



**BRANDS &
RETAIL UK**

Pitch SmarterTM
Conference **2022**

24th **FEB** 22

@ the British Library

BRANDSRETAIL.uk

 **SPONSORED BY**
Fabacus

THE IVY
Event Party – 6pm till late



Welcome from the event director Ryan Beird

Before we start the conference I wanted to thank all those taking part, and also you – ‘the audience’. Feedback from licensees and Retail Buyers as I have built this brand new and badly needed event for our licensing industry has been valuable. Suggestions on what you wanted this first event to be has all been taken into account and I feel we have created an event that finally fits in with the retail buying calendar.

I want to thank our headline sponsor ‘Fabacus’ who have helped build this event with me and without their support I wouldn’t have got this away. Also I think postponing it to the new date was a relief for everyone involved.

We have a great line-up for you so I want you to sit back and relax and take lots of notes from the presentations for what the Licensors have planned for the coming year. Any questions my wonderful team of volunteers are on hand to help. For the next Summer event I have announced the dates of the 6th and 7th July so will see you all again in the summer back at the British Library.

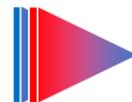
Ryan Beird - Event Director – Brands & Retail UK





Brands & Retail UK Conference

9:00 – 10:00	Registration – Tea and Coffee (1 hour)
10:00 – 10:15	Bulldog Licensing
10:15 – 10:45	ViacomCBS (30 mins)
10:45 – 11:15	Hasbro (30 mins)
11:15 – 11:30	MGAE
11:30 – 12:00	Moonbug Entertainment (30 mins)
12:00 – 13:00	Networking Lunch (1 hour)
13:00 – 13:15	Larkshead Licensing - Numberblocks
13:15 – 13:45	Warner Bros. (30 mins)
13:45 – 14:00	Penguin Ventures
14:00 – 14:15	Warhammer
14:15 – 14:45	Networking Coffee Break (30 mins)
14:45 – 15:15	Activision Blizzard (30 mins)
15:15 – 15:30	Tinderbox – XBOX, Halo, FarCry, Just Dance
15:30 – 16:00	SEGA (30 mins)
16:00 – 16:15	Fabacus (Sponsors Message)
16:15 – 16:45	Retail Buyers Panel Discussion (30 mins)
16:45 – 17:15	Keynote from MAKEUK.org (30 mins)
17:30	Coach One Leaves
18:00	Coach Two Leaves
18:00 – Late	Ivy Club Party





Fabacus

a word from our sponsor
Andrew.xeni@fabacus.com

We're incredibly proud to be sponsoring the first ever Brands & Retail UK event, supporting brands we're already working with as well as using this opportunity to get to meet new ones.

At Fabacus, we're pioneering the digital transformation of the Licensing industry, working with all the stakeholders, some in attendance today, to capture, validate and authenticate licensed product data, to create a single product register. We're creating retail-compliant and authenticated digital product catalogues, to act as authoritative sources of truth for your product data and lifecycle.

The power of this data allows deeper Licensor integration into the value chain, not only strengthening collaboration and transparency with Licensee and Retail partners such as yourselves, but also unlock benefits such as the proactive combatting of counterfeit, reducing audit risk and potentializing new revenue streams through direct connection with consumers.

You may have seen our industry-first campaigns last year, with the likes of Epic Games, UFC, Ubisoft x Venum and Taste Festival. We have also built strategic partnerships with Amazon and Google, as well as industry-leading licensors here today.

We look forward to connecting with you today, and collaborating in the coming year ahead, in our mission to transform brand licensing through the power of data.



Participate. Protect. Potentialize.

