

NAGIS

North American Games Industry Summit: Building What's Next

Powered by



Meibel Consulting Ltd.

2026 Event Report





North American Games Industry Summit: Building What's Next

Powered by



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NAGIS 2026 SPONSORS



Featured Publishers, Developers

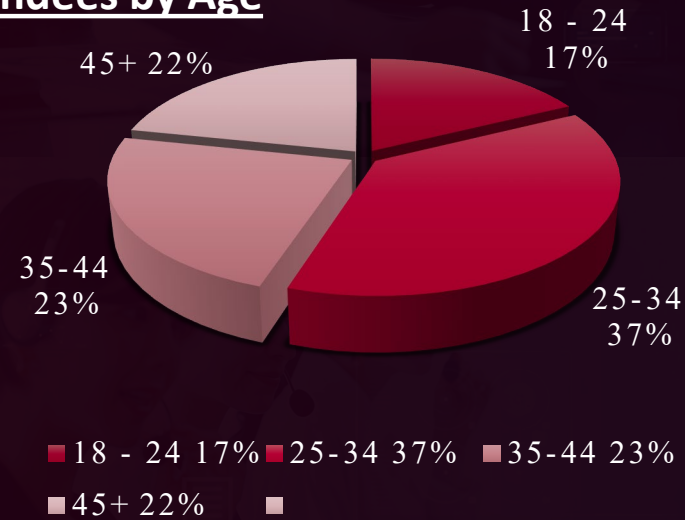


Attendance:

