

International Girls in ICT Day



RIOT GAMES











Sana Sheikh

Network Engineer, Riot Direct



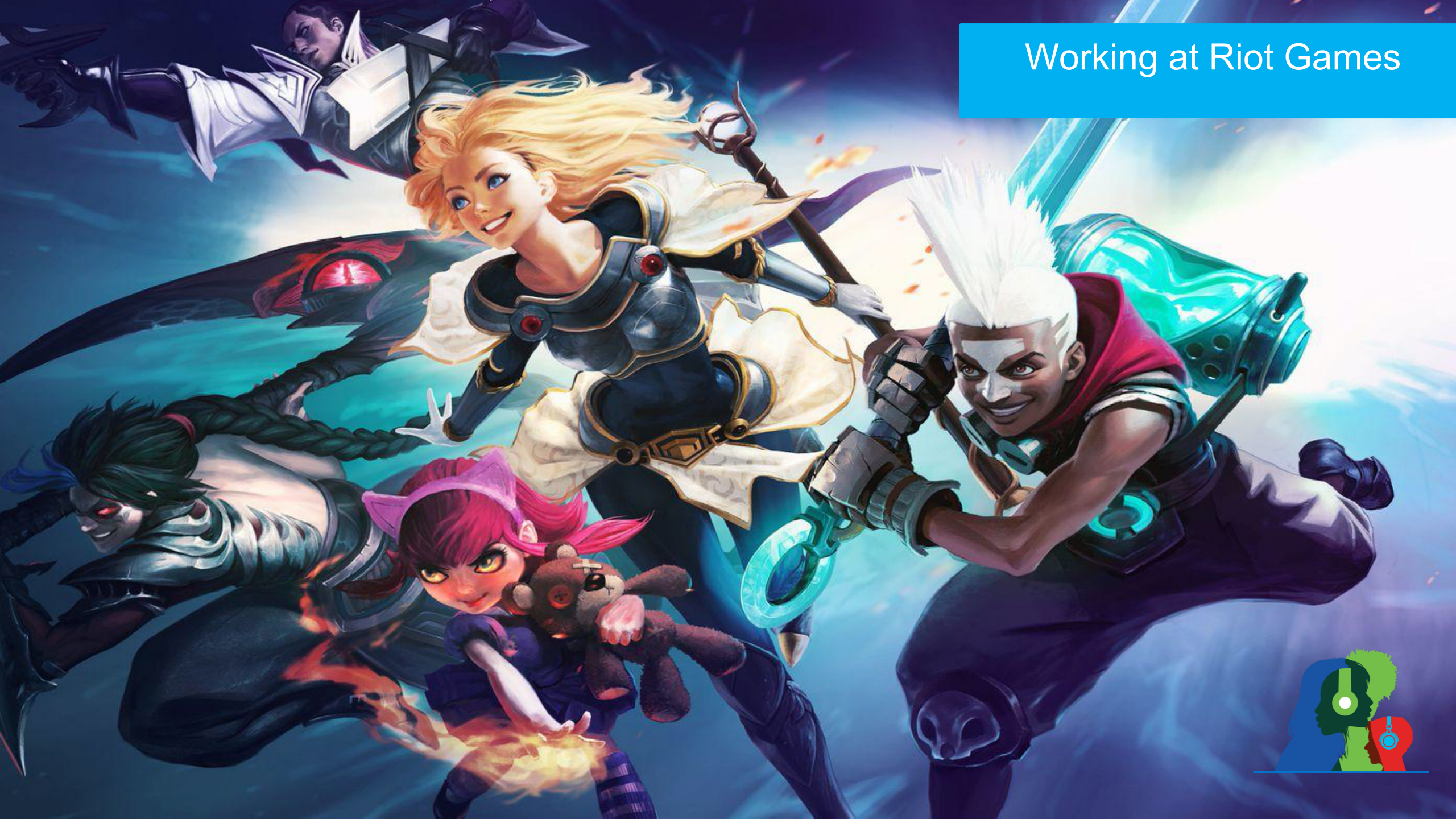
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Overview

-   Working at Riot Games
-   How I got started
-   Work and collaboration
-   Keeping on top of my game
-   The Big Picture



Working at Riot Games



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How I Got Started

Dare to Dream

Bachelors of Engineering in Electronics and Telecommunications Engineering in India

Master of Science in Systems and Computer Engineering with courses relating to Networking in US

