

TUESDAY 5TH DECEMBER

<p>KEYNOTE 'UNLIMITED'</p> <p>In a world with unlimited possibilities, the Summit offers the opportunity to stop, think and talk about the future for the next generation of children.</p>	<p>ENTERTAINMENT PANEL</p> <p>Is that entertainment?</p> <p>Is the traditional framework for entertainment and the commissioning process fit for purpose? YouTube, Netflix, Amazon and others are changing the landscape - what's the new model of commissioning and how might it evolve?</p>	<p>IN CONVERSATION WITH...</p>	
<p>INNOVATION KEYNOTE</p> <p>With an eye to the future, our speaker delivers their vision of how to have huge commercial success while keeping the needs of the customer at heart</p>		<p>EMPOWERMENT PANEL</p> <p>You can't be what you can't see</p> <p>Showing young people they can be who they want to be, rather than telling them, is powerful. Aspiration, inspiration and motivation are fuelled when people from all backgrounds can be seen on and off screen. How will we continue to encourage diversity in its truest global sense?</p>	<p>RESEARCH</p> <p>Policy communities seeking to empower children through media</p> <p>Using technology to empower street-connected children</p>
<p>LUNCH</p>		<p>HOPE WORKS SHOWCASE</p> <p>A new content campaign designed to promote global kindness and tolerance across the globe.</p>	<p>CURATORS OF THE FUTURE</p> <p>Panel session where the commissioners share views on how their world is evolving and most importantly the challenges ahead.</p>
<p>KEYNOTE</p>	<p>EMPOWERMENT PANEL</p> <p>My voice, my way</p> <p>Smart phones allow kids to create and share their own content instantly. Do young people need limits, or free rein? How do adults facilitate and platforms moderate in this brave new world?</p>	<p>IN CONVERSATION WITH...</p>	<p>RESEARCH</p> <p>Digital storytelling workshops as coming of 'half age ceremony</p> <p>Children's screen-related fear, nightmare and thrill experiences</p>
<p>KEYNOTE</p> <p>A keynote that will inspire the industry to embrace new methods of learning. As education combines with digital, how can content evolve and can quality educational resources be accessible to children across the globe?</p>	<p>ENTERTAINMENT PANEL</p> <p>Ca\$hing in on the kids</p> <p>Kids are one of the most lucrative markets for the commercial sector. As the industry evolves, what ethical, legal and creative challenges will this present? Is a radical rethink needed?</p>	<p>FREEDOM PANEL</p> <p>Digital distractions</p> <p>In a world where smart phones rule, young people's lives are changing, but is it for the better? What can we do to ensure children are resilient, healthy citizens who can still enjoy the freedom technology brings?</p>	
<p>INNOVATION PANEL</p> <p>The future of play without limits</p> <p>Open-world games are filled with never-ending choice, diversions and creativity. Does play without limits best serve the needs of young people, and where do we go from here?</p>	<p>EDUCATION PANEL</p> <p>Learning, a laughing matter</p> <p>Laughter makes the world go round, so how can content makers create engaging and high quality media that capitalises on humour to teach? Can this approach be adopted on a global scale?</p>		<p>RESEARCH</p>
<p>Reception Drinks</p>			

