



Barcelona confirmed for EUROMAT's 2016 Gaming Summit

Brussels, 10 December 2015

EUROMAT, the European Gaming and Amusement Federation, has confirmed the [Hotel Majestic](#) in the historic centre of Barcelona as the venue for its 2nd Annual Gaming Summit on the **26th of May 2016**. Commenting on the news, EUROMAT's President Eduardo Antoja said:

"I'm really pleased to welcome Europe's land-based gaming sector to my home city of Barcelona next year. The EUROMAT Gaming Summit is the only event dedicated to our industry. It's a chance for industry peers to reflect, learn and prepare for changes in the market place or to regulation. Our programme for 2016 is rich with content and top-level speakers so we're expecting lots of registrations!"

200 delegates will get a chance to hear about the latest commercial trends, challenges and opportunities from industry leaders. For the first time the Summit programme includes a panel session of regulators including Harrie Temmink, the European Commission's lead policy official for gaming, as well as regulators from several major European markets including Carlos Hernandez Rivera from Spain and Peter Naessens from Belgium.

Other panel sessions this year include:

- What does convergence mean for the land-based gaming industry in Europe?
- Player tracking: Does it help to improve responsibility?
- Are manufacturers or operators driving the gaming machine market in Europe?

Registrations for 2016 open on the 11th of January at <http://www.euromat.org/egs2016> and the full Summit programme and speaker information can be accessed directly from the following conference webpage: <http://www.euromat.org/egs2016/programme-speakers-16>.

In 2015, the Summit took place in Amsterdam with top names such as CIRSA, JVH Gaming, Gauselmann, Löwen Entertainment and Merkur Interactive sponsoring and speaking.

For press enquiries and for any further information related to the event please contact:

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Notes to editors:

The **European Gaming and Amusement Federation (EUROMAT)** is the voice of the land-based gaming entertainment industry in Europe. A highly regulated and highly taxed industry sector accounting for more than 250,000 jobs across Europe.

The organisation was established in 1979 to represent, through its affiliated national associations, private sector operators of gaming machines and the manufacturers that supply them. Today, EUROMAT has 18 national member associations from 13 European countries, as well as two observer members from France and Hungary.

The first edition of the **EUROMAT Gaming Summit** took place in Amsterdam in May 2015, attracting representatives of the gaming industry, policy makers and media from across. The Summit is a credible forum for the land-based gaming sector to discuss major industry and commercial trends as well as regulatory developments with peers, regulators, politicians, the media and other stakeholders. Participants gain the opportunity to network, identify business opportunities and exchange knowledge and expertise.

By supporting this event, **Sponsors** will reinforce their brand through extensive marketing and networking opportunities with 200 senior level industry and policy stakeholders from across Europe.

For further information about the EUROMAT GAMING SUMMIT please visit www.euromat.org and follow EUROMAT on [LinkedIn](#) and [Twitter](#) using our hashtag **#EUROMATGS2016**.

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PROGRAMME & SPEAKERS

PRELIMINARY PROGRAMME: MOVING AHEAD OF THE GAME (2ND EDITION)

