORS

G&D NORTH AMERICA **SOS** 