

## REGISTER NOW FOR BUZZ WORKSHOP LA: THE FUTURE OF ESPORTS

### *One-Day Summit Explores Current and Future Trends of eSports*

LOS ANGELES – October 19, 2016 – The AIAS Foundation, in conjunction with Intel and FACEIT, will be hosting a one-day event, Intel® Buzz Workshop LA: The Future of eSports. This event takes place Wednesday, November 9, 2016 from 11 AM – 9 PM at the Los Angeles Film School for developers and students to explore, collaborate and discuss the current and future trends of eSports. Combining elements from the AIAS' flagship D.I.C.E. events, Intel's expertise in technology and FACEIT's knowledge of the eSports industry, this event will be the must-attend event for anyone who wants to deepen their knowledge and connections in this multi-billion-dollar video games segment.

"The AIAS Foundation looks forward to partnering with Intel and FACEIT, who are experts in their respective fields of technology innovation and eSports to examine the very bright future of eSports," said Don Daglow, board chairman, AIAS Foundation. "This event will offer the same level of in-depth conversation and top tier networking people have come to expect from the Academy."

"The AIAS Foundation offers so much to the gaming community so we were naturally very excited to work with the team to produce the Workshop," said Michele Attisani, co-founder and chief business officer, FACEIT. "With our line-up of influential speakers we want to explore the latest trends and how the industry is changing. By arming attendees with this knowledge we hope to better inform them of the industry and the growing number of opportunities available while also offering industry leaders a platform to exchange ideas."

The Opening Keynote will be headlined by Tobias Sherman, head of eSports, WME/IMG. Sherman was instrumental in bringing about the formation of ELeague on Turner Sports which covered the *Counter Strike* and *Overwatch* tournaments. Sherman will be setting the tone of the day, addressing future trends and opportunities for this industry.

Panel topics will include the evolution of eSports leagues, competitive communities, virtual and augmented reality in eSports, building the Stars of the future, how to build an eSports title, and much more. Speakers include eSports industry superstars and creative and business executives who have helped shape this burgeoning facet of the interactive industry. Conversations will extend beyond the stage with networking being a key component of the event. Leading eSports companies confirmed thus far include leaders from Anthos Capital, Echo Fox, Facebook, FACEIT, HTC, Immortals, Turner Sports and Twitch.

Intel will be featuring its Game Developer Showcase, an evening focused on networking, great gameplay, hands-on demos and a cocktail hour. Submissions for the Showcase are open now until October 27<sup>th</sup>. Top 10 games and prizes will be awarded in the following categories: Best Overall Game, Best Artwork, Most Unique Game, and Audience Pick. PC game submissions can be sent to [Stephanie.balicki@intel.com](mailto:Stephanie.balicki@intel.com) with subject line "BUZZ LA Submission" and include contact information, a description of the game, a trailer to view, and any relevant links.

"Intel is thrilled to be partnering with AIAS and FACEIT to bring our first Buzz Workshop to the Los Angeles community," said Cindi Wiggin, game dev program manager, Intel Corporation. "We hope to see all the local game developers there!"

Included in the price of admission are panel sessions, an In-N-Out lunch truck, opportunity for hands-on with the newest technology platforms, and an evening networking cocktail hour. The event will be \$50 for developers and \$40 for students.

To register for the event, please visit the Eventbrite page at: <https://www.eventbrite.com/e/intel-buzz-workshop-los-angeles-tickets-27181458474>

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