

MTN GAMING CONFERENCE 2026.

BUILDING AFRICA'S GAMING FUTURE

BUILD • PLAY • PUBLISH • GROW

Welcome

MTN Gaming Conference 2026 Is A One-Day Gaming Conference By MTN Ghana, Developed In Strategic Partnership With Leti Arts, Designed To Connect Stakeholders Across The Gaming Ecosystem And Drive Conversations Around The Future Of Gaming, Esports, Mobile Entertainment And The Creative Economy In Africa.

Hosted In Accra, This One-Day Conference Is A Platform For Bold Conversations, Real Opportunities And Lasting Impact Across The African Games Ecosystem.

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Africa Is Not Only A Gaming Market.

Africa Is Building Games, Talent, Platforms And New Possibilities.





About The Conference

A One-Day Ecosystem Event Focused On The Growth Of Gaming In Ghana And Across Africa, Connecting Talent, Industry, Capital And Communities To Build A Stronger, More Inclusive And Globally Competitive African Gaming Future.

The Conference Framework

Build

Talent, Tools And Opportunities For Creators And Studios.

Play

Communities, Culture And Esports.

Publish

IP, Platforms And Global Access.

Grow

Investment, Partnerships And A Stronger Ecosystem.

What To Expect

- Keynotes
- Panel Discussions
- Workshops
- Breakout Sessions
- Expo & Showcases
- Gaming Experiences
- Networking Opportunities

Your Day at a Glance

A full day of inspiration, connection and opportunity across the African games ecosystem.

8:00 AM

Registration & Check-In

Arrive, collect your badge and connect with fellow attendees.

9:00 AM

Opening Ceremony

Welcome remarks and setting the stage for a bold day ahead.

Morning

Keynotes & Panels

Big ideas from industry leaders, creators and policymakers, focused on

13:15 PM

Lunch, Networking & Expo

Enjoy lunch, explore the expo and experience the latest games and innovations.

Afternoon

Main Stage Sessions

Deep dives into industry trends, opportunities and the future of gaming in Africa.

All Day

Breakout Workshops

Hands-on sessions, learning and meaningful discussions.

All Day

Gaming Experiences & Showcase

Play, discover and connect with African games and creators.

5:00 PM

Closing

Key takeaways and what's next for Africa's gaming future.

Main Stage Programme

A powerful line-up of leaders, creators and changemakers sharing insights, ideas and opportunities for Africa's gaming future.



Main Stage **Programme**

TIME	SESSION	SPEAKER / FORMAT
09:00	**MTN CDO Address** Welcome and setting the stage for Africa's gaming future.	**Ibrahim Misto** Keynote
09:10	**MTN CEO Address** Driving opportunity, infrastructure and inclusive growth.	**Stephen Blewett** Keynote
09:20	**The Past, Present and Future of Gaming in Ghana & Africa** LetiArts presents the journey and outlook for African gaming.	**Eyram Tawia** Keynote
09:40	**Learning Through Play: Games as Tools for Education & Impact** How games drive learning, inclusion and social impact across Africa.	**Panel Discussion** Edson Sinjirani, Yoonjung Lera, TriForce Johnson, Glenn Gillis, Otema Yirenkyi Moderated by Osemu Ebhohimen
10:00	**Games with Purpose: Play As A Tool For Change** Lessons from Zynga on mobile-first impact in Africa.	**Amelia Avery-Bradley** Keynote
10:15	**From Campus to Career: Building Ghana's Games Talent Pipeline** Developing the next generation of game creators in Ghana.	**Panel Discussion** Prof Angela Owusu Ansah, Natasha Skutt, Mantey Caleb, Yaw Antwi Boadu Moderated by Prof Gordon Kwesi Adomdza
10:40	**Announcement** Special announcement and stage moment.	**Patrick Awuah & Yaw Antwi Boadu** Stage Moment
11:10	**Building the Eco-System: Learnings from Senegal, Nigeria, Cameroon & Beyond** Cross-border insights on growing Africa's gaming ecosystem.	**Panel Discussion** Teddy Kossoko, Odile Limpach, Madiba Olivier, Christopher Adomako Moderated by Ato Ulzen-Appiah
11:40	**Games as Culture: Building Ghana's Creative Future** Exploring gaming's role in shaping Ghanaian cultural identity.	**Panel Discussion** Hélène Geneau-Okutue, Jeremie Desjardins, Meli Mansu, Mickaël Newton Moderated by Christopher Kwesi Appiah
12:00	**MTN and LetiArts on the MTN Gaming Academy** Unveiling the academy initiative for aspiring game developers.	**Eyram Tawia** Stage Moment