Worked on CCNA/CCNP certifications for fundamentals

Small steps at a time



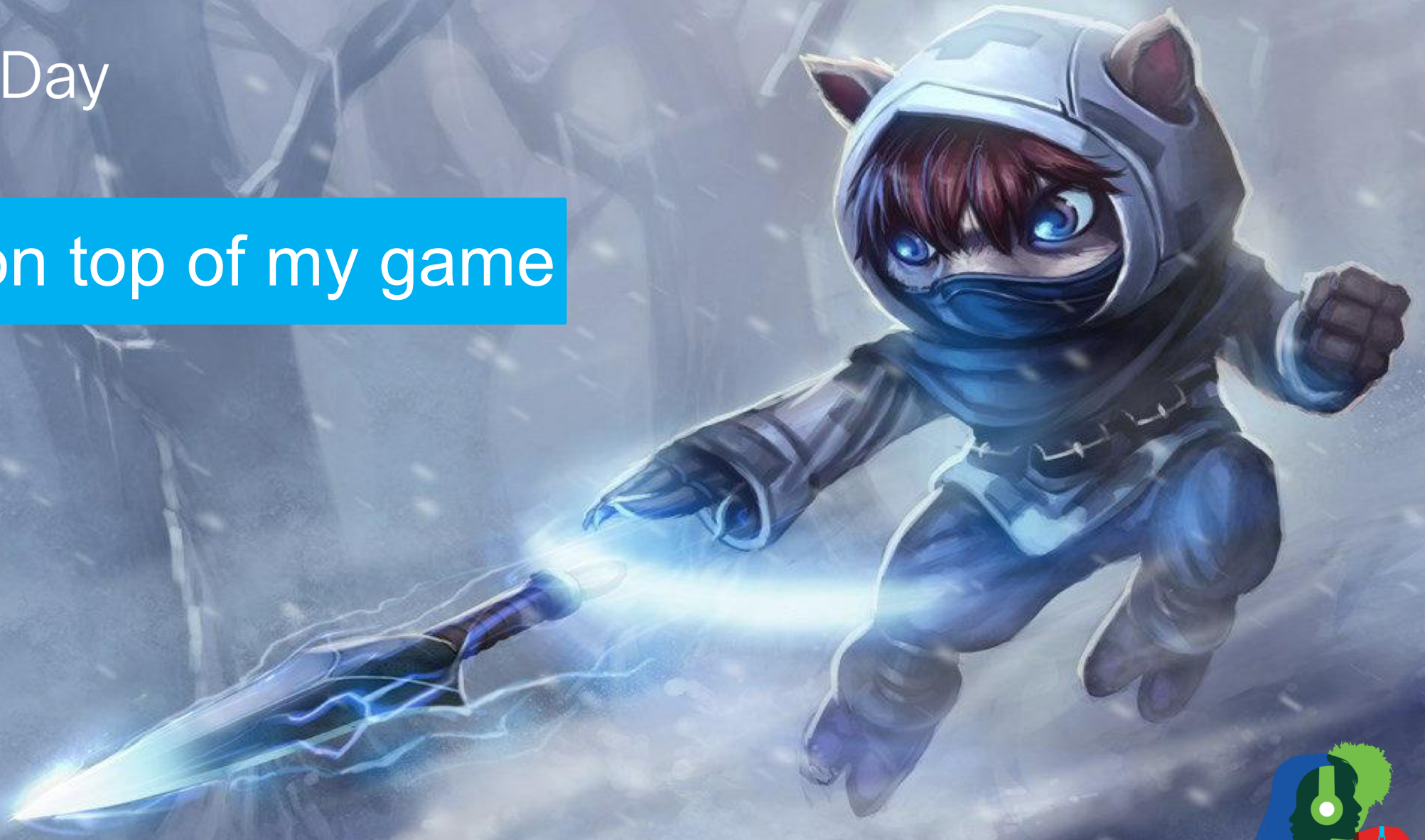
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Work and collaboration



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Keeping on top of my game



The BIG picture



MILESTONE

Engineering degree and certification set the base foundation for my career path as a Network Engineer