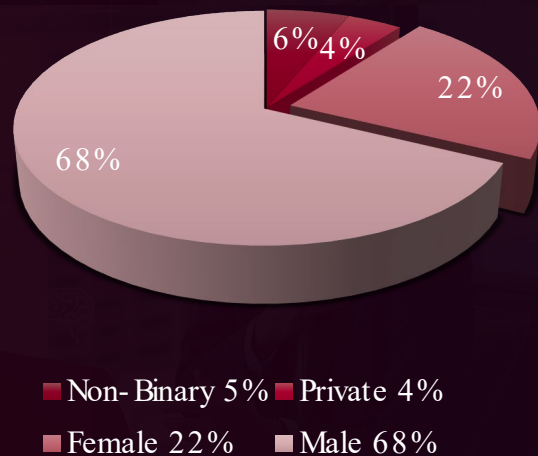
386 Industry Attended NAGIS 2026

20XX

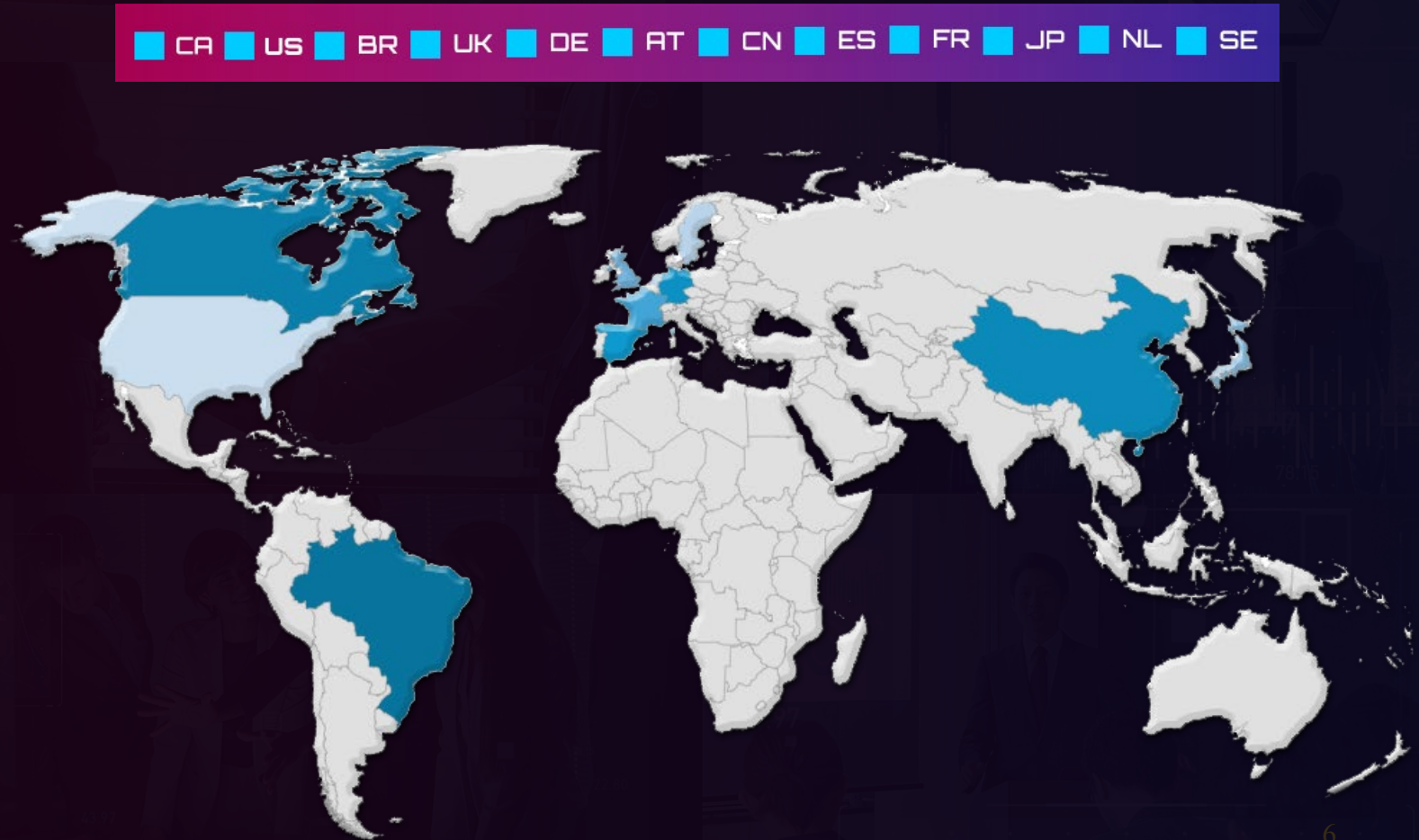
Attendees by Age



Attendees by Gender



Cluster Map



NAGIS Powered By Xsolla 2026, with the generous support of ASUS ROG, SASK Interactive, Edmonton Screen, and the Alberta Ministry of Technology and Innovation, proudly sponsored 55 independent video game studios, providing them with the opportunity to showcase their games to video game executives, publishers, investors, and venture capital firms.



OVER 80 VIDEO GAME TITLES



GAME CON CANADA



STEAM SALE
EVENT!

GAME SHOWCASE
JUNE 18-22 2026

Admin Dashboard

Your events and announcements, including drafts-in-progress and published events.

Create new Event or Announcement

Visibility Stats ?

See Documentation

Download .csv

Detailed Breakdown

Total Unique Impressions:

2,622,916

Total Unique Views:

48,532

Store Game Page

Impressions of events (cover image):	783,139
Clicks on an event to view details:	45,073

Community App Hub

Impressions of event summary:	2
Clicks on event summary to view details:	3

News Hub

Impressions of event in news hub:	1,839,775
Clicks on event to view details:	2,474

Key Figures MeetToMatch at NAGIS 2026



357 Attendees



225 Companies



488 Meetings



12 Countries

Companies

Total number of Registered Companies

All unique companies that have been registered to the MeetToMatch platform.

225

Number of Active Companies

All Registered Companies from whom at least one person did sign in to the MeetToMatch platform at least once.

195

Number of Active Meeting Companies

All Active Companies from whom at least one person scheduled at least one meeting.