**Creating a truly
connected world
of licensing for
consumer brands.**

fabacus.com

info@fabacus.com

 [fabacusuk](#)



Rob Corney

Managing Director



BULLDOG LICENSING
BRANDS WITH PEDIGREE

Robc@bulldog-licensing.com

10:00am – 10:15am

Rob launched Bulldog fifteen years ago, creating the first agency to take a 'retail first' approach. The company has built world-class licensing programmes around brands ranging from DreamWorks to Sesame Street, Care Bears and Shopkins developing a reputation for picking properties which are fit for purpose for all stakeholders in the licensing chain. The leading European agency now represents the rights to high profile character and entertainment brands through to top-selling collectable properties, gaming IP and fashion brands

What Bulldog Licensing are Pitching

With huge events through 2022 for the Care Bears 40th Anniversary and Sesame Street already showing enormous growth across both hard and soft lines, we are showing three new properties:

Magic Mixies from launched last year and rapidly became the must-have toy for Christmas. With huge plans in place to develop the brand through '22 and beyond, this is now the hottest new collectable brand with a stellar licensing programme developing now

Odo is a stunning show and bringing in huge ratings on its UK home, Milkshake. TV has already been sold to 127 countries and product lines will be launching from Spring '23 across all major categories

Gus the Itsy Bitsy Knight launched on leading preschool commercial channel Tiny Pop in September '21 and is already their number 2 show. Master toy partner Mattel launches initial lines in '22 with a full cross-category programme hitting the market from Spring '23



Rebecca Jenkins

Director of Retail

VIACOMCBS

Rebecca.Jenkins@Vimn.com

10:15am – 10:45am

Rebecca is a passionate and outgoing individual and heads up the ViacomCBS UK retail function. Rebecca is responsible for the development and execution of the retail and new business strategy across all shopping channels.

What ViacomCBS are Pitching

ViacomCBS UK Consumer Products team will take you through our fantastic content pipeline for the next 12 months.

Our aim is to share with you our local priorities and plans to unleash the power of our content in 2022 to drive our collective business to new heights. We will dive deeper into our exciting UK property plans for our our biggest and most loved ViacomCBS brands.

From our pre-school powerhouse franchises including Paw Patrol, Baby Shark and Blues Clues & You! To fan favourites The Godfather and Top Gun. Plus we'll be headlining new content priorities such as Star Trek Prodigy and The Smurf's.



VIACOMCBS

Consumer Products

ING
ER
ENT

UNLEASHING THE POWER OF CONTENT

UNLEASH THE POWER OF CONTENT





Sally Carnota

Senior UK Director
Consumer
Products



Sally.Carnota@Hasbro.co.uk

10:45am – 11:15am

I am the Senior Director of Licensed Consumer Products for UK & Ireland responsible for the vision, growth & performance of Hasbro consumer products across all categories and brands including Peppa Pig, My Little Pony, Transformers and NERF.

I am immensely proud to lead such a talented team with a wealth of experience and expertise in Licensing and bringing brands to life. My background at Hasbro is in retail, where I led the UK & European Retail Development team after joining the business in 2015. Building brands and executing at scale has been an ever-present theme through my career. I joined Hasbro from Viacom Paramount Pictures where I was responsible for Franchise Activation, Partnership Management, and Strategic Business Planning.

Products, brands & retail are all huge passions of mine, along with being with people and building relationships. I am a proud mother of two preschool boys who remind me everyday what a magical industry we work in.



Cat O'Brien

Director of Retail
Development – Europe &
Asia



Catrina.O'Brien@Hasbro.co.uk

10:45am – 11:15am

I have been with Hasbro for nearly two years having moved into the business with the eOone acquisition where I had spent a further 2 years. Prior to this I spent 6 and half years with Mattel but have also enjoyed time at Cartoon Network and LazyTown during my 15-year career in Licensing.

For 11 of those 15 years, I have led and headed up the retail divisions both locally and regionally. I love the Retail side of Licensing, from building the Retail strategy at the top, all way through to ideation and execution; coupled with the amazing people across the industry I get to work with daily doing what I love. The Licensing industry is like no other – It's an extended family and one I am very happy to be part of.

What Hasbro are Pitching

Excited to share Hasbro key focus areas for 2022 along with some of our hidden portfolio gems (or Jems!). We'll be looking ahead to 2023 and beyond and will share exciting new brand developments and anniversaries for our extensive heritage brand portfolio, along with headlines on our continued investment in multi-channel strategic growth at retail.

Looking forward to seeing you all there and sharing more on how we are continuing to Supercharge our brands and business.

