



TRIP HAWKINS

Trip Hawkins is Founder and first CEO of Electronic Arts. He he the driving force behind EA SPORTS - It's in the game. | Trip Hawkins worked closely with Apple's founders, notably Steve Jobs, for four years. He led Apple's planning and execution in the office desktop market and helped grow the company to a Fortune 500 leader.

Categorie

Transitie & Transformatie, AI, Technologie, Start-ups en Scale-ups, Toekomst, robotisering, automatisering en AI, Sport

Type

Expert | Thought leader, Bedrijfscoach | Trainer, Visionair | Innovator, Strategist

Inzetbaarheid

Board member session, Keynote speaker, Expert, Virtual keynote

Talen

EN

Afkomstig van

USA

Biografie

Trip Hawkins is Founder and first CEO of Electronic Arts. He he the driving force behind EA SPORTS - It's in the game. Trip Hawkins worked closely with Apple's founders, notably Steve Jobs, for four years. He led Apple's planning and execution in the office desktop market and helped grow the company to a Fortune 500 leader.

As the founder/first CEO of Electronic Arts, Trip

Hawkins is the driving force behind EA Sports; producer/designer of hit games like Madden Football and serial entrepreneur.

Trip Hawkins is the Founder, CEO, Visionary, Digital Hall of Fame Inductee & Video Game Industry Guru, Trip Hawkins shares cutting edge knowledge and insights into the future of business.

BIOGRAPHY TRIP HAWKINS

Trip Hawkins is an expert on: leadership, strategy, innovation, entrepreneurship, and practices in emotional intelligence, Hawkins played a key role in defining and building two major industries: personal computers and video games. A leading contributor to 4 IPOs, he founded and led the first decade of Electronic Arts, today worth \$40 Billion, while driving the creative and product vision for EA Sports. In addition to founding and leading four game companies that raised venture capital, he spent three years working with world leading experts to design and publish an advanced EQ game that teaches children the principles and practices of emotional intelligence.

AWARDS TRIP HAWKINS

As a result of defining, establishing and leading in the creative and business practices of entertainment software, Hawkins, his products and companies have won hundreds of awards and he has personally won several Entrepreneur of the Year, Lifetime Achievement and Hall of Fame awards, and is the only business executive enshrined in the game industry hall of fame.

TRIP HAWKINS AS THE INVENTOR AND PROFESSOR OF TECHNOLOGY

The inventor of four patents, he created, designed, produced or directed several pioneering sports simulation games including John Madden Football and High Heat Baseball, invented and produced several other brands including the "E for Everyone" game rating and the Army Men franchise of games that generated over \$300 million in revenue. A

graduate of Harvard and Stanford, Hawkins is active in many charities and for over three years was a Professor of Technology Management at UCSB, where he taught entrepreneurship and leadership.

TRIP HAWKINS WORKED AND LEARNED WITH NUMEROUS TECH AND MEDIA LEGENDS

Thanks to a long career in Silicon Valley, Hawkins had the opportunity to know, work with and learn from numerous tech and media legends including Steve Jobs, Bill Gates, Steven Spielberg, Nolan Bushnell, Steve Wozniak, Gordon Moore, Bob Noyce, Don Valentine, John Doerr, Michael Moritz, Mike Markkula, Bob Pittman, Rupert Murdoch, Ted Turner, Steve Ross, Lew Wasserman, Sid Sheinberg, Masayuki Matsushita, George Lucas, Jeffrey Katzenberg, Ken Kutaragi, Nicholas Negroponte, Bill Atkinson, Larry Tesler, John Malone, Regis McKenna, Marc Andreessen, Michael Marks, Tom Schelling, Hiroshi Yamauchi, Timothy Leary, John Madden, Earl Weaver, Julius Erving, Bill Budge, Dani Bunten, Richard Garriott, Masayoshi Son, Peter Molyneux and many others. Hawkins has also had the pleasure of mentoring remarkable scientists, media creators and tech leaders in dozens of entrepreneurial companies including “unicorns” such as Apeel Sciences, Scopely and Skillz. Beyond his deep background in computer science, in recent years he has been a C-level advisor to tech/science companies involved with materials science, the agriculture/food industry, chemistry, renewable energy, liquid organic semiconductors, thermal cameras, clothing, hospitals, drones, data science, cryptocurrency and manufacturing in a variety of industries.

A life of community service has included decades as a Big Brother for Big Brothers Big Sisters of America, co-founding the successful San Mateo branch of Menlo Church, managing a charitable foundation and advising non-profits including The Santa Barbara Rescue Mission, The National Museum of Play and the Center for Digital Games Research at UCSB.

Trip Hawkins has keynoted numerous events including GDC and CES and has lectured at MIT, Stanford, UC Berkeley, UCSB, USC and Draper University.

Trip Hawkins graduated magna cum laude from Harvard College and has an MBA from Stanford where he ranked in the top 10%, a highest distinction now known as an Arjay Miller Scholar.