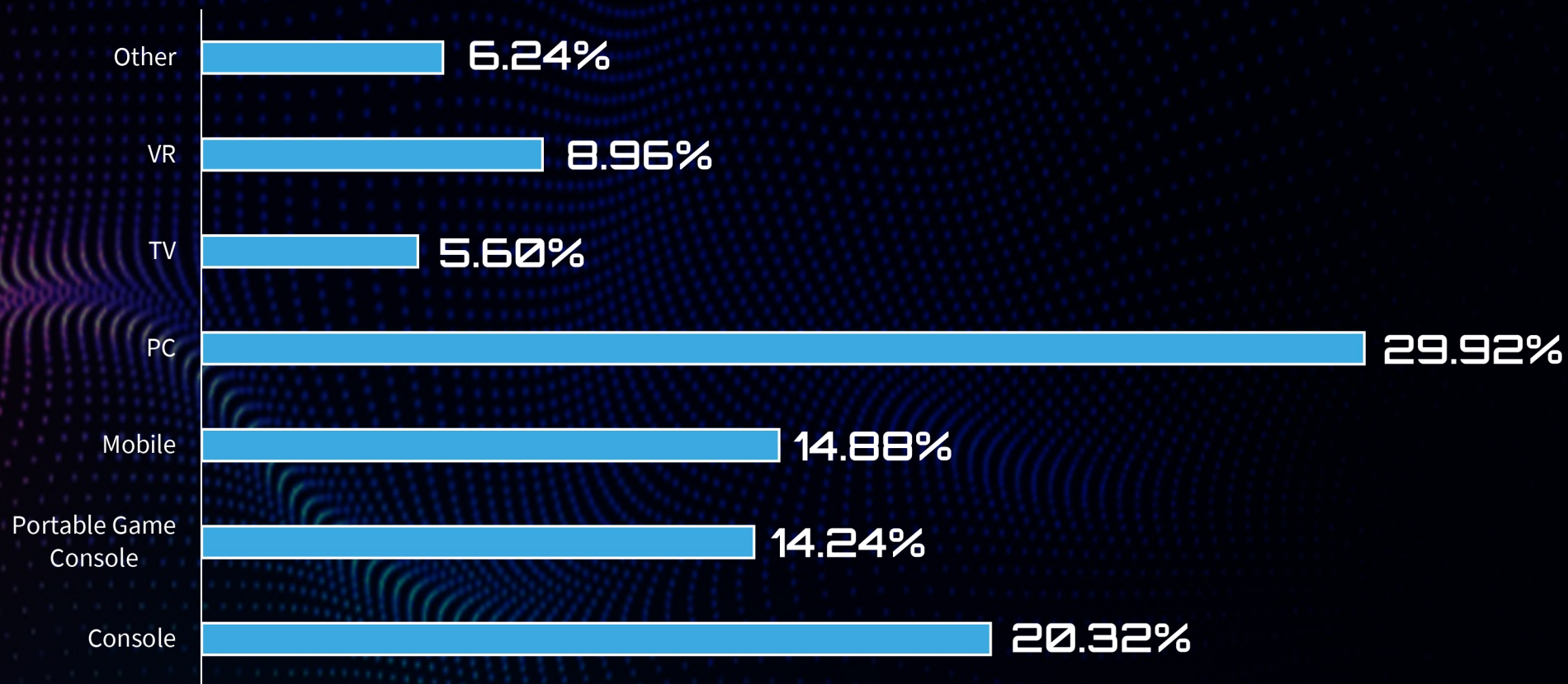
140

Number of Inactive Companies

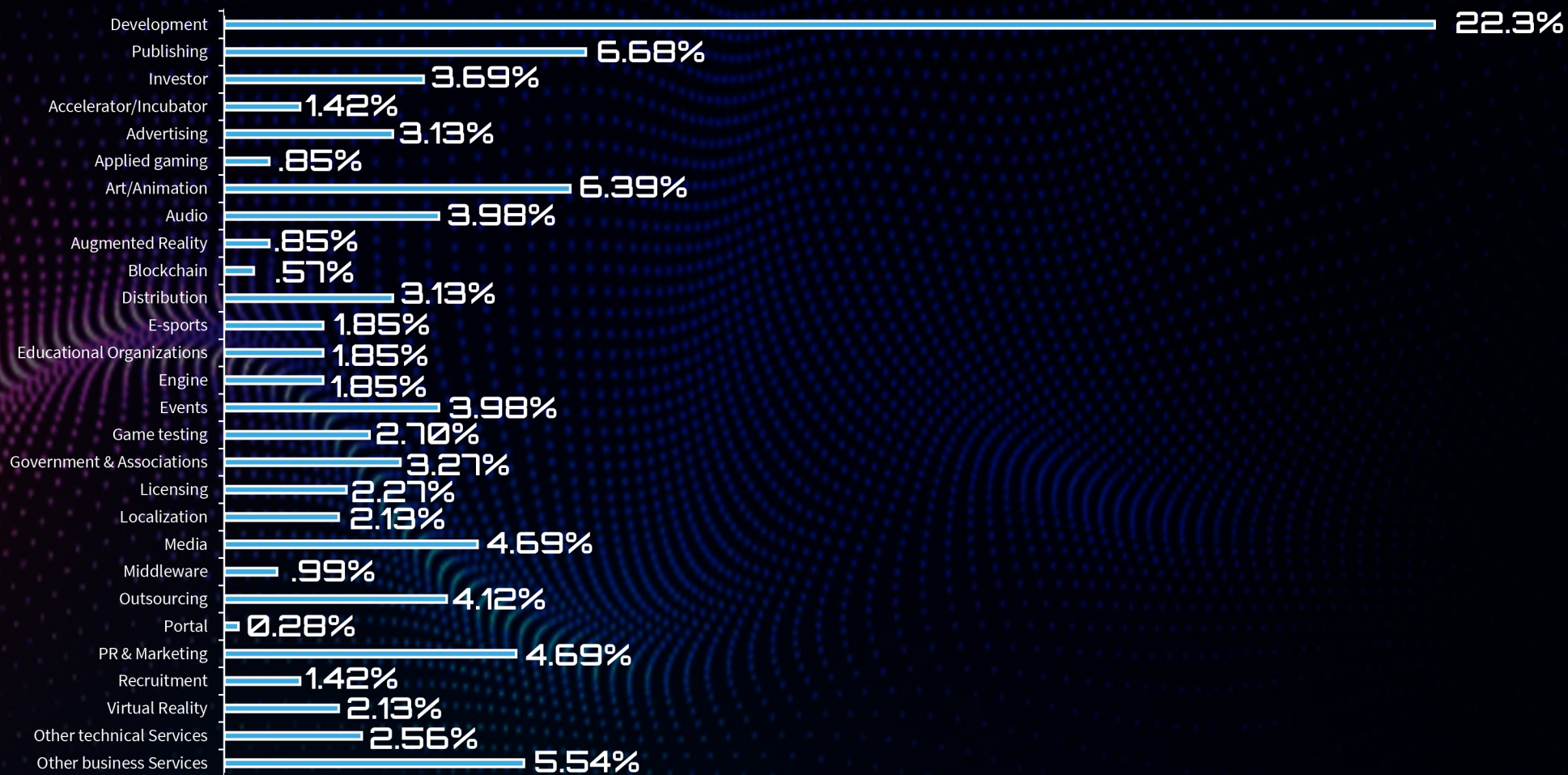
All Registered Companies from whom nobody did sign in and therefore didn't actively engage with the MeetToMatch platform.