TIME	SESSION	SPEAKER / FORMAT
12:15	**From Players to Market: Reaching Africa's Gaming Audience** Strategies for connecting with Africa's growing gamer base.	**Panel Discussion** Mickaël Newton, Kwesi Hayford, Maximus Ametorgoh, Gamer Girl Nica Moderated by Caleb Yoa Agbenyega
12:40	**From Community to Industry: Building Ghana's Esports Ecosystem** Growing esports from grassroots to a sustainable industry.	**Panel Discussion** Venus Tawiah, Jabulani Eyram Edudzi, Herbert Henry Krakue, Bruce Knox Moderated by Dabi Diamond
13:05	**From Players to Creators: Building with PUBG's World of Wonder** Exploring creative tools and player-driven content creation.	**Stage Moment** Brian Gu, Charles
14:15	**Lessons from the International Mobile-First Market** Insights on scaling mobile games across global markets.	**Panel Discussion** Amelia Avery-Bradley, Deborah Mensah-Bonsu, Allan Cudicio, Dominion Eromosele Moderated by Robertson Nortey
14:45	**Building Smarter: AI Tools for the Next Generation of Creators** How AI is transforming game development workflows.	**Stage Moment** Emil Chen, Wendy Xu
14:55	**How to Build Games With Everyone in Mind: Karmzah & Inclusive African Design** Designing inclusive games that represent diverse African experiences.	**Panel Discussion** Farida Bedwei, Michelle Ferrari, Maame Adjei Moderated by Osemu Ebhohimen
15:20	**From African Stories to Global IP: Building Games the World Will Play** Turning African narratives into internationally successful game franchises.	**Panel Discussion** Dean Gichuki, Teddy Kossoko, Andy Korshie, Francis Brown Moderated by Nehemiah Attigah
15:45	**From Build to Market: Lessons from Publishing with Penrose** Navigating the path from game development to market launch.	**Panel Discussion** George Togkas
16:15	**Games, Music, Film & Performance: Building Ghana's Next Creative Economy** Cross-industry collaboration driving Ghana's creative future.	**Panel Discussion** Juliet Asante, Chief Moomen, Clara Pinhede Moderated by Alain Gbeasor
16:40	**The Next Move: Africa, Building for the World's Stage** A fireside conversation on Africa's path to global gaming leadership.	**Eyram Tawia & Odile Limpach** Fireside chat
16:50	**Closing & Media Moment** Final remarks, key takeaways and media engagements.	**Bless Sefenu** Keynote



Top Breakout Room & Workshops

Dive Deeper With Hands-On Sessions, Expert Led Discussions And Practical Skills Across Three Dedicated Tracks, Designed To Help Africa's Gaming Ecosystem Grow, Create And Make An Impact.

Breakout Sessions Run In Parallel.

Some Sessions May Require Prior Sign-Up Due To Limited Capacity.



11:15 AM - 12:15 PM

Building Smarter:

Practical Tools For African Game Teams From Prototype To Launch



12:20 PM - 01:05 PM

Building Teams:

How To Navigate BuildingTeams & Collaboration In The Ecosystem



02:00 PM - 02:40 PM

Building Worlds with PUBG:

Creating African Maps And Playable Experiences In WOW







50+ SPEAKERS







Featured Speakers

A Diverse Lineup Of Leaders, Creators, Innovators And Changemakers Shaping The Future Of Gaming In Africa And Beyond.



Stephen Blewett

Chief Executive Officer - MTN

Award-winning game developer and founder championing African stories on the global stage.

