

ThinkingData Summit 2026

Watch Sessions & Event Highlight

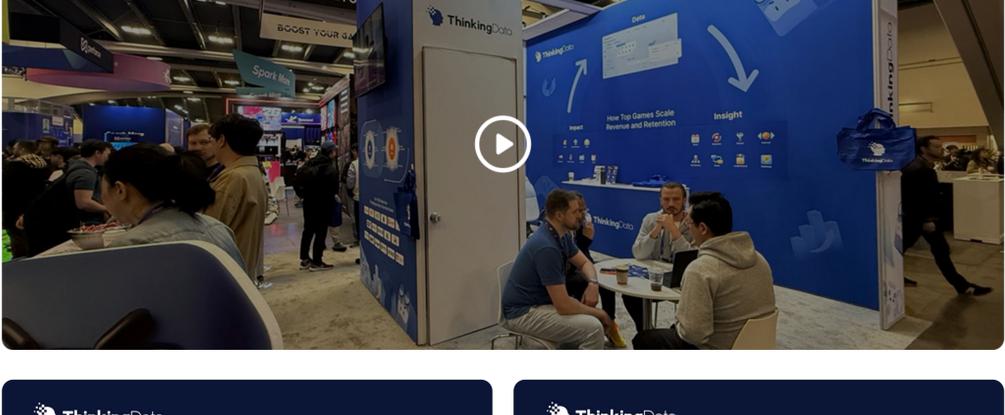
Explore recorded talks and key insights from leading game studios and industry experts across analytics, LiveOps, AI, and growth.

Featuring speakers from:



How Game Studios Move from Insight to Impact

Discover how leading studios turn player data into actionable strategies across LiveOps, retention, and monetization.



ThinkingData Summit US 2026
Talk: Merge Qualitative and Quantitative Data To Shape the Product Roadmap
 Speaker: Chase Shi

A summary of the most important insights from this year's summit, including trends in AI, LiveOps, and player analytics.

Chase Shi - Blizzard
 Video · 21:02 min

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ThinkingData Summit US 2026
Talk: LiveOps: The Self-Optimizing Game Economy
 Speaker: Tim Hong

Explore how AI is reshaping game analytics, enabling faster insights and more personalized player experiences.

Tim Hong - Former AWS
 Video · 19:49 min

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ThinkingData Summit US 2026
Talk: Putting Data and AI to Work In Your Game
 Speaker: Anran Li

Learn how top studios leverage LiveOps systems to increase retention, optimize player journeys, and scale engagement strategies.

Anran Li - Riot Games
 Video · 35:34 min

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ThinkingData Summit US 2026
Talk: How Habby Uses Data to Scale Long-Term Live Games
 Speaker: Craig Chapple David Pan

A deep dive into building analytics infrastructure that supports rapid experimentation and real-time decision making.

David Pan - Habby
 Video · 34:09 min

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ThinkingData Summit US 2026
Talk: Building New Business Models by Connecting Real Life and Games
 Speaker: John W.

Learn how top studios leverage LiveOps systems to increase retention, optimize player journeys, and scale engagement strategies.

John W - Reality Games
 Video · 15:54 min

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ThinkingData Summit US 2026
Talk: How to Come Up with New Game Ideas and Verify Them
 Speaker: Saygin Topatan

Learn how top studios leverage LiveOps systems to increase retention, optimize player journeys, and scale engagement strategies.

Saygin Topatan - Mavis Games
 Video · 24:50 min

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ThinkingData Summit US 2026
Talk: What is the Real Shape of Mobile Gaming Today? Untapped Opportunities and What Drives Them
 Speaker: Mariusz Gasiewski

A deep dive into building analytics infrastructure that supports rapid experimentation and real-time decision making.

Mariusz Gasiewski - Google
 Video · 44:01 min

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Data-Driven Game Development: 5 Key Insights From ThinkingData Summit 2026

Learn how top studios leverage LiveOps systems to increase retention.

Matt Kim - ThinkingData
 Article · 5 min read

[Read More](#)

3 Key AI Insights From ThinkingData Summit at GDC 2026

Learn how top studios leverage LiveOps systems to increase retention, optimize player journeys, and scale engagement strategies.

Matt Kim - ThinkingData
 Video · 5 min read

[Read More](#)

Sessions from the Summit

Explore all talks presented at ThinkingData Summit 2026

- Opening Remarks**
Arrival, Lunch & Pre-Event Networking
Speaker: Brandon Nader (VP Marketing ThinkingData)
- How Game Studios Move from Insight to Impact Using Data + AI**
Speaker: Chris Han (ThinkingData)
- Merge Qualitative and Quantitative Data to Shape the Product Roadmap**
Speaker: Chase Shi (Blizzard)
- Agentic LiveOps: The Self-Optimizing Game Economy**
Speaker: Tim Hong (AWS)
- Putting Data and AI to Work in Your Game**
Speaker: Anran Li (Riot Games)
- Building New Business Models by Connecting Real Life and Games**
Speaker: John W (Reality Games)
- How Habby Uses Data to Scale Long-Term Live Games**
Speaker: David Pan (Habby)
- How to Come Up with New Game Ideas and Verify Them**
Speaker: Saygin Topatan (Mavis Games)
- What Is the Real Shape of Mobile Gaming Today? Untapped Opportunities and What Drives Them**
Speaker: Mariusz Gasiewski (Google)
- Networking Reception**

Speakers

Insights from leaders driving success in the gaming industry

- Saygin Topatan** (CEO, Mavis Games)
- Mariusz Gasiewski** (Mobile Gaming Lead, Google)
- David Pan** (Director of Biz Dev, Habby)
- John Woznowski** (CEO, Reality Games)
- Chase Shi** (Senior Director of Product, Blizzard)
- Chris Han** (Co-Founder, ThinkingData)
- Tim Hong** (Former Head of Live Service Games, AWS)
- Anran Li** (Engineering Manager & Product Lead, Riot Games)

Hosts & Special Guest

- Neil Long** (Founder, Mobilegamer.biz)
- Brandon Nader** (VP Marketing, ThinkingData)
- Craig Chappel** (Head of Content, Steel Media)

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