

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

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.

What has been missing is a unified commercial platform.

The Summit creates that platform.

DAY 1: Building the Foundation for a National Gaming Industry

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

 **09:30 - 10:20**

Registration & welcome reception – starts at 09:30
attendees arrive, register, and connect with industry leaders and partners.



Welcoming Drinks

 **10:30 – 11:15**

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 – 10:45** | Dr. Bara Asfour - President of the Arab American University (AAUP)

 **10:45– 10:55** | Ministerial Address

Dr. Abdul Razzaq Al-Natsheh - Minister of Telecommunication & Digital Economy

 **10:55 – 11:05** | Dr. Jamal Hurani – Arab Bank Palestine Country Manager

 **11:05 – 11:07** | summit opening video (2 minutes) introducing the opportunity of gaming and Esports in Palestine.

 **11:07 – 11:15** | Safety Margin



PANEL 1 | 11:15 – 12:05



Smart regulations for a next-generation digital economy

Duration: 40 Minutes – 10 minutes contingency

Objective

To identify actionable regulatory reforms and infrastructure priorities that support the growth of the gaming sector, game development, investment, private sector role, and the integration within academic institutions; particularly the new university program, into national digital economy strategies.

Speakers

- Dr. Bara Asfour – University President – Arab American University (AAUP)
- Dr. Abdelrazzaq Al Natsheh – Minister of Telecommunication & Digital Economy
- Mr. Abdelmajeed Milhem – CEO – Jawwal



Moderator: Dr. Mona Demaidi – Vice President for AI and Director of International Relations – AAUP

Official opening of the exhibition 12:05 - 12:45

- Early access for partners, students, and attendees
- Tour with Sponsors, Ministers, and guests accompanied
- by President of AAUP around the exhibition



PANEL 2 | 12:45– 13:40



The role of the private sector in shaping the Esports industry

Duration: 40 minutes – 15 minutes contingency

Objective

To explore how private sector actors can actively contribute to the growth of the esports industry by investing in talent, infrastructure, and innovation, while creating sustainable career pathways and supporting the integration of esports into academic and professional ecosystems.

Speakers

- Eng. Firas Ahmad Hantash - Network Planning and Support Manager - Arab Bank
- Abdallah Badarneh - Country Manager |UAE| Arab Hardware
- Kamal Ratrout - Board Member - Palestinian IT Association (PITA)
- Dr. Bader Asalweh - Lecturer in the Virtual Reality Department - AAUP



Moderator: Dr. Amjad Ratrout
Associate Professor & PhD Program Coordinator - AAUP



Coffee Break | 13:40 – 14:00



PANEL 3 | 14:00 – 15:00



Innovating Palestine's gaming future: research, Education & leadership

Duration: 40 minutes – 10 minutes contingency

Objective

To position the university program as a catalyst for innovation by defining collaboration models that connect students, researchers, and industry leaders to real market opportunities and support the development of commercially viable gaming ventures.

Speakers

- Shenandoah University Representative– VIDEO
- Dr. Mohammad Maree – Dean of Faculty of Information Technology – AAUP
- Dr. Basri Saleh - Deputy Minister of Education and Higher Education
- Thaer Abu Baker - Palestine Esports Federation



Moderator: Dr. Said Abu Moalla
Lecturer of Digital Media at the Faculty of Modern Media - AAUP

DAY 2: Talent, Startups & Industry growth



Morning Coffee & Networking | 09:30 – 10:00



PANEL 1 | 10:00 – 11:00



From idea to industry: powering the e-gaming ecosystem

Duration: 45 minutes – 15 minutes contingency

Objective

To explore how ecosystem enablers including incubators, accelerators, and innovation hubs support gaming entrepreneurs in transforming ideas into scalable, investment-ready ventures while creating clear pathways for students to transition into the startup ecosystem.

Speakers

- Leen Abu Baker - Palestine Country Director – Flow Accelerator
- Majd Froukh - Executive Director – Station J
- Wala' Samara – Director - Technopark
- Hazem Kiwan – Program Manager – Gaza Sky Geeks



Moderator: Hasan Sadi - CEO of Redz, founder of Tamwili and co-founder of Founders Majlis global initiative



Ted Talk 1 | 11:00 -11:15



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

Duration: 10 minutes

Speaker: Dr. Muath Sabha - Assistant Professor & Founder of the Multimedia Technology Department - AAUP

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



PANEL 2 | 11:15 – 12:05



Palestinians in the industry: stories of innovation & success

Duration: 40 minutes – 10 minutes contingency

Objective

To provide clear and actionable insights into career pathways while aligning the university program with the skills, roles, and demands of the global gaming industry

Speakers

- Ahmed Qatamesh - Founder and Managing Director of Ahdaf Consulting & Training | Head of Algorithmics Ramallah
- Ayman Maani - Founder - Cheaters Purgatory
- Yazan Abbasi - Founder - PlinkPlay
- Samer Alsayed - CEO and founder - Cobra Group



Moderator: Amal Hamdan - Program coordinator at Flat6labs



Ted Talk 2 | 11:00 -11:15



Building the Esports movement

Duration: 10 minutes

Speakers

Abdallah Badarneh - Country Manager |UAE| Arab Hardware

Objective

Highlight his own experience, the opportunities available.



Coffee Break | 12:20 – 13:00



PANEL 3 | 13:00 – 13:50



Beyond the game: E-gaming as a new frontier for youth employment and entrepreneurship

Duration: 40 minutes – 10 minutes contingency

Objective

To explore how gaming can drive job creation and entrepreneurship while aligning the university program with market needs and national employment priorities.

Speakers

- Deputy Minister of Telecommunication & Digital Economy
- Dr. Mohammad Asia – Vice President – AAUP
- Federation (TBC)
- Jawwal (TBC)



Moderator: Kefaya Kmail - Academic Researcher and Lecturer at the Faculty of Information Technology - AAUP



Live Streaming Session: Gaming in Action – To be Run by the Federation

Gamer: Mahmoud Shereef

Duration: 90 minutes

Concept

A live, interactive streaming session hosted by a Federation Gamer 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: A gamer 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 the gamer 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 the gamer 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)