30

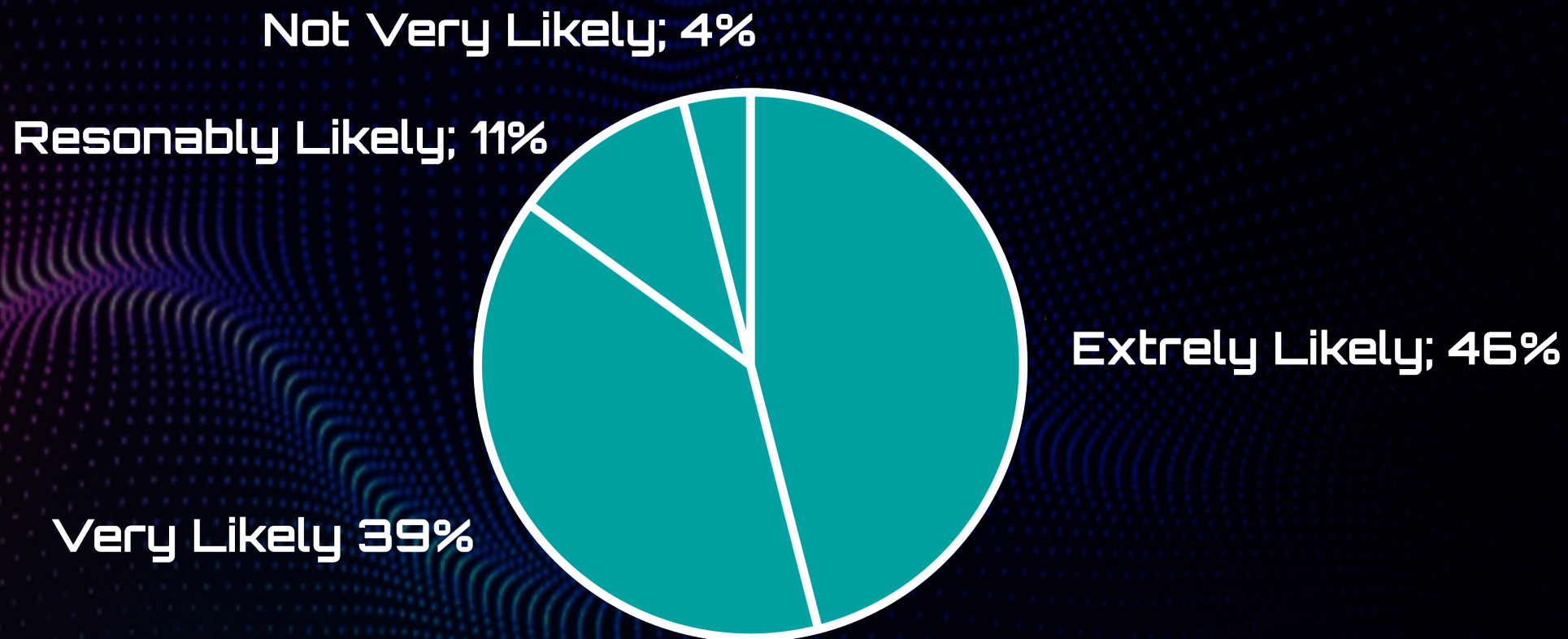
Attendee focus



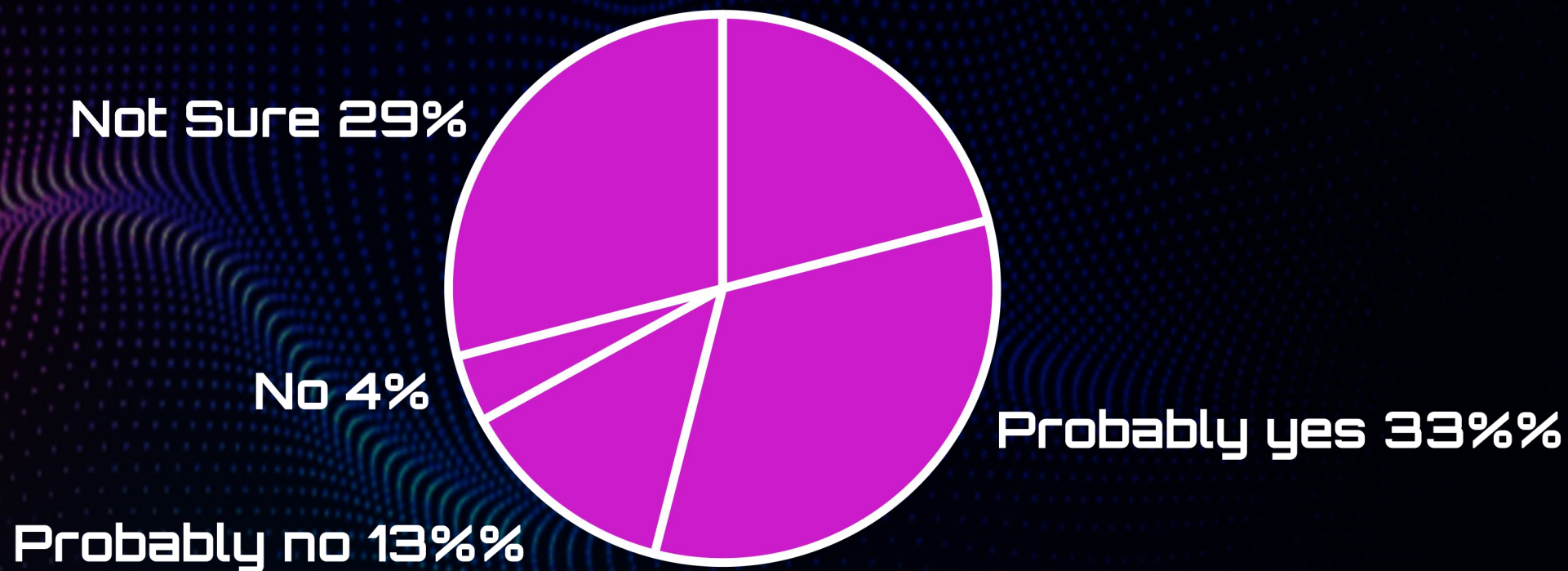
Attendee activities



What is the probability that you would recommend NAGIS to others?



Have you closed (or expect to close in the upcoming months) any agreement(s) because of NAGIS 2026?



Media Coverage:

Media	Title	Article Link
MobileSyrup 	BioWare legends to reunite at big Edmonton gaming event in June	<u>CLICK HERE</u>
	Edmonton conventions help fill gaps in Canadian gaming industry	<u>CLICK HERE</u>
	Game Con Canada and NAGIS take place this week — here's what to check out	<u>CLICK HERE</u>
	Game Con Canada Announces North American Game Industry Summit In Edmonton This June	<u>CLICK HERE</u>
	New North American Games Industry Summit, NAGIS, Announces Speakers and Guests For June Event	<u>CLICK HERE</u>
	NAGIS 2026 Felt Like a Strong First Step Toward Something Bigger for Canada's Games Industry	<u>CLICK HERE</u>
	Gaming industry summit starts in Edmonton day before massive expo	<u>CLICK HERE</u>
	Xsolla Expands Its Canadian Footprint at Game Con Canada and the Inaugural NAGIS Conference, Uniting Industry Leaders Around the Future of Game Commerce and Player Growth	<u>CLICK HERE</u>

Media Coverage:

Media	Title	Article Link
	Join North American Games Industry Summit At Game Con Canada This June	<u>CLICK HERE</u>