2010 BSc
2016 MSc



2016
CCNA, CCNP



MILESTONE

Deep dive Network Engineering fundamentals

MILESTONE

Started working at FuseFx Inc, Network Engineer IT team



2017

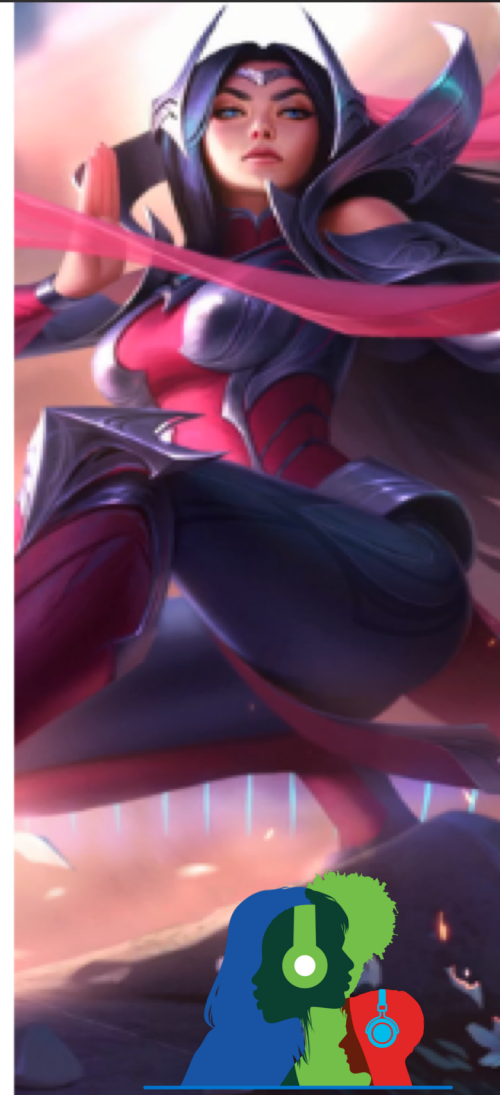