Peppa Pig



Play-Doh



my LITTLE PONY



POWERHOUSE OF BRANDS

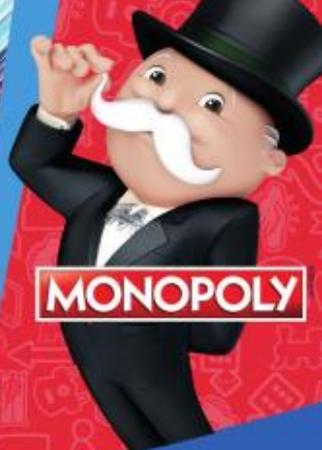
NERF

IT'S NERF OR NOTHIN'!



MAGIC
THE GATHERING





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POWER RANGERS
DINO FURY



DUNGEONS & DRAGONS

TRANSFORMERS



12



Sarah Fletcher

Senior Director of Licensing



Sfletcher@mgae.com

11:15am - 11:30am

Brand licensing professional with proven track record of building and commercialising successful IP across licensing, marketing, product, entertainment and retail divisions. Companies include Disney, Clinton Cards, Mind Candy, Fluid World, consultancy Maximum Licensing and MGA Entertainment.





Adam Steel

International Licensing



Adam.Steel@Moonbug.com

11:30am – 12:00pm

Adam Steel joined the team in 2021 and oversees all licensing initiatives for brands across EMEA, APAC and LATAM at Moonbug Entertainment, a global entertainment company that develops and distributes fun and enriching content for children.

Steel has over 10 years of experience working with consumer products for one of the largest entertainment conglomerates. Previously at Universal Pictures, Steel served as Commercial Director, overseeing the licensing business for EMEA and establishing a strong leadership team. During his tenure, Steel has managed all categories, including toys, hardlines, lifestyle and apparel categories.



Drew Dainton

Market Development Manager EMEA



Drew.Dainton@Moonbug.com

11:30am – 12:00pm

Following graduation from University of Exeter, Drew joined Moonbug Entertainment as Market Development Manager - EMEA.

Drew specialises in gathering research and performance data from multiple platforms including YouTube and identifying new opportunities and revenue streams for the commercial teams inside Moonbug. These insights are used by teams to support business development across the region.





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in the World!**



**Kids Channel
on YouTube**



**Kids Brand
on Spotify**



**Most Wanted
Xmas Toy 2021**



**"Netflix wants more
CoComelon, its most
popular show for kids"**

Bloomberg 2021

**"Moonbug Entertainment's
rocketing success is disrupting the
kids pre-school space"**

Licensing.Biz 2021

**"CoComelon is
absolutely dominating
Netflix and YouTube"**

Forbes 2021

For all licensing enquiries please contact
adam.steel@moonbug.com

ARPO Little Baby Bum **COBUSTER**

Winnie the Pooh

Luobe
CITY OF DREAMS

Blippi

moonbug

Source: YouTube, Spotify - November 2021
Toy Retailers Association, November 2021

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The Lunch Break with Gary Pope



Got a great idea?, it had better be green.

I'm CEO of Kids Industries, but I'm also Children's Ambassador for Products of Change and it's with this hat on that I write this: if you're bringing a new idea to the Pitch Smarter Conference this month, then it had better have watertight green credentials.

After the COP26 debacle I was inspired at BLE by the licensing community's commitment to sustainability and how so many organisations have rolled their sleeves up and put their money where their mouths are.

As an industry, we have collective responsibility to drive change in this area. Sustainability must be a priority in any new product development and we must also ensure the products we're bringing to market are priced so that they are accessible to consumers.

Who's doing this right? LEGO, for example, pledged to reduce carbon emissions by 37 per cent by 2032. The sustainable collectible - EUGY - from Brainstorm Toys, which enables children to build their own 3D model from biodegradable card with natural eco-friendly ink and non-toxic glue - just brilliant!