	15 indie games we saw during the Big Indie Pitch at NAGIS that you've got to check out	<u>CLICK HERE</u>
	Why NAGIS Chose Edmonton and What It Means for the City's Video Game Industry	<u>CLICK HERE</u>
	Xsolla Expands Its Canadian Footprint at Game Con Canada and the Inaugural NAGIS Conference, Uniting Industry Leaders Around the Future of Game Commerce and Player Growth	<u>CLICK HERE</u>

NAGIS 2026 Programming

NAGIS 2026 Mega Stage Featured Presentations

Opening Ceremonies – Welcome remarks from **Mayor Andrew Knack**, **Berkley Egenes**, Chief Marketing & Growth Officer, **Xsolla**, and **Ronnie Villanueva**, Digital Media & Technology Specialist, **Edmonton Screen**.

Honorary Keynote: Nolan Bushnell – *Inventor & Entrepreneur, Co-Founder of Atari*, sharing his journey of creating the video game industry, entrepreneurship, innovation, and the future of interactive entertainment.

The Intersection Between Film and Games – Featuring **Berkley Egenes** (Chief Marketing & Growth Officer, Xsolla), **Barsun "YDB" Jones** (Artist, Actor & Voice Performer), **Toni Domenech** (Founder & CEO, Domenech Media Group), **Luke Azevedo** (CEO, Edmonton Screen), and **Dylan Pearce** (Filmmaker & Creative Director), exploring how film, television, celebrity talent, and video games are creating new opportunities for developers and publishers.