Session:
MTN CEO Address



Glenn Gillis

Games for Change Africa / Sea Monster

CEO & Co-Founder, Sea Monster; Chairperson, Games for Change Africa

Session:
Learning Through Play: Games as Tools for Education and Impact



Ibrahim Misto

MTN Ghana

Chief Digital Officer

Session:
MTN CDO Address

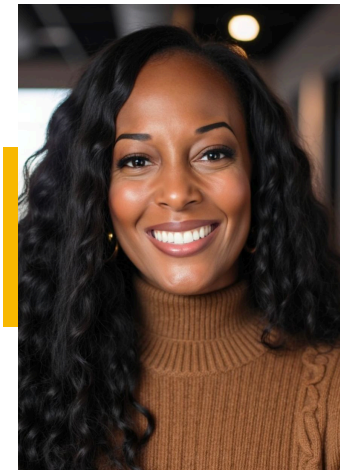


Eyram Tawia

LetiArts

Co-Founder & CEO of LetiArts

Session:
The Past, the Present and the Future of Gaming in Ghana and Africa



Amelia Avery-Bradley

Zynga / Take-Two Interactive

Senior Manager, Diversity, Equity & Inclusion

Session:
Games with Purpose: Play As A Tool For Change In A Mobile First Continent. Lessons from Zynga



Mikael Newton

Narratify

Session:
From Players to Market: Reaching Africa's Gaming Audience



Odile Limpach

SpielFabrique

Co-Founder; Professor, Cologne Game Lab

Session:
Building the Eco-System: Learnings from Senegal, Cameroon, Nigeria and Beyond

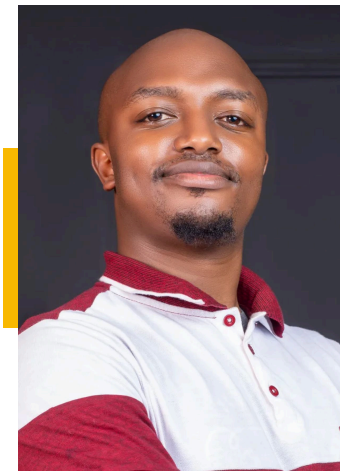


Teddy Kossoko

Masseka Game / Gara

Founder, Masseka Game; Founder & CEO, Gara

Session:
Building the Eco-System: Learnings from Senegal, Cameroon, Nigeria and Beyond



Dean Gichukie

Kunta Content

CEO & Game Producer

Session:
From African Stories to Global IP: Building Games the World Will Play



Patrick Awuah

Ashesi University

Founder & President of Ashesi University

Session:
Ashesi University and MTN MoU of the Gaming Lab Announcement



Yoonjung Lera

EcoBlox.Build

Chief Executive Officer of EcoBlox Build

Session:
Learning Through Play: Games as Tools for Education and Impact

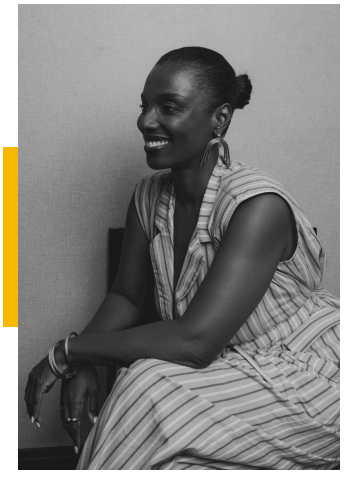


Deborah Mensah-Bonsu

Games for Good

Founder, Games for Good

Session:
Lessons from the International Mobile-First Market And Africa's Potential Considering Talent and the Ecosystem



Maame Adjei

Pan Africa Gaming Group (PAGG)

Cultural Producer & Founder of Sweet Roots Media.

Session:
How to Build Inclusive Games & The Talents That Builds Them.



Edson Sinjirani

EcoBlox.Build

Educator and leader advancing talent development and innovation for Africa's digital future.

Session:
Learning Through Play: Games as Tools for Education & Impact

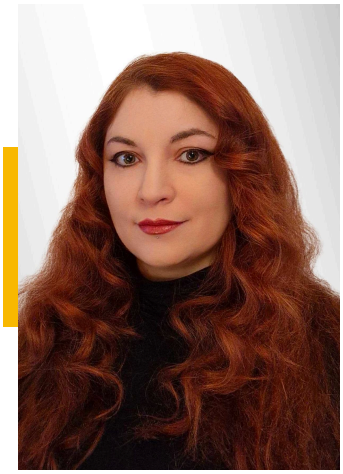


Dominion Eromosele

Carry1st

Senior Community & Events Manager

Session:
Lessons from the International Mobile-First Market And Africa's Potential Considering Talent and the Ecosystem