Mattel too is charging ahead with the 'Mattel PlayBack' programme which is designed to recover and reuse materials from old products in the manufacturing of new toys. The company is giving out free shipping labels online to package and return old Mattel toys, which are then separated by material type, processed and recycled. Products that can't be repurposed into new toys will be down-cycled into other plastic products or converted into energy. Keel Toys has an entire range - KeelEco - of plush using sustainable fabric and sold at the same RRP as its other toys. These are just a few examples of change in motion. I can't wait to see many more on stage at Pitch Smarter.

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The Lunch Break with Dr Amanda Gummer



The what, when and how of research for brands

It's a story I hear year in and year out: a popular license doesn't hit its mark at retail - it gets discounted and the whole brand is devalued. But how do we prevent this from happening time and again? When I suggest research to de-risk the licensing strategy and product development, licensors nod sagely and rush to introduce me to the master toy licensee, Normally what happens next is a protracted debate between the licensor and the master licensee about who should pay for the research.

Meanwhile the clock is ticking on the development cycle and before you know it, there's no time to conduct the research and everyone holds their breath and hope the products fly off the shelves. When that doesn't happen, licensees are the ones who bear the financial brunt and often lose the license, and retailers may end up being less likely to stock up on future lines.

Retailers already push suppliers on their A and M commitments and research should be another factor in the mix. By asking what research has been done as part of the product development cycle, retailers can be clearer on the risks they are taking when they make their buying decisions. In an increasingly competitive market, retailers need reassurance and additional reasons to list your brands. As an added bonus for retailers, licensees that have done their research, can share those findings with their retailers to help them better understand and sell the products in store and online.

De-risk your product development and enhance your marketing communications

Conducting research throughout the development process reduces risk by identifying issues in time for them to be addressed, and provides evidence for marketing claims about the benefits of your products



Our unique set up delivers reliable results efficiently and effectively and is trusted globally. Talk to us about;

- Consultancy
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- Licensing Framework Development
- Desk Research
- Focus Groups

Contact research@goodplayguide.com for more information on any of our services



**FUNdamentally
Children**...





Clare Piggott

Director of Licensing

 Larkshead
Licensing

Clare@Larkshead.com

13:15pm – 13:30pm

Clare is the agent for Numberblocks and has over 25 years of industry experience across a wide range of brands and has held senior positions at Mattel, Nickelodeon, CPLG and BBC Worldwide.

Prior to Larkshead Licensing, Clare was Head of Merchandise for BBC Worldwide and has worked extensively with licensees & retailers on a local, Pan European & Global basis. Adept at launching new brands to the market Clare has most recently worked on building licensing programmes for May The Thoughts Be With You and Numberblocks.



Number BLOCKS

Larkshead Licensing

New
content
coming
soon!



BAFTA
award winning
pre-school
show

As seen on
CBeebies
BBC

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- **Growing international audience with content airing on CBeebies, Netflix, & many more**
- **New products launching throughout 2022 & 2023**

FOR LICENSING OPPORTUNITIES CONTACT:

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www.larksheadlicensing.com

@numberblocks

numberblocks.tv



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Nick Stratton

UK Licensing Director



nick.Stratton@warnerbros.com

14:00pm – 14:15pm

Nick Stratton is UK Licensing Director at Warner Media with 12 years experience working for major brand owners that also include BBC Worldwide and The Walt Disney Company.

Nicks areas of expertise are within Fashion, Home and Lifestyle working closely with a diverse range of suppliers and retailers. Nick is passionate about delivering innovative and product that connects with fans and consumers



Anita Serradimigni

Consumer Product
Retail Director UK



Anita.Serradimigni@warnerbros.com

14:00pm – 14:15pm

Anita Serradimigni is UK Consumer Products Retail Director with 7+ years Licensing experience at both Warner and Tesco; and 7 years buying experience at Tesco, across Toys and Nursery.

Anita is a specialist in retail, working across all formats and channels. Anita leads a team who are passionate about landing what's right for the consumer.