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			<p>OWN IT</p> <p>Showcase of a new tool kit to help kids be the boss of the online life. Empowering them to explore digital spaces positively so they can be healthy, happy and creative digital citizens.</p>
<p>THE WORLD SUMMIT ON MEDIA FOR CHILDREN FOUNDATION</p>	<p>INNOVATION PANEL</p> <p>Rise of the machines</p> <p>Right here, right now, what's next for the likes of AI, Machine Learning, AR and VR? With these technologies becoming integrated into every aspect of our lives, how will they transform children's media and the lives of Generation U?</p>		
<p>ENTERTAINMENT KEYNOTE</p> <p>RICHARD SCUDAMORE, EXECUTIVE CHAIRMAN OF THE PREMIER LEAGUE</p> <p>Richard Scudamore has spearheaded one of the biggest success stories in sport, the English Premier League. He shares his views on how digital is shaping the future strategy for the Premier League and how they plan to engage and entertain young audiences.</p>			
<p>INNOVATION PANEL</p> <p>What's the future of storytelling?</p> <p>What innovative technologies are being used to tell stories in new ways and what will be the next big thing? How AI, AR, VR and holograms are changing children's expectations?</p>	<p>FREEDOM PANEL</p> <p>If you're not paying you're the product</p> <p>Is it possible to create a 'safe space' on a global scale, and what are the commercial realities surrounding this?</p>	<p>IN CONVERSATION WITH ...</p>	<p>RESEARCH</p> <p>Showing puberty: overcoming the taboo in children's television</p> <p>Freedom to express and enjoy, freedom from online sexual harassment</p>
<p>EMPOWERMENT PANEL</p> <p>Generation Journalist How can we help young people understand the source of news stories and their authenticity? How can the industry tackle issues such as fake news?</p>	<p>EDUCATION PANEL</p> <p>Tech, tools and teaching</p> <p>We live in a world where education is not distributed evenly. With a multitude of tech and tools available, can every child have the opportunity to learn and what content will inspire them?</p>		<p>CURATORS OF THE FUTURE</p> <p>Panel session where the commissioners share views on how their world is evolving and most importantly the challenges ahead.</p>
<p>LUNCH</p>	<p>LUNCH</p>	<p>POLICY SESSION</p>	<p>RESEARCH</p> <p>Sesame: kindness, empathy and cultural competency</p> <p>Media lives of roma children: agency and imagination by and for gajdé</p>
<p>FREEDOM KEYNOTE</p> <p>Unlimited freedom in the digital world may be impacting on children's mental health and wellbeing. What should the industry do next to engage with the everyday problems that young people face online?</p>			
<p>FREEDOM PANEL</p> <p>Thriving online</p> <p>How can we strike a balance between freedom and wellbeing online? A discussion on mental health in relation to evolutions in media technology for Generation U.</p>	<p>ENTERTAINMENT PANEL</p> <p>Celebrities unleashed</p> <p>The route to being famous for 15 minutes is shorter than it has ever been and a new celebrity culture for kids has emerged. In an unlimited world, how will celebrities rise and fall? What will celebrity even look like in the future?</p>	<p>IN CONVERSATION WITH ...</p>	

<p>EDUCATION</p> <p>Learning at the edge of chaos</p> <p>Professor Sugata Mitra is on a mission to change the way we teach children and shape the way they learn. How will children's learning evolve, and how can we ensure that it continues to grow in a positive direction?</p>			<p>RESEARCH</p> <p>Children's news and citizenship: an ethnographic newsroom study</p> <p>From radio to the Internet with young advocates - the curious minds empowerment experience</p>
	<p>EMPOWERMENT PANEL</p> <p>Unboxing girls and boys</p> <p>The media has the power to label and reinforce stereotypes. How should international content makers represent gender in the future? Is it possible to avoid stereotypes in the digital media and empower kids to just be themselves?</p>		
<p>GALA DINNER</p>			

THURSDAY 7TH DECEMBER

<p>EDUCATION KEYNOTE: JEFFREY D. DUNN, PRESIDENT AND CEO SESEAME WORKSHOP</p> <p>Jeffrey D. Dunn is bringing an iconic brand into today's complex digital and cultural environment. As Sesame approaches its 50th anniversary, what has the organisation learnt during its half-century journey and what challenges has it faced and overcome? How has it stayed true to its mission as it continues to grow and innovate?</p>	<p>FREEDOM PANEL</p> <p>The router of all-evil?</p> <p>What can be done to safeguard young people online and who's responsible? If we work together is global self-regulation realistic? Is legislation what we really want and will some young people always find ways around the rules?</p>	<p>IN CONVERSATION WITH ...</p>	<p>RESEARCH</p>
<p>INNOVATION PANEL</p> <p>Can content still be king?</p> <p>Do established media providers have to give up success to innovate? What is keeping Netflix up at night? A debate on how the media should and could deliver content in an unlimited future.</p>	<p>ENTERTAINMENT PANEL</p> <p>Anatomy of a trend</p> <p>Some thought eSports would be a trend, but its growth now suggests that it's here to stay. Why do some things stay and some go?</p>	<p>EDUCATION PANEL</p> <p>The teenage years</p> <p>Hormones, self- image, relationships and studies occupy the teenage mind, but they are hungry to learn about themselves and the world. Who is pushing the boundaries and delivering content that's cutting through and helping teenagers learn about life?</p>	<p>CURATORS OF THE FUTURE</p> <p>Panel session where the commissioners share views on how their world is evolving and most importantly the challenges ahead.</p>
<p>EMPOWERMENT KEYNOTE</p> <p>Digital media may be unlimited, but there are still many boundaries around fully empowering young people. Generation U are the citizens of the future - how can media equip them to live the best lives they can?</p>			
<p>CLOSING CEREMONY</p>			
<p>ENDS</p>			