Natasha Skult

MiTale

CEO & Creative Director; game designer and educator

Session:
From Campus to Career: Building Ghana's Games Talent Pipeline



Allan Cudicio

Twin Drums

Founder / Game Designer

Session:
Lessons from the International Mobile-First Market And Africa's Potential Considering Talent and the Ecosystem



Prof Angela Owusu-Ansah

Ashesi University

Provost & Professor

Session:
From Campus to Career: Building Ghana's Games Talent Pipeline



Meli Mansu

Goethe-Institut Ghana

Head of Information and Library at Goethe-Institut Ghana

Session:
Games as Culture: Building Ghana's Creative Future



Maximus Ametorgoh

Esports Association Ghana

International Relations Lead At Esports Association Ghana

Session:
From Players to Market: Reaching Africa's Gaming Audience



Kwesi Hayford

Esports Association Ghana

President Of Esports Association Ghana

Session:
From Players to Market: Reaching Africa's Gaming Audience

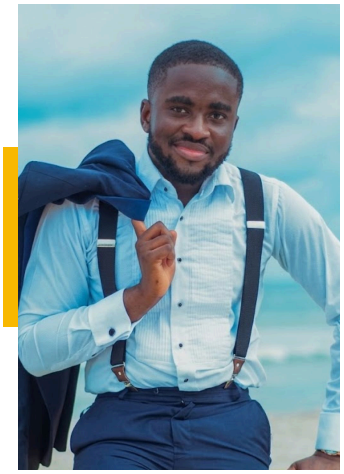


Ato Ulzen-Appiah

Ghana Think Foundation

Director of the GhanaThink Foundation

Session:
Building the Eco-System: Learnings from Senegal, Cameroon, Nigeria and Beyond

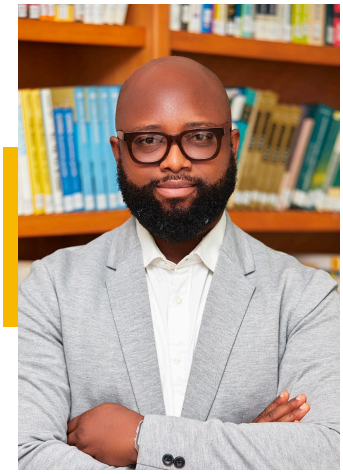


Christopher Adomako Jnr

Maliyo Games

Game Developer at Maliyo Games.

Session:
Building the Eco-System: Learnings from Senegal, Cameroon, Nigeria and Beyond



Gordon Adomdza

CEIBS Africa

Associate Professor of Management Practice & Director, CEIBS Africa

Session:
From Campus to Career: Building Ghana's Games Talent Pipeline



Mantey Caleb

Relu Interactives

Co-Founder & CTO of Relu Interactives

Session:
From Campus to Career: Building Ghana's Games Talent Pipeline

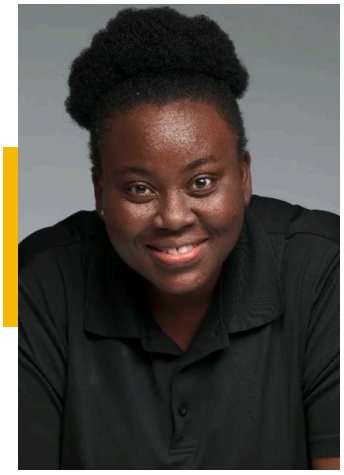


Yaw Antwi Boadu

MTN Ghana

Manager, Video & Gaming

Session:
From Campus to Career: Building Ghana's Games Talent Pipeline

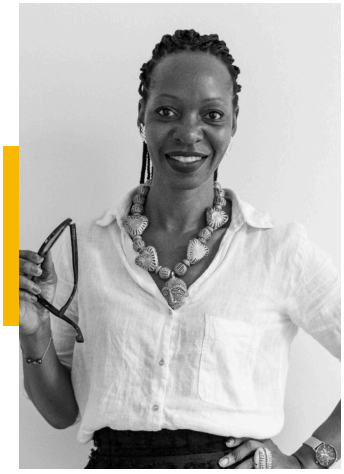


Doreen Dabi-Diamond

Esports Association Ghana / PlayProvince

General Secretary, EAG; Team Manager, PlayProvince Esports

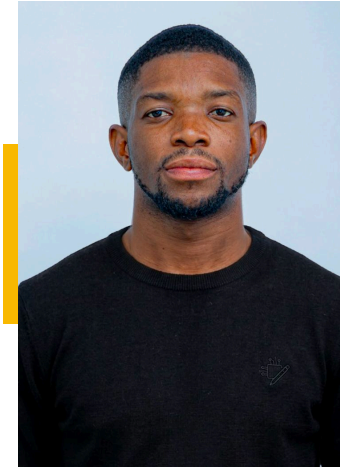
Session:
From Community to Industry: Building Ghana's Esports Ecosystem