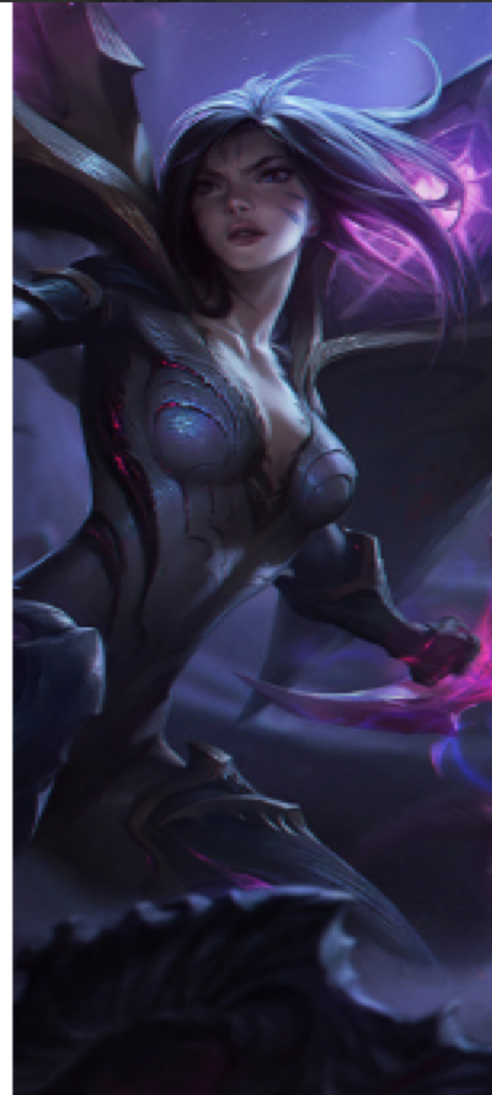
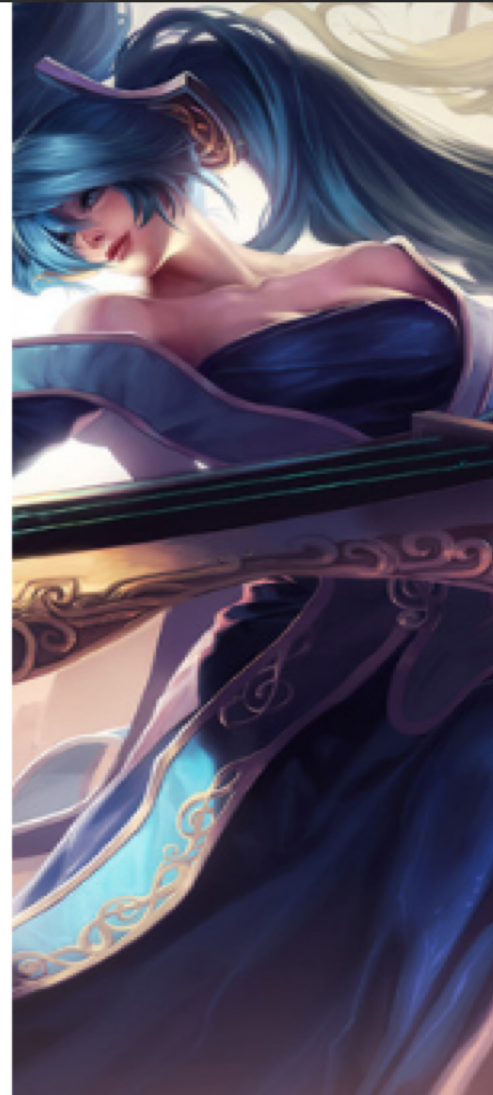
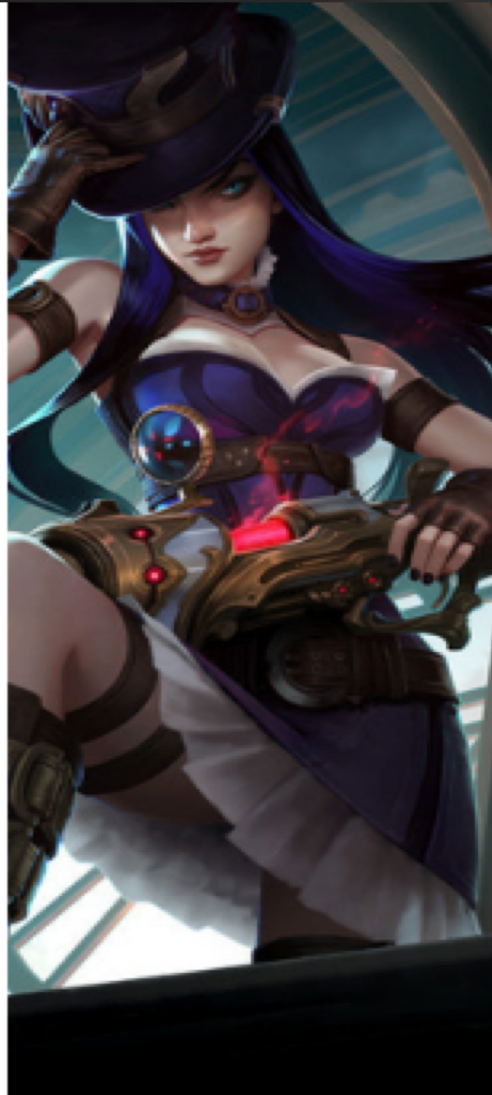
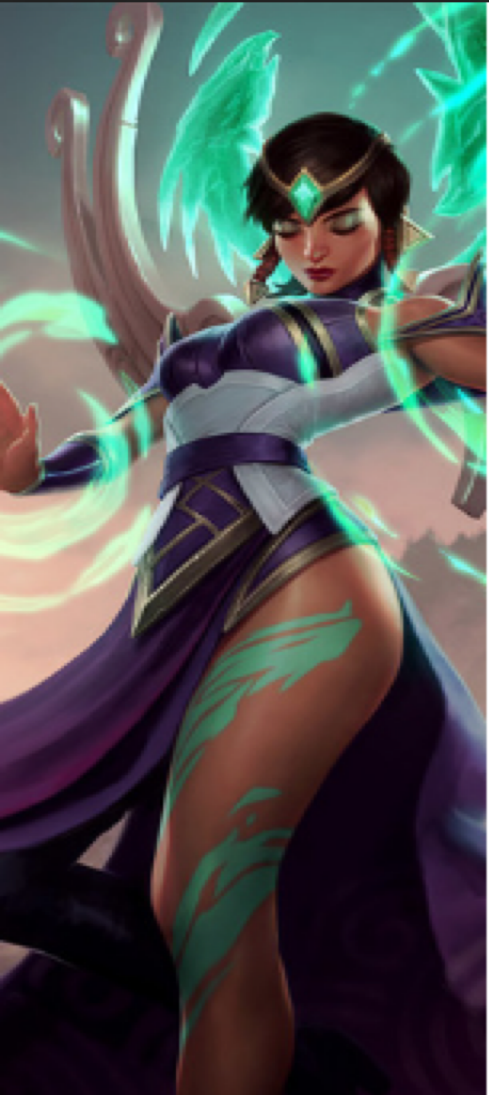
2018



