



SUSTAINABILITY NEXUS CONFERENCE

2024

– COLOGNE EDITION –

Co-funded by



Stadt Köln

ABOUT

CONNECTING INDUSTRY, POLICY, AND SCIENCE

We have come to understand that we cannot tackle the range of alarming societal and environmental issues in silos. They are all interconnected. Our annual hybrid conference, based in Cologne and all across Europe, serves as a dynamic meeting point for global industry leaders, policy-makers, and scientists - to connect, learn from one another, and to align existing efforts.

In 2024, the Sustainability Nexus Conference is entering its second edition and hosting the most impactful sustainability stakeholders and innovators in the scene.

Time and Date:

12 November 2024

9:30 am - 4:00 pm CET

Location:

Cologne Game Lab

Schanzenstraße 28, 51063 Cologne, Germany

Global Schedule:

9:30	Conference start	LOCAL
10:00	Global talks with talks from the Fair Game Project, Game Habitat, SpielFabrique and the Sustainable Games Alliance	HYBRID
12:00	Panel discussion with Hugo Bille, Jenny Brusk, Linn-Marie Edlund, Patrick Prax, and Volha Kapitanova	HYBRID
13:00	Lunch break	
14:00	Local workshops in Berlin, Cologne, Copenhagen, Malmö, Skelleftea, and online	HYBRID
15:30	Wrap up	LOCAL

LOCAL SCHEDULE

WHAT'S HAPPENING IN COLOGNE?

Venue:

The Sustainability Nexus conference is hosted in the "Aquarium" conference room inside the Cologne Game Lab in Cologne. For speakers, we offer a bus service from the hotel to the venue.

9:30	Welcoming words	LOCAL
10:00	Global talks with talks from the Fair Game Project, Game Habitat, SpielFabrique and the Sustainable Games Alliance	HYBRID
12:00	Panel discussion with Hugo Bille, Jenny Brusk, Linn-Marie Edlund, Patrick Prax, and Volha Kapitanova	HYBRID
13:00	Networking Lunch with Köln.Business	
14:00	Policy Workshop in a 90 minute workshop, we explore biases towards possible futures in games, potential scenarios for the development of the games industry towards sustainable futures, and map drivers for change. At the end of the workshop, there is an increased understanding of the key actors and processes that drive change inside the industry.	HYBRID
15:30	Wrap up	LOCAL

Both morning and afternoon sessions are designed to be fully hybrid. Audience members can submit questions and suggestions during the talks and panel discussion. Online participants to the conference can join the policy workshop remotely and discuss alongside the in-person attendees.

PARTNERS

WHO WE ARE WORKING WITH

PARTNERS FOR THE SUSTAINABILITY NEXUS COLOGNE EDITION



Stadt Köln



KölnBusiness



STRATEGIES

Sustainable Transition
for Europe's Game Industries



UK Research
and Innovation



COLOGNE GAME LAB
Institute for Game Development & Research

THE SUSTAINABILITY NEXUS CONFERENCE CONSORTIUM



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RESILIENT ECONOMIES AND COMMUNITIES

BSG-Go

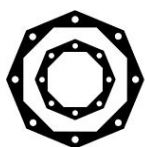
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