Venus Tawiah

Esports professional / Ecosystem Voice

Session:
From Community to Industry: Building Ghana's Esports Ecosystem



Eyram Jabulani Edudzi

VGA Esports Show

Session:
From Community to Industry: Building Ghana's Esports Ecosystem



Alain Gbeasor

Member of NITA Governing Board

Session:
Games, Music, Film & Performance: Building Ghana's Next Creative Economy

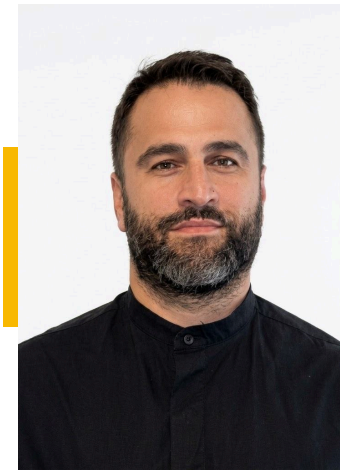


Herbert Henry Krakue

PlayProvince

Founder / CEO of PlayProvince

Session:
From Community to Industry: Building Ghana's Esports Ecosystem.



George Togkas

Penrose Systems

Chief Executive Officer of Penrose Systems.

Session:
From Build to Market: Lessons from Publishing with Penrose

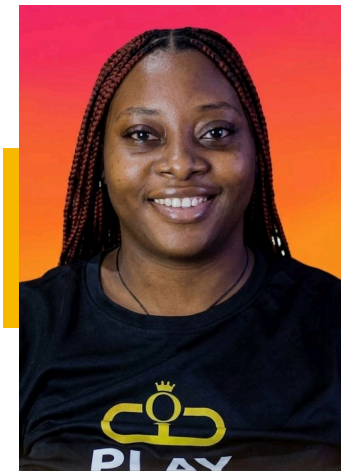


Caleb Yao Agbenyega

LetiArts

Marketing Lead at LetiArts, Founder & CEO; President, Africa Champions League

Session:
From Players to Market: Reaching Africa's Gaming Audience



Gamer Girl Nica

Professional Esports Athlete

Session:
From Players to Market: Reaching Africa's Gaming Audience



Chief Moomen

Bambu Heritage Productions

Founder & Chief Creative Officer Of Bambu Heritage

Session:
Games, Music, Film & Performance: Building Ghana's Next Creative Economy



TriForce Johnson

EMPIRE ARCADIA

CEO & Founder

Session:
Learning Through Play: Games as Tools for Education & Impact



Amerado

MicBurnerz Music

Rapper, Singer & Songwriter

Session:
Games, Music, Film & Performance: Building Ghana's Next Creative Economy



Bless Sefenu

MTN Ghana

Senior Manager, Digital Services & Verticals

Session:
Closing Speaker



Geneau-Okutue Hélène

Alliance Française Accra

Director at Alliance Française Accra

Session:
Games as Culture: Building Ghana's Creative Future



Christopher Kwesi Appiah

French Embassy in Ghana

Session:
Games as Culture: Building Ghana's Creative Future



Jérémie Desjardins

French Embassy in Ghana

Cultural Attaché

Session:
Games as Culture: Building Ghana's Creative Future



Osemudiamen Ebhohimen

LetiArts

Head of Partnerships

Session:
Learning Through Play: Games as Tools for Education and Impact



Farida Bedwei

Digital Opportunity Trust / Karmzah

Platform Product Consultant; Creator of Karmzah; Disability Rights Advocate

Session:
How to Build Inclusive Games & The Talents That Builds Them.

