

The video summarizing the II Iberoamerican Gaming Summit 2015 has been released

* *_The video sums up the II Iberoamerican Gaming Summit, celebrated at the Royal Theater of Madrid on June 17th, where international regulators, businesses and media of the sector were brought together._*

* *_Speakers and attendees talked about the most relevant topics and committed to analyze some of these relevant issues for next year's edition of the Summit._*

Madrid – A summary video and photographs of the II Iberoamerican Gaming Summit have been released. Complete videos of the round tables and visual documents used for the speeches are also available. This sectoral event took place at the Royal Theater in Madrid on June 17th. The meeting brought together regulators from different Latin American countries, such as Panama, Chile, Mexico or Paraguay, as well as and representatives from Portugal and Spain. Leading companies of the gaming sector also attended the Summit, already consolidated as an international platform for dialogue and debate at the industry.

The heading, “Gaming, a common bond: facing challenges, opening markets”, sums up very accurately the content of round tables and reached conclusions. Speakers and attendees stressed the importance of finding points in common, sharing information, reinforcing communication among markets, raising debates and promoting the dialogue among the sector's stakeholders.

Another relevant topic that was discussed in this Summit's second edition were sectoral perspectives in the Latin American market. International experts agreed that the “Latin

American region has a great potential for the gaming industry”, not only because of its economic and demographic development, but also its population’s growing access to the Internet and smartphones. State-to-state cooperation and initiatives to set common standards and regulations, although adapted to local needs, were raised as some of the most important challenges for the gaming sector in this region. In this context, Luis Felipe Cangas, General Director for Games and Lotteries of Mexico, used the term “Gaming Diplomacy” and encouraged its development.

Issues like security, technology and innovation, responsible gaming or advertising were other important topics during the event. This last one was especially relevant for those interested in Spain, since a Royal Decree for regulation is at the argument stage. Speakers discussed about some of the lacking points of the current regulation and agreed on the fact that, even though forbidding is not the solution, greater control and definition is needed.

Attendees, coming from different parts of America and European countries like the United Kingdom, Italy or Sweden, had the chance to reinforce their relations and promote the networking. In this sense, the II Iberoamerican Gaming Summit was a perfect scenario for the development of new synergies and points of view exchange.

While waiting for a new edition, the summary „video“:https://www.youtube.com/watch?v=jZ_5HzSGh9k&feature=youtu.be for this successful meeting is now available at this „site“:<http://cumbreiberoamericanadeljuego.es/index.php/en/>.