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Mobile Monday Vancouver ("MoMoVan")

Date: Monday, November 6, 2006
Registration: 5:00 PM
Presentation: 5:30 - 6:30 PM
Networking: 6:30 - 7:30 PM
Tickets: \$20.00

Location: **Presentation** - Hyatt Regency Vancouver
655 Burrard Street

Reception - Mosaic Bar & Grill, 2nd Floor

Mobile Gaming Trends - What's Hot, What's Next

Let the fun begin...but don't think you're not going to have to compete for it! What mind-bending games excite consumers? What companies have the best graphics, features and options? Game developers are constantly pushing the limits to capture consumer's imagination and attention. Creating interactive entertainment has become an art, not to mention somewhat scientific, as development of concept, visual and sound effects and technical innovation all come into play. Learn about today's hottest craze gamers keep no further than arms length whether its action, sports, puzzles, or casino.

Join us to hear from industry experts as they discuss:

- Technical and business challenges faced by today's gaming industry
- Popularity of mobile gaming and its mass appeal
- Mobile gaming and its relationship with the wireless service provider
- Exciting market opportunities

This month's **panelists** spotlight:

Brian Burke, Managing Director, Corporate Development - Smashing Ideas Inc.

Brian leads corporate and business development efforts at Smashing Ideas, the largest independent Flash studio in the US, and a leading game developer with over 250 online, downloadable and mobile games produced in its 10 year history. Also serving as General Manager of Smashing's Content Group, Brian and his team focus on Flash Lite content aggregation, publishing and development for the mobile and device marketplace. Prior to Smashing, he held senior positions at Zango and AtomShockwave. Brian received his M.A. in European Studies from K.U. Leuven, Belgium and earned his B.A. in Communications Studies at Seattle University.

Gregg Sauter, Director of Publishing - Nokia Multimedia

A 13 year veteran of the interactive entertainment industry, Gregg has held senior marketing, software development, and sales positions within multiple interactive software and consumer products companies. As Nokia's global Director of Games Publishing, Gregg leads teams based in North America and Europe that are responsible for bringing internal, and 3rd party produced content to Nokia devices and platforms. His background includes launching LEGO's North American Media Division in 1997, where he was Director of Interactive Publishing. He has also served as Director of Consumer Products for the National Football League, where he managed interactive products, including the NFL's video game properties. Gregg joined Nokia in 2003.

Additional panelists to be announced

About MoMoVan

[Mobile Monday Vancouver](#) is an open forum held for the global community of wireless industry professionals. It fosters cooperation and networking among interest groups,

"Etc."

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Industry Events

[Doing Business in Japan, Oct 17, 2006. Presented by BCTIA/WINBC/JETRO](#)

[20th Angel Forum, Oct 24, 2006](#)

[Wireless Connections 2006, Oct 26](#)

[Israel Telecom 2006 Conference and Exhibition, Nov 6-8 in Tel Aviv](#)

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industry people and their companies by providing the logistics and opportunities for personal and virtual contacts.

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The Wireless Innovation Network society of BC (WINBC), is the focal point for wireless in BC, encompassing the entire wireless technology value chain.

WINBC brings this diverse sector closer together by fostering collaboration and business development, regionally and with global organizations.

2005 BC Wireless Survey Results - Over 230 companies, \$1 Billion in Revenue and 5500 employees. Find out more, download the survey [here](#).

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