Jennifer Greenway

Senior Category Manager - Softlines



Ventures

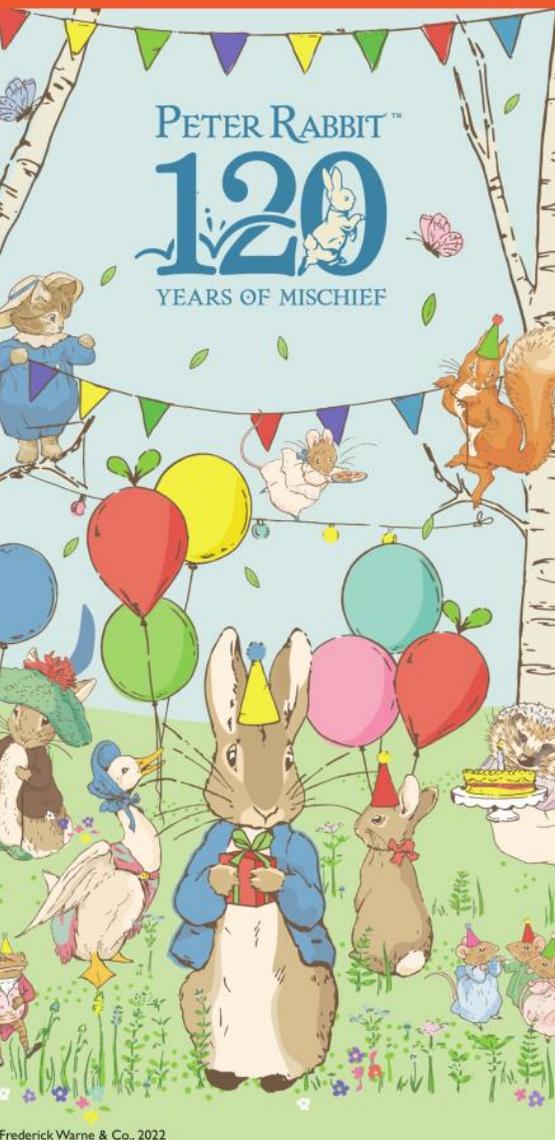
jgreenway@penguinrandomhouse.co.uk

14:00pm – 14:15pm

With over 15 years licensing industry experience Jen has been both a licensee, and a licensor working with some of the biggest names in Classic Children's Character and Brand licensing. Jen began her licensing career in the Rights Department at Penguin Random House Children's, licensing translation rights internationally for brands such as MOOMINS and CHARLIE AND LOLA.

In her current role Jen manages the UK softlines business for Penguin Ventures, the licensing and consumer products arm within Penguin Random House UK. She spearheaded the launch of the consumer products programme for THE SNOWMAN AND THE SNOWDOG, the sequel to the Christmas classic, THE SNOWMAN in collaboration with Channel 4 and more recently headed up the award winning softlines licensing programmes for PETER RABBIT MOVIE. Jen has also been responsible for several high-profile retail launches including the global Peter Rabbit X Cath Kidston collaboration as well as the Joules and JoJoMaman Bebe PETER RABBIT collections. Jen has led the strategic expansion of the PETER RABBIT apparel category across the UK high street launching collections with Morrisons and Tesco in 2021 in partnership with Dennicci.

Join our 2022 Celebrations!



Frederick Warne & Co., 2022



© Snowdog Ent., 20



Ventures

Licensing & Consumer Products

Penguin.Ventures@penguinrandomhouse.co.uk



Erik Mogensen

Head Business Development



Erik.Mogensen@gwplc.com

14:15pm – 14:30pm

Erik has worked at Games Workshop for over 22 years in a number of roles, but the majority of his time has been spent in the licensing team. In this time Erik has had a global remit and covered all categories, including video games. Erik's current role covers all non-digital products and retail globally, as well as developing new markets for all licensed products and manages team members in the UK, US, Japan & China.

A Warhammer hobbyist and proud geek himself, Erik is perfectly placed to understand the depth and nuances of this unique IP as well as how to utilise it to appeal to core fans and a broader audience through a wide range of licensed consumer products. Although he has lived in the UK for over 20 years Erik retains his Canadian accent and genetically predetermined love of ice hockey.

