



Esports

Palestine Gaming Summit

2026



EXECUTIVE SUMMARY

WHY THE SUMMIT?

A Strategic Gateway to Palestine's Emerging Digital Economy This is not a tournament. This is the structuring of a new market.

The Palestine Gaming Summit 2026 is the first national conference and exhibition dedicated to gaming, esports, digital infrastructure, and financial digitization in Palestine.

It is not a standalone championship It is a multi-sector platform that connects:

- Telecommunications & Internet providers
- Banks & Digital Wallet operators
- Gaming hardware & accessory brands
- Government & policy leaders
- Universities & developers
- Youth and competitive digital communities
- Private sector establishments and investors

This summit represents the formal launch of a structured gaming and digital services ecosystem. And in emerging ecosystems, early movers define the market.

WHY THIS SECTOR MATTERS NOW?

Gaming is no longer entertainment; It is a driver of data consumption:

- High-speed internet demand
- Digital subscriptions
- Online transactions
- E-wallet adoption
- Hardware sales
- Youth financial onboarding

This is where connectivity, finance, and digital commerce converge. Palestine's youth are already active participants. The key that's been missing is a unified commercial platform. The Summit creates that platform.

DAY 1: Building the Foundation for a National Gaming Industry

Day 1

This day focuses on policy alignment, institutional leadership, and national strategy needed to unlock the gaming economy.

09:00 -10:20

registration & welcome reception – Starts at 09:00

attendees arrive, register, and connect with industry leaders and partners.

note: coffee service and early networking

Exhibition Opening – 09:30

- Official opening of the exhibition
- Early access for partners, students, and attendees

10:30 – 11:20

Opening ceremony

formally launch the Palestine gaming summit and position gaming as a strategic pillar of the digital economy.

Objective

align government, academia, telecom providers, and financial institutions around a unified vision for building the national gaming ecosystem.

Program

10:30 – 10:35

mc opening and welcome

10:35 – 10:40

President of AAUP

10:40 – 10:55

Ministerial Addresses

- Minister of telecommunications & digital economy – 5 minutes (buffer up to 7)
- Minister of education & higher education – 5 minutes (buffer up to 7)

10:55 – 11:10

summit opening video (15 minutes)
introducing the opportunity of gaming and Esports in Palestine.

11:10 – 11:20

Safety Margin

11:20 – 11:30

Buffer time – setting up panels

Smart regulations for a next-generation digital economy

Duration: 1 hour up to 1 hour and 10 minutes

Objective

To identify actionable regulatory reforms and infrastructure priorities that support the growth of the gaming sector and integrate academic institutions; particularly the new university program, into national digital economy strategies.

Concept

A strategic discussion between government, telecom leaders, and academia on creating the regulatory and infrastructure foundation required to enable a scalable gaming and esports industry, while positioning universities as key contributors to policy and talent development.

Key discussion points

- Regulatory frameworks for gaming and esports businesses
- Telecom infrastructure, barriers and opportunities
- Role of universities in research, policy support, and talent pipelines
- Public-private partnerships for ecosystem development
- Short-term policy actions to accelerate industry growth

Speakers

- President — AAUP – 10 minutes
- Palestine Monetary Authority Governor– 10 minutes
- Minister of telecommunications & digital economy – 10 minutes
- Minister of higher education – 10 minutes
- CEO — JAWWAL – 10 minutes

Moderator: Ahmad Abu Alia

Part of the discussion

what's working?

- how effectively is the financial sector currently supporting digital entrepreneurship, gaming ventures, and emerging esports initiatives?
- to what extent are universities and research institutions contributing to a regulatory environment that supports innovation in gaming and digital industries?
- which existing policies or regulatory frameworks are already enabling digital startups and gaming companies to grow and operate successfully?

what's missing?

- what regulatory gaps or structural barriers are currently limiting investment in gaming, esports, and technology startups?
- what financial tools, incentives, or policy mechanisms are needed to attract local and international investors to the gaming sector?
- is there a clear legal and regulatory framework that formally recognizes gaming and esports as part of the digital economy?

what's next?

