



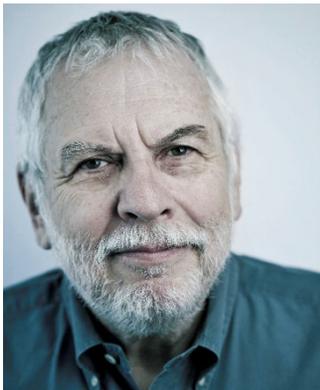
Meibel Consulting Ltd. Event Announcement

The [North American Games Industry Summit \(NAGIS\) Powered By Xsolla](#) will bring senior leaders, creators, and innovators together in Edmonton on **June 18–19, 2026**, as a high-impact B2B gathering connected to [Game Con Canada \(GCC\)](#), Canada’s largest gaming convention, running **June 19–21, 2026**, expected to welcome **40,000–50,000 attendees** in 2026.

Designed to accelerate partnerships, investment, and growth across the games ecosystem, NAGIS will convene decision-makers from across North America for two days of keynotes, panels, and curated networking focused on real-world outcomes for the industry.



Nolan Bushnell, founder of **Atari**, announced as first special guest keynote speaker:



In 1972 **Nolan Bushnell** created an industry when he founded Atari and gave the world Pong, the first blockbuster video game. Today his design credo—that games should be “easy to learn and difficult to master”, is inspiring a new generation of developers. A prolific entrepreneur, Bushnell has started more than 20 companies, including Chuck E. Cheese’s Pizza Time Theater, Catalyst Technologies, the first Silicon Valley incubator, and Etak, the first in-car navigation system. In the process, he pioneered many of the workplace innovations that have made Silicon Valley a long-standing magnet for creative talent. Bushnell was the first and only person ever to hire Steve Jobs, which he details in

his 2013 book, *Finding the Next Steve Jobs*.

Letters of Support: [CLICK HERE TO DOWNLOAD](#)

NAGIS is proud to have received letters of support from a range of respected organizations and industry partners who believe in the Summit’s vision and impact. Their support highlights the growing momentum behind NAGIS and the importance of fostering collaboration, innovation, and growth across the North American games industry.



Industry Leadership & Advisory Panel:

NAGIS is being shaped with support from leading North American industry minds and organizations, including Advisory Panel Members:

	<p>Brent Bushnell: CEO & Co-Founder, Two Bit Circus (Los Angeles); immersive entertainment entrepreneur and technologist.</p> 
	<p>Mark Darrah: Veteran game developer and former BioWare executive; former lead on the <i>Dragon Age</i> franchise and consultant focused on leadership and development strategy.</p> 
	<p>Bob Cooney: Founder of LEXRA, speaker, author, and mentor; multi-time entrepreneur and recognized authority on location-based virtual reality.</p> 
	<p>Luke Azevedo: CEO Edmonton Screen. Former Vice-President, Creative Industries & Film Commissioner at Calgary Economic Development; now focused on advancing Edmonton’s film, TV, and interactive digital media sectors.</p> 

	<p>Berkley Egenes:</p> <p>Chief Marketing & Growth Officer at Xsolla, drives global growth through strategic marketing, partnerships, and interactive brand innovation.</p> 

Leadership Perspective:

“NAGIS is built to be a deal-making room for the North American games industry — and pairing it with Game Con Canada gives it immediate scale, momentum, and relevance,” said **Chris Meilleur, CEO of Game Con Canada**. “We’re creating a place where executives can build partnerships during the day, then step onto the show floor and experience the community, culture, and market demand that powers this industry.”

The fact that in our inaugural year, we already have confirmed the attendance of several publishers and investors such as **Joystick Ventures, Poki, Midwest Games, microids, Skystone Games, and Kabam Games**, which are ready for one-on-one meetings, and will also populate the audience for the Developer Pitch session, to which the best developers will be selected after application on NAGIS website.

Speakers & Programming Highlights:

- **Nolan Bushnell**, founder of Atari and widely recognized as the father of the video game industry, is confirmed as a **special guest keynote speaker**, presenting on the future of gaming.
- Additional speakers, panels, and programming announcements will be revealed in the coming months.

NAGIS MEGA STAGE programming will be delivered with world-class production on Game Con Canada's signature **130-foot-long, 24-foot-tall 9K LED wall**, creating an immersive, high-impact environment for keynote sessions and flagship discussions.



A Summit Built for Growth, Partnerships & Collaboration:

NAGIS is designed to support the full spectrum of the industry, from C-suite executives to emerging studios, with programming and connections built to create measurable outcomes.

NAGIS is designed for leaders across:

- Game studios and publishers (AAA to indie)
- Independent developers and small studios seeking partners and publishers
- XR, spatial computing, and emerging technology companies
- Platform and hardware partners
- Investment and economic development organizations
- Service providers supporting production, marketing, and distribution

Programming will focus on:

- Partnership, publishing, and sponsorship opportunities
- Executive-level panels and industry trend briefings
- Talent development and production pipelines
- Market expansion and cross-border collaboration
- Curated networking across experience levels, powered by **MeetToMatch**

Why Edmonton, Why Now:

Edmonton is emerging as a key North American hub for games and technology business development. With NAGIS connected to GCC, the city becomes a central meeting point for companies looking to expand partnerships, access talent, and engage audiences at scale — all within a single, high-energy destination.



Media, Sponsorship & Speaker Opportunities:

NAGIS is currently welcoming

- **Media** covering games business, technology, and interactive culture.
- **Sponsors and partners** seeking high-visibility, custom-built activations.
- **Speakers** (C-suite, senior leaders, and standout indie voices) interested in shaping the conversation.

Media & Partnerships Contact:

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**REQUEST A MEDIA PASS
NAGIS 2026**

**VIEW FULL ADVISORY
PANEL DETAILS**

Social Media Links:



NAGIS MEDIA ASSETS

About the [North American Games Industry Summit \(NAGIS\)](#)

The North American Games Industry Summit (NAGIS) is a business-focused gathering connecting leaders across gaming, XR/spatial computing, and interactive entertainment — from executives to indie developers. NAGIS is designed to accelerate partnerships, investment, and growth through executive programming and curated networking.

About [Game Con Canada \(GCC\)](#)

Game Con Canada (GCC) is Canada's largest gaming convention, bringing together fans, creators, and industry leaders for a multi-day celebration of gaming and geek culture. GCC features major show-floor activations, community programming, and one of the country's most anticipated cosplay competitions.

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