What Warhammer are Pitching

Warhammer is potentially the biggest thing that people don't know about, or think they know about, but don't really. Games Workshop's phenomenal growth over the past few years has meant the IP has received increasing attention in the press, helped by vocal celebrity fans such as Henry Cavill and Ed Sheeran. So we're really excited to be able to present an overview of the Warhammer IP as well as our 2023 plans.

MORE WARHAMMER. MORE OFTEN.



Celebrating 40 years of Warhammer in 2023
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For licensing opportunities contact licensing@gwplc.com





The Importance of Pixie Dust – Victor Caddy

“Would you like an adventure now, or would like to have your tea first?”

With pantomime season just over, I thought it would be nice to remind ourselves of the wonder that is Peter Pan. I don't mean the wonder of JM Barrie's writing, but the wonder of the legacy that it has left behind.

JM Barrie was born in Scotland, but, after graduating from Edinburgh University, he moved to London and lived for a while in Grenville Street, close to Great Ormond Street Hospital (GOSH). Several years later, when his stage play, Peter Pan, and the novel he adapted from it, had become massive successes, he made a gift of his rights (his copyright) to GOSH. This meant that the hospital received a royalty payment in the form of percentage of the ticket price every time the play was performed, or of the book price every time the book was sold, or of revenue generated from movies, and so on.

Most forms of intellectual property are of fixed duration (trade marks being the exception, as long as you keep paying renewal fees). But, in the UK, (thanks to an intervention by former Prime Minister, Lord James Callaghan), the Copyright, Designs & Patents Act 1988 contains a special clause that entitles GOSH to Peter Pan royalties in perpetuity.....[contd]

Appropriately enough, the provision that grants GOSH royalties will never grow up.

At the present time, it's reassuring to remind ourselves of heart-warming stories like this and the goodness of which humankind is capable.

And so it is that we turn our attention to today. Each of the properties that will be pitched today is at the start of its adventure. Of course, they cannot all fly and remain youthful forever. However, they all have pixie dust. They are all protected (or protectable) by intellectual property, and this is what gives them the wings they need to take flight. Without patents, trade marks, design registration or copyright, there is nothing to licence, and there can be no royalties.

As a company that helps companies and entrepreneurs protect their intellectual property, we are delighted to have this opportunity to play a small part in the Pitch Smarter Conference. As you have your tea (or coffee), please think about the adventures the properties that are being pitched today are about to begin. Maybe you will be part of them. If so, where will you go?

“Second star to the right and straight on 'til morning”?



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own thinking

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For more information, please call :

Victor Caddy, Director, Trade Mark & Design Attorney

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Victoria Justice

Senior CP Manager



Victoria.Justice@activision.com

15:00pm – 15:15pm

Forward-thinking, dynamic, and dedicated Manager with 20 years + Brand Management experience in entertainment / video game industries, working across multi functions such as Operations, Marketing, Retail Marketing, Brand Management and last but by no means least licensing.

Starting my career back in 1998, my first step into video games was working for Activision, I then moved on to THQ, working on licensed video games with Disney / Pixar, WWE, Nickelodeon, MGA and UFC. I was then fortunate to be offered a position at Mind Candy where I started my career in Licensing and furthered my career at Activision continuing in the Licensing world working across multi million-dollar franchises across Activision / Blizzard and King.

What Activision Blizzard are Pitching

- Strength and importance of gaming
- Company overview – Activision / Blizzard / King
- Franchise overview
- Style Guides
- Retail / marketing programs



Franca Bernatavicius

International Licensing



Franca.Bernatavicius@activision.com

15:00pm – 15:15pm

Licensing and publishing professional, experienced in building brands globally. I started my career as a literary agent, managing rights for multiple authors and brands, including placing translation rights worldwide for The Hunger Games. Since moving into licensing, I have been lucky enough to work on incredible entertainment brands.

This has included the international expansion of Peppa Pig at Entertainment One, taking Paddington Bear from book, to film, to TV series at The Copyrights Group and now working on some of the best video game franchises in the World at Activision Blizzard.



ACTIVISION. | BLIZZARD



Dave Tovey

Head of Licensing



Dave.Tovey@Beanstalk.com

15:15pm – 15:30pm

Tinderbox is Beanstalk's Digital Media division which specializes in extending gaming and new media properties into consumer products. Their clients include Activision, Microsoft, ESL and Ubisoft.