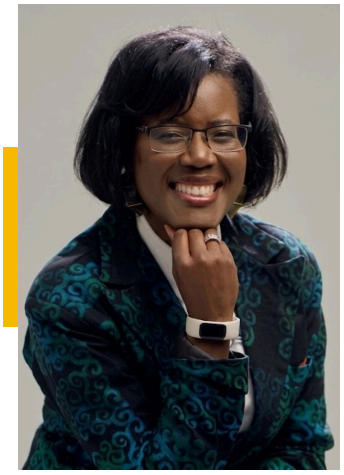


Michelle Ferrari

LetiArts

Lead Game Designer & Studio Producer

Session:
How to Build Inclusive Games & The Talents That Builds Them.



Otema Yirenkyi

Nviron Hive

Co-Founder of Nviron Hive

Session:
Learning Through Play: Games as Tools for Education and Impact



Emil Chen

Vice President

NetDragon

Session:
Building Smarter: AI Tools for the Next Generation of Creators



Charles
PUBG

Founder & Executive Creative Director

Session:
From Players to Creators: Building with PUBG's World of Wonder



Juliet Asante
Black Star International Film Festival

Founder / Founding President; Filmmaker & Producer

Session:
Games, Music, Film & Performance: Building Ghana's Next Creative Economy



Andy Korshie
Organized Khaos Studios

Founder / Studio Lead

Session:
From African Stories to Global IP: Building Games the World Will Play



Francis Brown
AnimaxFYB Studios

Founder & Executive Creative Director

Session:
From African Stories to Global IP: Building Games the World Will Play



Brian Gu
PUBG

Session:
From Players to Creators: Building with PUBG's World of Wonder



Nehemiah Yelu Attigah
HatuaTech

CEO.

Session:
From African Stories to Global IP: Building Games the World Will Play



Robertson Nortey
Leti Arts

Lead Game Developer At LetiArts.

Session:
Lessons from the International Mobile-First Market And Africa's Potential Considering Talent and the Ecosystem



Wendy Xu
AI Researcher

Senior AI Researcher NetDragon

Session:
Building Smarter: AI Tools for the Next Generation of Creators



Madiba Guillaume Olivier
KIRO'O GAMES

CEO & Founder

Session:
Building the Eco-System: Learnings from Senegal, Nigeria, Cameroon & Beyond



Ebenezer Asamani
MTN

MC

New connections.
New ideas.
More games.
A stronger Africa.

MTN
everywhere you go

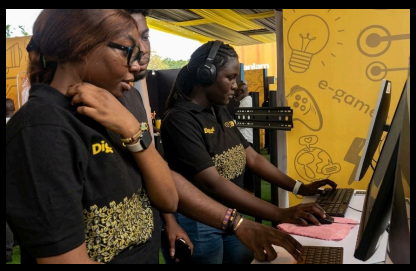
Expo & Showcase

Discover. Play. Connect.

Explore a curated exhibition of games, studios, partners and innovations from across Ghana and Africa. Meet creators, play new games, experience immersive technologies and learn about opportunities in the gaming ecosystem.

ZONE 1

LetiArts Zone



- Karmzah, Puzzle Scout and more
- VR / AR / XR experiences
- Behind the scenes with Leti Arts
- PUBG WOW showcase
- Student and intern projects

ZONE 1

Game Developers Association Ghana



- Discover Ghana's developer community
- Studio showcases
- Networking with developers
- Learn about GDAG initiatives
- Opportunities for collaboration

ZONE 1

PlayProvince (Game Zone)

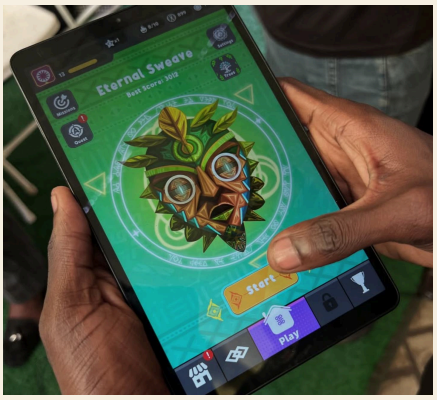


- Play Ghana-made games
- Test upcoming titles
- Meet local studios
- Leaderboards & challenges
- Family-friendly experiences

Samsung | Penrose BR | Kunta Contents | Games Connect Africa | Narratify | Game Developer's Association Ghana

Gaming Experiences & Activations

Play, explore and engage with interactive experiences from Ghana and across Africa.



Play Ghana-Made Games

Get hands-on with the latest games from Ghanaian studios, including Karmzah, Puzzle Scout and more.