The BioWare Reunion – Featuring **Greg Zeschuk** (Co-Founder, BioWare), **Casey Hudson** (Former Creative Director & General Manager, BioWare), **Trent Oster** (Co-Founder, BioWare & CEO, Beamdog), and **Mark Darrah** (Former Executive Producer, BioWare), discussing the studio's history, the creation of iconic franchises, and lessons learned from building one of Canada's most influential game development studios



NAGIS 2026 Programming

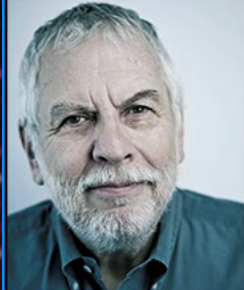
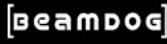
NAGIS Powered By Xsolla 2026 hosted three fully equipped conference rooms featuring professional production crews, 9K LED video walls, theatrical lighting, audio production, and full session recording capabilities. Across the two-day summit, attendees participated in 16 industry panel sessions featuring industry leaders from game development, publishing, investment, technology, media, and business.



Guest Speakers: Mega Stage

Simply click on any speaker profile to be directed to their LinkedIn profile for additional information.

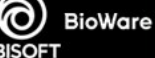
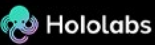
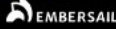


 NOLAN BUSHNELL CO-FOUNDER, ATARI Company 	 BERKLEY EGENES CHIEF MARKETING & GROWTH OFFICER XSOLLA AMERICA Company 	 TONI DOMENECH CO-FOUNDER OF ATFP PRODUCTIONS Company  Notable Talent 	 CASEY HUDSON GAME DIRECTOR CEO AT ARCANAUT STUDIOS Company  Previous 	 TRENT OSTER CEO OF BEAMDOG Company  Previous 
 MARK DARRAH INDUSTRY CONSULTANT Previous 	 GREGORY ZESCHUK DIRECTOR OF THE BLIND ENTHUSIASM GROUP Company  Previous 	 LUKE AZEVEDO CEO EDMONTON SCREEN Company  Previous 	 DYLAN PEARCE CO-FOUNDER, NORTHERN GATEWAY FILMS Company 	 MARK MEER PROFESSIONAL VOICE ACTOR, DUNGEON MASTER & VOICE OF COMMANDER SHEPARD

Guest Speakers: Panelists

Simply click on any speaker profile to be directed to their LinkedIn profile for additional information.



 BRENT BUSHNELL CEO & CO-FOUNDER, TWO BIT CIRCUS Company [LEXRA]  	 KATE EDWARDS CEO & FOUNDER OF GEOGRIFY Company  Previous  	 JOHN NGUYEN REGIONAL VICE PRESIDENT AT XSOLLA CANADA Company 	 GARY QIAN GLOBAL PARTNERSHIP DIRECTOR AT SOLOGAME Company   Previous 	 CLAIRE YANG OVERSEAS BUSINESS DEVELOPMENT AT KINGSOFT Company  Previous 
 RICHARD GARFIELD CO-FOUNDER, GAME DESIGN DIRECTOR FOR POPULARIUM AND CREATOR OF MAGIC THE GATHERING Company  Previous 	 JON BANKARD CO-FOUNDER, GENERAL MANAGER AND GAME DIRECTOR AT POPULARIUM Company  Previous 	 ANN LEMAY NARRATIVE DIRECTOR AT HIGHDIVE Company  Previous  	 MATTHEW WALACH PARTNER AT INSERT COIN Company INSERT COIN	 MUDDASSIR MAHMOOD PARTNER AT INSERT COIN Company INSERT COIN
 PIERRE MOISAN SENIOR ADVISOR- CREATIVE INDUSTRIES MONTREAL BUSINESS AND INNOVATION CENTRE Company  Previous FRIMA	 NOAH DECTER-JACKSON EXECUTIVE DIRECTOR CIAIC & CO-FOUNDER OF COMPLEX GAMES INC. Company  Previous 	 GARRETT FREDLEY SENIOR BUILD ENGINEER: IP PRESERVATION AT PLAYSTATION Company  Previous   	 WILLIAM SU LAWYER WITH NICOL LAW Company 	 AMESH NARSING VP OF SOFTWARE DEVELOPMENT HOLOLABS Company 
 GEM JOHNSON CEO OF CORVIAN MARKETING Company 	 SETH DEGRACE CEO AND CO-FOUNDER OF VIRTUAL UNREALITY Company 	 RUWAN FERNANDO FOUNDER OF GO BOLDLY DESIGN Company  Previous   	 LUKE SIMMS DIRECTOR @ CALGARY GAME DEVELOPERS ASSOCIATION Company  Previous  	 CAGHAN BONNOUGH DIRECTOR OF BUSINESS & MARKETING, EMBERSAIL STUDIOS Company  Previous  