What Tinderbox are Pitching

Tinderbox will be presenting the latest updates from their clients hit gaming properties, Xbox, Halo, Far Cry and Just Dance

The logo for Just Dance, featuring the words "JUST DANCE" in a stylized, pink, blocky font. The text is arranged in two lines, with "JUST" on top and "DANCE" below it, both slanted to the right.

The Xbox logo, consisting of a green circle with a white 'X' inside, followed by the word "XBOX" in a green, sans-serif font.

The Halo logo, featuring the word "HALO" in a blue, sans-serif font. The letter "O" is stylized to resemble the Halo ring.

The Far Cry logo, featuring the words "FAR CRY" in a bold, black, sans-serif font. The letters are slightly irregular and have a hand-drawn feel.



Jason Rice

Director of Brand Licensing



Jason.Rice@Sega.co.uk

15:30pm – 16:00pm

Jason Rice is an experienced and respected licensing professional with over 24 years in the industry managing and leading international merchandise programmes across a range of brands and entertainment IPs. As Director of Brand Licensing for SEGA Europe, Jason is responsible for the company's consumer products business across the full roster of SEGA owned IPs. Over the past six years he has led the company's regional and global licensing strategy in partnership with the company's brand teams and other stakeholders. With the vital support of his London based team, Jason has successfully grown and expanded the business throughout the region and today SEGA is a leader in video game licensing, boasting an array of global hits including Sonic The Hedgehog, Yakuza, Football Manager, and the Total War franchise, not to mention a vast library of SEGA retro game titles and iconic consoles.

What SEGA are Pitching





Andrew Xeni

CEO Founder

Andrew.Xeni@fabacus.com

15:15pm – 15:30pm

Andrew is a passionate, retail and technology entrepreneur and is the founder and C.E.O. of Fabacus.

Having built a leading, vertical apparel manufacturing business in the UK, as well as founding both, referral marketing company, Soreto, and sustainable fashion brand, Nobody's Child, Andrew experienced the challenges within the retail and licensing industry and had the ambition to improve them.

Seeing the global need for better product data, identification and visibility within licensing and retail, Andrew, and the team at Fabacus created a proprietary technology system, Xelacore by Fabacus. Providing innovative, collaborative solutions to those across the licensing value chain, Fabacus digitally transforms licensing-based businesses, by improving internal and external operations, combating counterfeit, and driving sales.



Jonathan Baker

EVP Licensing

Jonathan.Baker@fabacus.com

15:15pm – 15:30pm

Jonathan (JB) is Fabacus' EVP Licensing and leads the business development function which services both the global licensor and licensee community.

Prior to joining Fabacus, he held senior leadership positions in consumer products with NBCUniversal, DreamWorks Animation, The Walt Disney Company and BBC Studios.

In these roles he has led the commercial consumer products strategy and worked in a variety of functions including international licensing leadership, category management, finance, strategy, planning and operations and retail analytics.

Having originally trained in sales and brand management in both Coca-Cola and Britvic Soft Drinks, he has experience of both vertical and third-party (licensing) business management.



SEGA
RETRO
COLLECTION



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Tel: +81 3-6864-2457

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ready for our esteemed
panel of buyers.**

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The Retail Buyers Panel

16:00pm – 16:30pm



Ryan Beaird

Event Director
(moderator)



Ruth Golightly

Leading womenswear,
clothing, footwear,
accessories



Karen Hewitt

Co-founder



Neil Mitchell

Toy Buyer





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The Keynote Speech & Q&A

16:30pm – 17:00pm



Ryan Beaird

Event Director
(moderator)



Stephen Phipson CBE

CEO – MAKEUK.org

MAKEuk
The Manufacturers' Organisation



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Fabacus in the news:

fabacus.com

info@fabacus.com

 [fabacusuk](https://www.linkedin.com/company/fabacusuk)





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DAY 1
6th July 22

DAY 2
7th July 22

See you all in the summer...