



A PUBLIC OVERVIEW OF THE ESPORTS INDUSTRY: ESPORTS AUDIENCES AND BUSINESS

JYU Main Building, C5 Hall

14:00 Opening words and greetings from Center of Expertise in Esports in Central Finland
Tuomas Rauhansalo | Jamk University of Applied Sciences

14:30 *Keynote:*

Esport Audiences and Business

Olli-Pekka Villa | Elisa Esports

15:30 Coffee break

16:00 Sessions:

Academic Research on Esports Viewership: Business Insights and Implications

Matti Leppäniemi | University of Jyväskylä

Ethical and Responsible Leadership in Esports

Minna Kallinen-Kuisma | University of Jyväskylä

17:00 End of day one

17:00► ENCE Institutional Showdown - CS2 Watch Party

at the Main Campus of Jamk University of Applied Sciences



RESEARCH AND DEVELOPMENT IN ESPORTS: CURRENT UPDATES FROM THE FIELD

JYU Library, B348 Puro

10:00 Keynote:

Understanding Mobile Game Esports in Indonesia

Haryo Pambuko Jiwandono | RMIT University

11:00 Lunch break

12:00 Sessions:

Neurotraining in Esports: Enhancing Cognitive Performance in the MENA Region – A Case Study of Twisted Minds

Mohammed Mohammed | LUT University Mikko Meriläinen | Tampere University Lobna Hassan | LUT University

Development of CS2 players in Local and On-site Coaching

Perttu Leppä & Heikki Peltonen | Jamk University of Applied Sciences

The Effects of HIIT in Esports Performance

Kia Pakarinen | University of Jyväskylä

13:00 *Keynote:*

Esports Audiences and Fiction

Tanja Välisalo | University of Jyväskylä, National Archives of Finland

14:00 Coffee break

14:30 Sessions:

Al Tools to Analyze Twitch chat

Raine Koskimaa | University of Jyväskylä

Negative Behaviour in Competitive Play

Maria Ruotsalainen | University of Jyväskylä

Modeling of Specialist and Testing Services in Esports

Tomi Vänttinen | Finnish Institute of High Performance Sport KIHU

Fragmovies as Esports Mass Media

Espen Sjøberg | Kristiania University College

15:45 Closing words

Raine Koskimaa & Maria Ruotsalainen | University of Jyväskylä

16:00 End of day two