- which regulatory reforms could realistically be implemented within the next 12 months to accelerate the growth of the gaming ecosystem?
- what types of public-private partnerships are required to strengthen the digital innovation landscape in Palestine?
- should esports be formally recognized as a professional industry within national economic and employment strategies?

The role of the private sector in shaping the Esports industry**Duration:** 50 minutes – 10 minutes contingency**Format:** 10 minutes for each speaker**Objective**

To explore how private sector actors can support talent development, commercialization, and long-term ecosystem growth while partnering with the university program to create structured career pathways.

Concept

An industry-driven conversation on how corporations can move beyond sponsorship into building sustainable gaming ecosystems through investment, infrastructure, and collaboration with academic institutions.

Key discussion points

- Esports business models and revenue streams
- Corporate investment in gaming sector, infrastructure, and talent
- Sponsorship vs. long-term ecosystem building
- Industry-academia partnerships (internships, training, labs)Funding opportunities and gaps in the gaming sector

Speakers

- Arab Bank – 10 minutes
- JAWWAL – 10 minutes
- PITA – 10 minutes
- NVIDIA – 10 minutes (TBC)
- Telecommunications Regulatory Authority Represented by Laith Daraghmeh– 10 minutes

Moderator: Wisam Awashra**Part of the discussion****what's working?**

- how are private sector companies currently contributing to the development of digital talent, innovation, and the broader gaming ecosystem?
- which initiatives ; such as accelerators, corporate partnerships, sponsorships, internships, or CSR programs ; are already demonstrating measurable impact?
- are there early examples of private sector engagement in supporting Esports tournaments, gaming communities, or digital entertainment initiatives?

what's missing?

- are corporations investing sufficiently in the long-term development of the Esports and gaming ecosystem?
- do companies provide adequate mentorship, industry exposure, and career pathways for emerging gaming talent?
- are there funding gaps or structural barriers limiting the growth of gaming startups and Esports initiatives?

what's next?

- what types of corporate partnership and sponsorship models could sustainably support Esports tournaments, leagues, and gaming events?
- should companies establish structured internship, mentorship, and talent development programs dedicated to gaming and digital entertainment careers?
- how can the private sector collaborate more effectively with universities, startups, and Esports organizations to accelerate ecosystem growth?

Innovating Palestine's gaming future: research, Education & leadership**Duration:** 50 minutes – 10 minutes contingency**Format:** 10 minutes for each speaker**Objective**

To position the university program as a hub for innovation and to define collaboration models that connect students, researchers, and investors to real market opportunities.

Concept

A forward-looking dialogue on how academic research, financial investment, and esports leadership can collaborate to transform gaming innovation into commercially viable products and startups.

Key discussion points

- Gaming education and research programs
- Investment opportunities in gaming startups
- Translating academic projects into commercial products
- International academic and industry partnerships
- Building innovation labs, incubators, and pilot initiatives

Speakers

- AAUP Faculty– 10 minutes
- Shenandoah University Representative– 10 minutes
- Deputy Minister of Education and Higher Education– 10 minutes
- Palestine Esports federation – 10 minutes

Moderator: Dr. Mona Dmeidi**Part of the discussion****what's working?**

- how are universities currently contributing to the development of gaming education, research, and digital innovation?
- to what extent are academic institutions collaborating with industry partners to support gaming talent and entrepreneurship?
- are there early success stories of Palestinian gamers, developers, or studios entering regional or international markets?

what's missing?

- is there a formal academic pathway dedicated to game development, esports management, and interactive media?
- do gaming startups have access to sufficient support, guidance, or innovation grants to scale their ideas?
- are there structured mentorship programs and international exchange opportunities that allow students and players to gain global exposure?

what's next?

- what immediate collaborations; such as joint research labs, pilot programs, university-industry partnerships, or esports tournaments; could be launched within the next 12 months?
- how can Palestine's gaming ecosystem align with the rapidly growing gaming market across the Mena region?
- how can academic research and student innovation be translated into commercially viable gaming products and startups?

From idea to industry: powering the e-gaming ecosystem

Duration: 50 minutes – 10 minutes contingency

Format: 10 minutes for each speaker

Objective

A practical exploration of how incubators, accelerators, and innovation hubs support gaming entrepreneurs in transforming ideas into scalable, investment-ready startups.