Adapting to an evolving regulatory and commercial environment in Europe

26 May 2016 from 9.00h to 18.00h at [Majestic Hotel Barcelona](#), Spain

Time	Topic	Speaker/s
08:30 – 09:15	Registration & Breakfast Networking	
09:15 – 09:20	Openings	Marta Espasa , Director General of Gaming, Catalonia (<i>invited</i>)
09:20 – 09:30	Welcome and introduction speech: EUROMAT – Progress, achievements and challenges	Eduardo Antoja , President of EUROMAT
09:30 – 09:45	Keynote speech	Harrie Temmink , European Commission
09:45 – 10:45	PANEL 1: -What does convergence mean for the land-based gaming industry in Europe? <i>Panel comprised of operators who are converging. It will seek to draw industry wide conclusions from their practical experiences.</i>	Moderator: Kieran O’Keeffe , Secretary General of EUROMAT - Jessica Ordovas , Mediatech Solution, Spain - Nick Harding , Praesepe, UK - Vitaliano Casalone , Inspired Gaming Group, Italy
10:45 – 11:15	Networking Break	
11:15 – 12:00	PANEL 2: -Coin-op and cash vs electronic payment: Is cash still king? <i>Panel session with payment providers and operators looking at how forms of payment are changing and the impact this will have for companies.</i>	Moderator: Juan-Manuel Prieto , Azkoyen, Spain - Mustapha Hadj-Ahmed , Innovative Technologies, UK - Heiko Busse , Crown Technologies, Germany - <i>Expert in Digital Payments (tba)</i>
12:00 – 12:45	PANEL 3: -Regulatory briefing <i>Presentations from legal experts on upcoming legal changes that are likely to impact the industry Europe wide.</i>	Moderator: Dan McAdam , Gambling Compliance - Migle Niauraite , Policy Advisor of EUROMAT: <i>Spotting the regulatory trends of tomorrow: An assessment of recent or pending ECJ case law and what it could mean for the sector</i> - John White , BACTA, UK: <i>Regulation and its impact on the business model: UK case study</i> - Valentina Dobre , ROMSLOT, Romania: <i>The gaming industry dynamics in a constantly changing regulatory environment: Romanian case study</i>
12:45 – 13:30	PANEL 4: -Player tracking: Does it help to improve social responsibility in gaming? <i>Examination of emerging approaches to player tracking e.g. algorithms, pre-commitment databases, player cards, etc.</i>	Moderator: Pieter Remmers , European Association for the Study of Gambling (EASG), The Netherlands -

	<i>Session will examine the efficacy of these approaches and the desirability of their application to land-based gaming.</i>	<p>Dr. Mark Griffiths, Gambling Studies University of Nottingham, UK</p> <p>-</p> <p>Mirjana Acimovic, JAKTA and Chair of EUROMAT's Social Responsibility in Gaming Committee, Serbia</p> <p>-</p> <p>Yvon Jansma, Center of Responsible Gaming, The Netherlands</p>
13:30 – 14:30	Lunch break	
14:30 – 15:15	<p>PANEL 5:-Does the AWP machine have a future in Europe? <i>Panel with industry speakers from Northern, Southern and Central/Eastern Europe.</i></p>	<p>Moderator: David Snook, Intergame Magazine, UK</p> <p>-</p> <p>Eric Olders, JVH Gaming, The Netherlands</p> <p>-</p> <p>Jason Frost, BACTA, UK</p> <p>-</p> <p>Dirk Quermann, Gauselmann Group, Germany</p>
15:15 – 16:15	<p>PANEL 6:-Get to know the regulators <i>Q&A with regulators from Spain, Italy and Belgium</i></p>	<p>Moderator: Eduardo Antoja, President of EUROMAT</p> <p>-</p> <p>Harrie Temmink, European Commission</p> <p>-</p> <p>Peter Naessens, Research and Development, Belgian Gaming Commission, Belgium</p> <p>-</p> <p>Elisabetta Poso, Amministrazione Autonoma dei Monopoli di Stato, Italy</p> <p>-</p> <p>Carlos Hernández Rivera, Dirección General de Ordenación del Juego (DGOJ), Spain</p> <p>-</p> <p>Fernando Prats, Madrid Regional Government, Spain</p>
16:15 – 16:45	Coffee break	
16:45 – 17:30	<p>PANEL 7:-Are manufacturers or operators driving the gaming machine market in Europe?</p>	<p>Moderator: Simon Thomas, Hippodrome Casino, UK</p> <p>-</p> <p>Enric Barba, Independent Consultant, Spain</p> <p>-</p> <p>Frank Seninsky, Alpha Omega Sales, USA</p> <p>-</p> <p>Simon Thomas, Hippodrome Casino, UK</p>
17:30 – 17:45	Wrap-up & Conclusions	Eduardo Antoja , President of EUROMAT
17:45 – 18:45	Networking Cocktail & Farewell	