

FSGA SUMMER CONFERENCE



2025 SCHEDULE AT A GLANCE

DAY 1 | JUNE 30

11:00 am - 8:30 pm	Registration Open
1:00 pm - 8:30 pm	Exhibits Open
1:00 pm - 2:00 pm	Two-Minute Drill: Speed Networking
2:00 pm - 4:00 pm	FSGA Experts Fantasy Football League Draft - Broadcast live on SiriusXM
2:00 pm - 2:45 pm	Workshop - The Playbook to Starting a Fantasy Sports or Sports Betting Company
2:45 pm - 3:30 pm	Grab 'n Go Snack Stations
2:45 pm - 3:15 pm	Women's Reception
3:15 pm - 4:00 pm	Workshop - Women Innovators in Sports: Leading, Creating, and Changing the Game
4:15 pm - 5:00 pm	Ask Me Anything (AMA) with Industry Leaders
5:00 pm - 6:00 pm	Happy Hour (presented by FairPlay Sports Media)
5:00 pm - 6:00 pm	First-Time Attendee & New Member Welcome & Info Session (presented by CBS Sports Digital)
6:00 pm - 7:00 pm	Elevator Pitch Competition (presented by Vela Wood)
7:00 pm - 8:30 pm	FSGA Opening Reception (presented by Toptal)

DAY 2 | JULY 1

8:30 am - 5:00 pm	Registration & Exhibits Open
8:30 am - 9:30 am	Breakfast (presented by Underdog Fantasy)
9:30 am - 9:45 am	Welcome & Opening Remarks
9:45 am - 10:30 am	Fireside Chat with Gaming Media Star
10:30 am - 11:15 am	Reimagining Products, Technology & Gaming in Fantasy Sports, Sports Betting & Fan Engagement
11:15 am - 11:45 am	Morning Networking Break
11:45 am - 12:30 pm	Technology Peace of Mind: Cybersecurity, User Data Protection and Payments
12:30 pm - 1:30 pm	Networking Lunch (co-presented by Intercom)
1:30 pm - 2:15 pm	Lines in the Sand: Evolving Legal Frontiers in Event Contracts, Sweepstakes, and Crypto Gaming
2:15 pm - 3:15 pm	Leveraging AI to Develop Products and Content: Tips and Traps
3:15 pm - 4:00 pm	FSGA's Newly Released Industry Research
4:00 pm - 4:15 pm	Afternoon Networking Break
4:15 pm - 4:25 pm	Elevator Pitch Competition Winner & Expert League Winners Announced
4:25 pm - 4:50 pm	Hall of Fame Award
4:50 pm - 5:05 pm	Closing Remarks
5:30 pm - 7:30 pm	Closing Reception at Flight Club (presented by Aeropay)

Central Time - Schedule is Subject to Change