Concept

To connect the university program with ecosystem enablers and define clear pathways for students to transition from academic projects to startup creation.

Key discussion points

- Role of incubators, accelerators, and innovation hubs
- Startup support: mentorship, funding, and infrastructure, role of private sector and investors
- Challenges in scaling gaming startups
- Access to international markets and publishing platforms
- Building a dedicated gaming innovation ecosystem

Speakers

- Flow Accelerator – 10 minutes
- Station J– 10 minutes
- Technopark – 10 minutes
- Gaza sky geeks – 10 minutes
- TNB – 10 minutes (TBC)

Moderator: Hasan Sadi

Part of the discussion

what's working?

- are there early examples of gaming startups successfully scaling within Palestine or expanding into regional markets?
- are mentorship programs and entrepreneurial support initiatives available for founders building gaming ventures?
- to what extent are incubators, accelerators, and innovation hubs already supporting the development of gaming startups?

what's missing?

- does the ecosystem currently have access to mentors with direct experience in the global gaming industry?
- do gaming startups have access to the technical infrastructure and production resources needed to move beyond the prototype stage?
- are ecosystem enablers providing the guidance required for startups to prepare for international publishing, distribution, and market entry?

what's next?

- should Palestine establish a dedicated gaming and esports innovation platform to support startups, research, and ecosystem collaboration?
- would a national gaming startup competition or accelerator program help identify and fund the most promising projects?
- how can local startups connect with international gaming mentors, publishers, and industry networks to accelerate their growth?

Palestinians in the industry: stories of innovation & success

Duration: 50 minutes – 10 minutes contingency

Format: 10 minutes for each speaker

Objective

To provide clear, actionable career pathways and align the university program with the skills and roles required in the global gaming industry.

Concept

A storytelling-driven panel highlighting real journeys of professionals in the gaming industry, showcasing diverse career paths and opportunities beyond playing.

Key discussion points

- Career paths in game development, esports, and content creation
- Skills required by the global gaming industry
- Challenges faced by professionals entering the field
- Bridging the gap between education and industry needs
- Building visibility for Palestinian talent globally

Speakers

- Castle – 10 minutes
- Algorithmics International School of programming – 10 minutes
- Gamify / Game developer to be nominated by the Federation– 10 minutes
- Gamer from the federation – 10 minutes
- Intertech– 10 minutes

Moderator: Amal Hamdan

Part of the discussion**what's working?**

- what career pathways have already proven successful for Palestinians entering the global gaming industry?
- how has the esports federation contributed to creating exposure, competitions, and opportunities for local players and professionals?
- what unique strengths and advantages do Palestinian developers, designers, and gamers bring to the global gaming market?

what's missing?

- are young gamers fully aware of the diverse career opportunities within the gaming industry beyond competitive play?
- is there sufficient public awareness of the gaming sector as a legitimate economic and career pathway?
- is there a gap between the technical skills students are learning and the skills currently demanded by the global gaming industry?

what's next?

- how can clearer career pathways and guidance be developed for students interested in entering the gaming industry?
- what strategies can increase the global visibility and recognition of Palestinian gaming talent?
- could a collaborative industry mentorship program be launched following this summit to support emerging professionals?

Beyond the game: E-gaming as a new frontier for youth employment and entrepreneurship**Duration:** 45 minutes – 15 minutes contingency**Format:** 5 minutes for each speaker**Objective**

To explore how gaming can contribute to job creation and how the university program can align with national employment strategies and market demands.

Concept

A strategic discussion positioning gaming as a high-growth economic sector capable of generating employment, entrepreneurship, and digital inclusion opportunities.

Key discussion points

- Gaming as a source of employment and income generation
- Freelancing, startups, and digital entrepreneurship opportunities
- Aligning education with industry workforce needs
- Role of infrastructure in enabling access to opportunities
- Setting measurable employment and growth targets

Speakers

- MTDE deputy Minister – 10 minutes
- JAWWAL– 10 minutes
- AAUP– 10 minutes
- Federation representative– 10 minutes
- Intersect– 10 minutes

Moderator: Saex Zeidan**Part of the discussion****what's working?**

- are there emerging examples of young professionals generating income through gaming, esports, or related digital careers?
- are telecom operators and technology companies providing the digital infrastructure required to support gaming, streaming, and esports opportunities?
- are early partnerships between the private sector, universities, and gaming communities beginning to create new pathways for youth engagement?

what's missing?