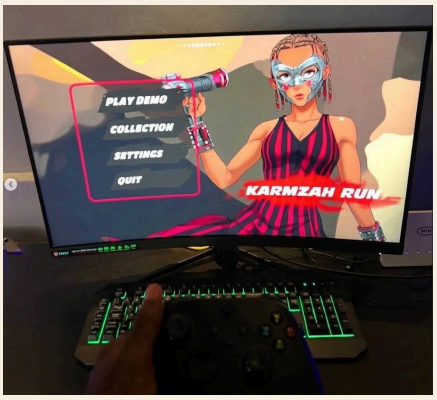
VR / AR / XR Experiences

Step into immersive worlds with interactive VR, AR and XR showcases by Relu and partner studios.



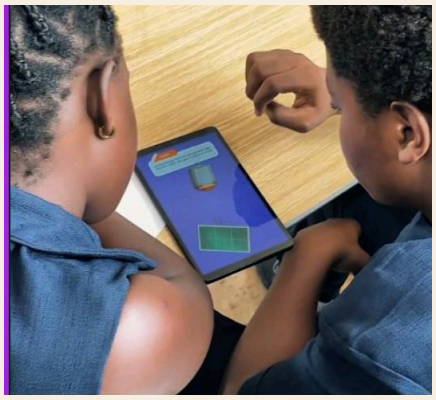
PUBG WOW Showcase

Experience the first African world map, created in partnership with MTN and Leti Arts. Play, explore and see African stories on a global stage.



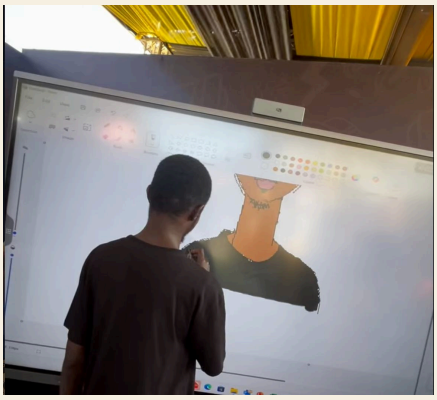
Game Testing & Playtesting

Be among the first to try new titles, give feedback to developers and help shape the next generation of African games.



Scavenger Hunt

Explore the venue, complete fun challenges and unlock rewards through a gamified experience.



Live Art & Creative Zone

Watch artists create live, meet creators and see how African stories come to life through different creative mediums.

What Happens After The Conference.

The conversations at MTN Gaming Conference 2026 don't end here. They're the beginning of more opportunities, collaborations and growth for Africa's gaming ecosystem.



Game Developer Challenge

Turn your ideas into games. Join post-conference challenges, game jams and showcase opportunities for African developers.



Fellowships & Mentorship

Connect with industry leaders through ongoing mentorship programmes, internships and fellowship opportunities.



Studio Support & Partnerships

Access resources, tools and partnerships to help African studios grow, publish and take their games to global markets.



Year-End Showcase

Selected games and projects from this year's event will be featured in upcoming showcases, both locally and internationally.



Training & Education

Explore the venue, complete fun challenges and unlock rewards through a gamified experience.

The People Behind The Conference

MTN Gaming Conference 2026 was made possible by the people who worked behind the scenes to turn an idea into an experience, from strategy and programming to production, design, partnerships, communications and on-the-ground coordination.
Their time, creativity and commitment brought together the speakers, creators, partners, experiences and conversations that shaped this year's conference.
To everyone who helped build it, thank you.



Eyram Tawia
LetiArts



Osemu Ebhohimen
LetiArts



Dr Amy Duncan
Games For Change Africa



Sophia Mana Dzeagu
LetiArts



Christian Adusei
MTN



Maame Abena
B. Acheampong
MTN



Ato Ulzen-Appiah
Ghanathink Foundation



Kwesi Hayford
Esports Association of Ghana



Teddy Kossoko
Masseka Game



Yaw Antwi Boadu
MTN

MTN 30

MTN GAMING CONFERENCE 2026

BUILD.
PLAY.
PUBLISH.
GROW.

EVENT WI-FI

Network:

Password:

Media Enquiries

Info@Letiarts.Com

Help Desk

Visit The Information Desk At The Main Entrance For Any Assistance During The Event.

Stay Connected

Keep The Conversation Going Before, During And After The Conference.

LETIARTS GAMES FOR CHANGE AFRICA