Guest Speakers: Panelists

Simply click on any speaker profile to be directed to their LinkedIn profile for additional information.



 ALEX HANDZIUK PR SPECIALIST AT EVOLVE PR Company EVOLVE Previous com US COMAGONLINE.COM UBERSTRATEGIST	 AMANDA TUCKEY COMMUNITY SPECIALIST AT EVOLVE PR Company EVOLVE Previous BioWare	 POE CHUANG COMMUNITY SPECIALIST AT EVOLVE PR Company EVOLVE	 CHRIS TIHOR FOUNDER/STORY AND NARRATIVE DESIGN CONSULTANT Company TALESPINNERS Previous Quartech headless chicken	 MITCH DYER LEAD WRITER @ THAT'S NO MOON Company THAT'S NO MOON Previous IGN EA Electronic Arts
 CERI YOUNG NARRATIVE DIRECTOR Previous WB UBISOFT	 BEN GELINAS CEO OF COPYCHASER GAMES Company Copychaser GAMES Previous REMEDY	 ALEX ROSSOL CEO VRCAVE Company VRCAVE	 ANYA COMBS GAMES FREELANCE Previous KICK STARTER	 BRAYDEN CLARK FOUNDER OF ADVENTURE PORTAL Company AP

Panel Topics NAGIS 2026:

- The Business of UX, Why Strategy Matters
- Designing for Uniqueness: History, Plans, and Commercialization by Richard Garfield & Jon Bankard
- Creating and Maintaining Your Greatest Marketing Asset as a Game Developer: Your Community
- Every game has a story to tell
- From Reveal to Launch: Timing Your Game's Success
- Building the Cultural World of 'Indiana Jones and the Great Circle
- Breaking into China's massive PC gaming market isn't easy, but it's possible
- Your Game is Probably Illegal: A New Era of Legal Issues.
- Building an OP Cashflow Strategy for your Studio to Thrive
- How a mid-sized, established game company survives in a giant-dominated market
- New Opportunities for Game Studios in Location Based Entertainment
- Sharing Insights and Challenging the Future
- The New Crowdfunding Playbook: Platforms, Community, and What Actually Works
- What's Your Legacy? - A Guide to Game Preservation

NAGIS 2026 – 2027 Comparison at a glance

NAGIS 2026

- One-day event with one GCC crossover day
- 70,000 square feet
- One day of dedicated panel and Mega Stage sessions
- 55 Indie Turnkey Booth Spaces
- 4200 Square foot MeetToMatch Lounge
- One developer to publisher closed door pitch session

NAGIS 2027

- Two-day event with one GCC crossover day
- Over 100,000 square feet
- Two full days of panel and Mega Stage sessions
- 250 Indie Turnkey Booth Spaces
- 8400 Square foot MeetToMatch Lounge which includes
 - + 9 fully loaded private offices equipped with their own coffee service and snacks
(for purchase and owned by single company)
- Two developer to publisher closed door pitch sessions
- Launching a Tech, Hardware & Software Showcase Zone
- Post Secondary Top talent recruitment & internship
- Launching an Angel Investment Panel to bring more capital and visibility to developers
- In discussions to launch the North American Video Game Awards
- Launching influencer program

THANK YOU!



For all sponsorship and speaker opportunities please email:
chris@meibelconsulting.com or marc@meibelconsulting.com