- are young people fully aware of the diverse career opportunities within the gaming industry beyond playing, such as development, broadcasting, marketing, and event management?
- do we have reliable data and research measuring the potential employment impact of the gaming sector in palestine?
- are gaming opportunities and digital infrastructure concentrated in specific cities, limiting access for youth in other regions?

what's next?

- how can we ensure that gaming-related curricula and training programs align with international industry standards?
- what mechanisms can help connect graduates with employment opportunities within the local gaming and digital sectors?
- what measurable employment targets should be set to guide the development of palestine's gaming workforce over the coming years?

Ted Talk 1

Building the future: Introducing Palestine's First Gaming Development Program

Duration: 10 minutes

Speaker: AAUP Representative

Objective

To officially introduce AAUP's new academic program in game development and Esports, positioning it as a foundational step toward building a skilled, future-ready workforce for Palestine's gaming and digital economy

Concept

This session presents the vision behind AAUP's new program, highlighting how higher education is evolving to meet the demands of emerging industries such as gaming, Esports, and digital content creation. It will demonstrate how academic institutions can move beyond traditional education models to become active contributors to innovation, entrepreneurship, and industry growth.

Ted Talk 2

Building the Esports movement

Duration: 10 minutes

Speaker: Abdallah Badarneh

Objective

Highlight his own experience, the opportunities available.

Concept

Talk about his journey, from the start, the opportunities he found, how did he become a professional gamer

Ted Talk 3 – TO BE CONFIRMED

Beyond the screen: The rise of gaming culture - Shabjdeed

Duration: 10 minutes

Speaker: shabjdeed

Objective

Demonstrate how gaming can evolve from entertainment into entrepreneurship, content creation, and global influence.

Talk about GLG community and opportunities.

Concept

How gaming communities and streaming culture are shaping a new generation of digital creators.

Live Streaming Session: Gaming in Action

Duration: 90 minutes

Concept

A live, interactive streaming session hosted by ShabJdeed, showcasing the real experience of gaming and content creation in front of a live audience. The session brings the audience closer to the world of streaming by demonstrating how gameplay, audience engagement, and personality come together to create a successful gaming presence.

Objective

- To provide a real-time demonstration of gaming as both entertainment and a potential career pathway.
- To engage the audience directly through interactive participation and discussion.
- To offer insights into the experience of being a gaming content creator.

Session Format

- Live Gameplay and Streaming: ShabJdeed hosts a live gaming session with real-time commentary and interaction.
- Audience Interaction: Direct engagement with attendees through questions, reactions, and participation.
- Open Q&A: Attendees can ask questions about gaming, streaming, and content creation while Shabjdeed is Livestreaming.
- Behind-the-Scenes Insights (Light Segment): A brief look into how streaming works, including setup, tools, and content approach.

Rotation

five guest participants will join shabjdeed throughout the session for short interactive segments including gameplay, discussion, and audience engagement.

guest participants

- aaup student representative
- palestine esports federation representative
- abdallah badarneh
- Sneen
- open guest participant (selected from conference attendees)

Gaming Innovation exhibition

Game review & evaluation segment

Concept

a live interactive session showcasing selected games developed by local creators and students, providing real-time feedback from experienced gamers and industry participants.

Format

live gameplay demonstrations and structured reviews of selected games, highlighting both technical quality and player experience.

featured reviews

shabjdeen's game (subject to confirmation)

student-developed games from aaup

evaluation focus

- each game will be reviewed based on:
- gameplay design and user experience
- technical execution and performance
- creativity and innovation
- entertainment value and audience engagement

session output

participants will receive live feedback, technical insights, and recommendations from the host and guest participants to support further development and improvement.

Guest participation segment

Concept

a rotating guest participation format that brings together students, esports leaders, and community representatives to join the live stream discussion and gameplay experience.