MILESTONE

Started working at Riot Games

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DESIGNING

IMPACT TECH FOR GAMES & ESPORTS

MariaTamellini

2022 International Girls in ICT Day



About me 😊

EXPERIENCE

Co-founder and COO
Second time founder
Social Impact Entrepreneur
Tech4Good
Gamer
Mom

CONTRIBUTIONS

Headstream Innovation
Fair Play Alliance
We Protect Global
Common Sense Media
The GameHers
Women in Games



GAMERSAFER

SOCIAL IMPACT

A SIGNIFICANT, POSITIVE CHANGE
THAT ADDRESSES A PRESSING
SOCIAL CHALLENGE



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PRESSING PROBLEMS

WHERE DOES TECHNOLOGY FIT IN THIS?
HOW DOES IT IMPACT OUR SOCIETY?



THE 4 “C”S:

PROTECTING USERS
FROM ONLINE RISKS

- **CONTENT:** a user being exposed to illegal, inappropriate, or harmful material
- **CONTACT:** a user being subjected to harmful online interaction with other users
- **CONDUCT:** personal online behaviour that increases the likelihood of, or causes, harm
- **CONTRACT:** a user is exploited by a potentially harmful contract





GAMERSAFER

SCALE OF GAMING

A BRIEF OVERVIEW



GAMERSAFER

WHO'S PLAYING



OLIVER K., 16Y
HIGH SCHOOL STUDENT

**"I PLAY GAMES TO
CONNECT WITH
OTHER PEOPLE."**



MAYA L., 32Y
FRENCH TEACHER

**"I CAN DISCONNECT
FROM PROBLEMS
WHEN I'M PLAYING."**



TOM B., 47Y
MARKETING DIRECTOR

**"I LIKE TO
CHALLENGE
MYSELF PLAYING
GAMES."**



HELEN B., 21Y
PART-TIME WORKER

**"GAMES ARE AN
IMPORTANT PART
OF MY LIFE."**



GAMING COMMUNITY



3.0Bn

Gamers World
Wide

88%

13 to 17 play
games in the US

98%

Young players
reported positive
experiences



ONLINE CHALLENGES

UNDERSTAND TO OVERCOME



GAMERSAFER

**GAMERS ARE
STRUGGLING WITH
FRAUDS, CRIMES AND
TOXICITY.**



**DUPLICATED
ACCOUNTS**



PREDATORS



RACISM



SEXISM



SCAMS



BULLYING



DISCRIMINATION



81%
OF PLAYERS
EXPERIENCED
HARASSMENT



37%
OF PLAYERS
CHEAT

Sources:
ADL, Hate is No Game, 2021.
Irdeto Survey, 2018.

LEADING TO

USER CHURN, CREDIBILITY, AND FINANCIAL LOSSES



\$10.2B TOXICITY

ANONYMITY

**NON-PERSONALIZED
MATCHING**

THEORY OF CHANGE

DELIVERING MEANINGFUL CHANGE



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SCALE SAFETY AND FAIR PLAY



ERADICATE
CRIMES



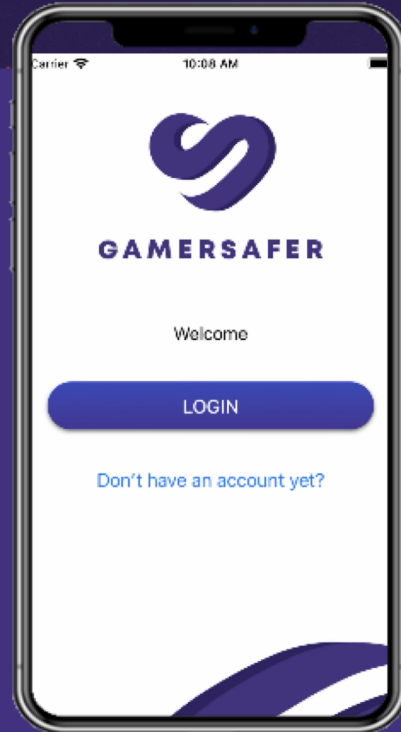
REDUCE
TRANSGRESSIONS



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A CROSS PLATFORM GAMING ID

powered by AI and computer vision



INCREASE PLAYER
SAFETY AND FAIR PLAY



SUPPLEMENT GAMES
MATCHING ALGORITHMS



COMPLY WITH ALL DATA
PRIVACY REGULATIONS



CUSTOM MODERATIONS
SYSTEMS



VERIFY AND AUTHENTICATE
PLAYER DATA



GAMERSAFER



GAMERSAFER

GUIDING PRINCIPLES

Impact, safety and privacy are at the core of everything we create.

