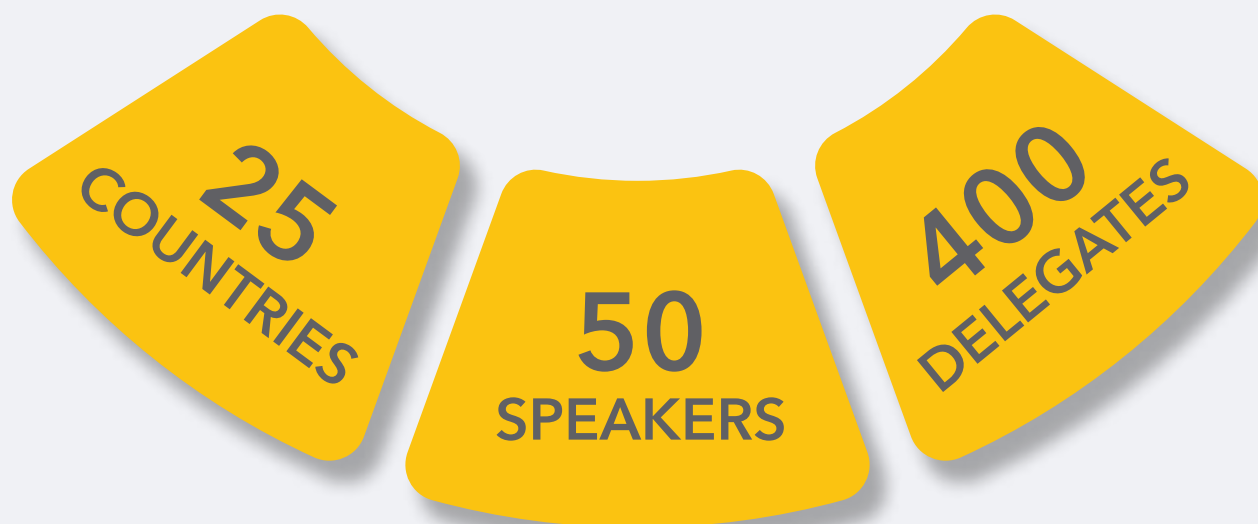


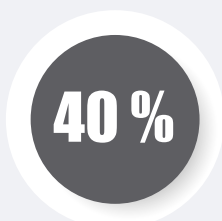
## STATISTICS 2023



TOP  
MANAGEMENT



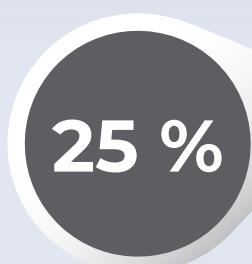
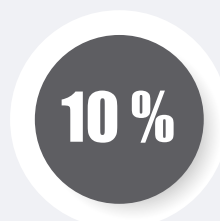
MIDDLE  
MANAGEMENT



FIRST-LINE  
MANAGEMENT

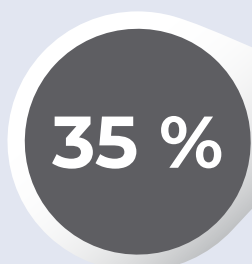


MANAGEMENT  
OTHERS



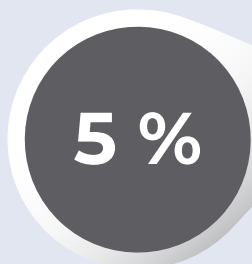
LANDBASED

MANUFACTURERS • OPERATORS

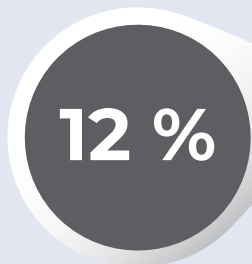


ONLINE

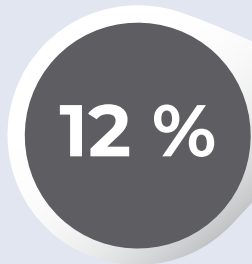
MARKETING • OPERATORS



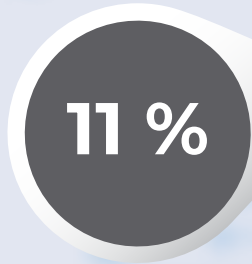
LAW / CONSULTANCY



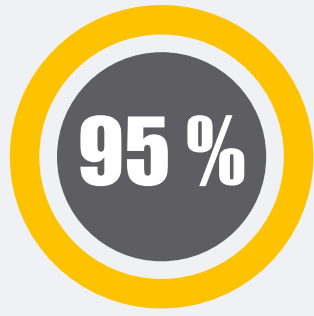
REGULATOR / GOVERNMENT



MEDIA AND ASSOCIATIONS



OTHER



rated the event  
good to excellent



rated the speakers as  
good to excellent



33+ hours learning and  
networking opportunities

## VISITORS BY COUNTRIES







### Top countries:

- Bulgaria
- Greece
- Serbia
- Malta
- United Kingdom
- North Macedonia
- Israel
- Latvia
- Bosnia and Herzegovina
- Portugal
- Cyprus
- Estonia
- Netherlands
- Romania
- Spain
- Turkiye
- Switzerland
- Ukraine
- Hungary
- Germany
- Czech Republic
- Denmark
- Croatia
- Austria
- Belgium



ANDRE SOUSA MACHADO, Head of Publishers Relations at Sportradar  
GEORGI KANEV, Head of Interactive Entertainment and Gaming at Kinstellar  
ALEKSANDRA ANDRISHAK, Editor-in-Chief at Slotsjudge  
LILIANA ALMEIDA, Head of brand and communications, Clever Advertising

## COUNTRIES

-  Bulgaria
-  North Macedonia
-  Israel
-  Hungary
-  Malta
-  Greece



SUBJECT "USING OF SOCIAL NETWORKS IN THE GAMING INDUSTRY"  
DESSISLAVA BOSHNAKOVA, PH.D. - LECTURER AT NBU

## EEGS WEBINARS 2023



SUBJECTS:

GAMBLING ADVERTISING IN A STATE OF REGULATORY FLUX:  
WHAT DOES IT MEAN FOR THE GAMBLING BRANDS? STATE OF REGULATIONS.  
DYNAMICS, IMPACT. WHAT IS NEXT?

GAMIFICATION AND AI:  
HOW TO UTILIZE THE NEW TECHNOLOGIES  
FOR UNSURPASSED EXPERIENCE

IGAMING ISTYLE. FUTURE OF IGAMING:  
HOW THE EXPONENTIAL TECHNOLOGY GROWTH IMPACTS  
THE INDUSTRY AND CHALLENGES COMPLIANCE