

AFRICA GAMING REGULATORS CONVENE FOR A WEEK-LONG CONFERENCE ON 4TH INDUSTRIAL REVOLUTION



GRAF | 20
CONFERENCE | 19

The 15th Gaming Regulators Africa Forum conference will be hosted at the Boardwalk Hotel in Port Elizabeth Eastern Cape Province in South Africa. Under the theme, The Fourth Industrial Revolution and its Impact on Gaming in Africa, the conference is a gathering of gaming sector at large including regulators, gaming license holders, gaming manufacturers and so on from around the African continent to discuss matters affecting the sector in their respective countries.

The Forum is comprised of countries like Angola, Botswana, Ghana, Kenya, Malawi, Mauritius, Mozambique, Namibia, South Africa, Seychelles, Swaziland, Tanzania, Uganda, Zambia and Zimbabwe. The focus of the forum is the protection of communities and citizens through ensuring adherence to gaming regulatory laws applicable to each country.

Emphasis is also put on ensuring the growth and development of the gaming industry within the continent. This is ensured at a strategic level through ensuring the increase of efficiencies in gaming regulation, administration and enforcement of gaming laws within the Continent through minimum norms and standards agreed upon by member countries.

GRAF members have endeavoured to establish a stable and clear regulatory framework that would not only attract significant investment but would simultaneously stamp out corruptive elements that are associated with gambling. In a quest to create an industry that is at par with world gaming standards, the forum aligns matters that affect this industry and ensures that Africa and the sub-Saharan do not become dumping grounds for old and degenerating gaming technologies.

During the conference in Port Elizabeth, various elements of what the Fourth Industrial revolution means, how it will affect the gaming industry in Africa including the opportunities, strengths, weaknesses and threats that it will present to the industry both in the individual countries and the continent as a whole.

The Fourth Industrial Revolution focuses on smart technologies and connected devices and it is with this in mind that the topics that will be presented and deliberated on include:

- “Innovative IT interventions and Applications to enhance and embrace the fourth industrial revolution within the Gaming Sector”
- “The global economy’s shifts and the impacts on the global gaming industry - Requirements of the Fourth Industrial Revolution”
- “Human Capital Development and Requirements of the Fourth Industrial Revolution”

The resolutions that will be reached during the conference will put the gaming sector in a position to revisit their industry operations, influence policy changes, and create an environment in the sector that is at par with international standard to ensure that the African gaming industry is not negatively affected by the fourth industrial revolution, rather it embraces the changes it brings with it in a manner that will grow the industry effectively.

GRAF 20 CONFERENCE 19 PROGRAMME

SUNDAY, 18 AUGUST
MONDAY, 19 AUGUST
TUESDAY, 20 AUGUST
WEDNESDAY, 21 AUGUST
THURSDAY, 22 AUGUST

WELCOME DINNER
DAY ONE: CONFERENCE BEGINS
DAY TWO & MZANTSI EXPERIENCE DINNER
DAY THREE & LEGACY PROJECT
DAY FOUR & GALA DINNER



Western Cape
Gambling and Racing Board