1 - Be clear, open and honest with players about the services we provide

2- Enable player privacy and anonymity

3- Minimize data collection and keep player data secure

4- Work proactively and collectively to create safer, inclusive and diverse gaming experiences for all players

5- Consider different player needs based on their age and stages of development

6- Offer our services for free for all players





Keep Safe & Game On

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Co-founder & COO

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@mariatamellini



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International
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brought to you by **WOMENROCK-IT**



Esports inspiring success

Shae Williams aka "Shaemmon"

Co-Founder, Coalition of Parents in Esports



Coalition of Parents in Esports

What's the #1 one source of parent guilt?

Screen Time



Education

Health

Relationships

Future

Career

Sports Mom

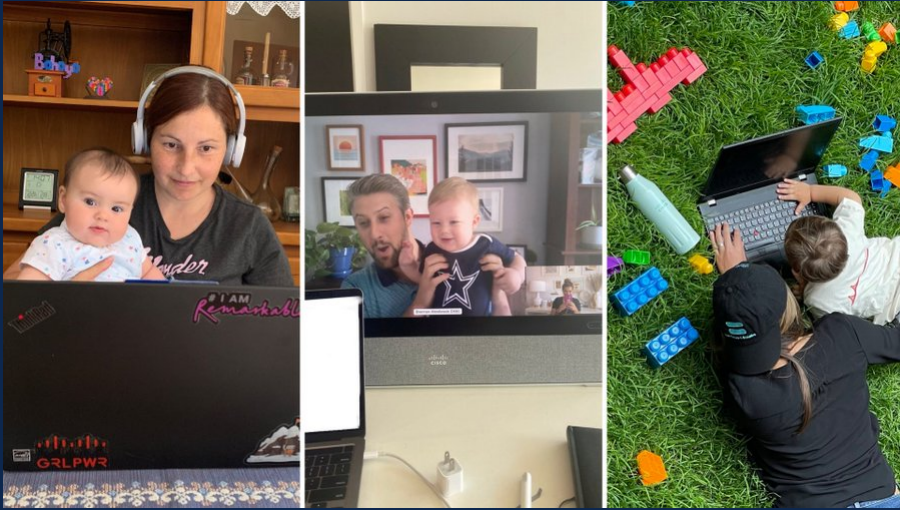
Esports Parent



Learning Esports from OA Duster



What do video games really do?



- Build confidence
- Connect to family and friends



- Inspire curiosity – technical and creative
- Help us relax and cope with stress
- Smile, laugh, scream, and have fun!

Gaming builds real-world skills

Gaming and streaming provide these **real-world, transferable business** skills

- Manual dexterity, problem solving, teamwork, effective communication, time management, public speaking
- Video editing, story boarding, graphic design, branding, marketing, social media management
- Event and tournament planning and production

Do you do this? 🙋

Then, consider taking these **FREE** courses with Cisco Networking Academy

Network optimization, stream setup



Networking, Packet Tracer

Beta testing games



Infrastructure and Automation

Help your friends setup their PC



OS and IT

Build worlds in Minecraft or Unreal Engine



Programming

Analyze tournament results data



IOT and Data Analytics

Secure Discord servers, hacking game cheats



Cybersecurity

Manage an esports team/your hustle



Business

FREE COURSES 🙋





Esports helps me get a job? Bro, FR?

Street Cred!

- Authenticity
- Use what you love
- Leverage your connections

How to leverage what you learned in gaming?

- Network
- Find your passions
- Learn everything
- Do it now

How does a gamer get IT biz cred?

Education is important

- but you don't always need a traditional 3-4 year degree

Web3 will explode next 10 years

- creating tech jobs across all industries

Companies need proven skills training

- industry certifications are essential

LinkedIn and Twitter

- follow companies and personnel that inspire you
- find new connections in your field
- "WOMEN, SPEAK UP!"

Internships

- On-the-job training and more valuable connections



Bridging the generational digital divide



Listen to your parents' concerns

- They want what's best for you
- Ask their advice



Show them what you love

- Introduce them to your online friends



Tell them about your gaming schedule

- Invite them to attend or watch



Tell them your in-game goals

- Tell them your out-of-game goals





Coalition of Parents in Esports

Coalition of Parents in Esports, founded by parents of professional gamers, is a 501c3 nonprofit empowering youth, parents, & educators to use the gaming metaverse to build confidence, curiosity, community, & careers through programs and scholarships.

