

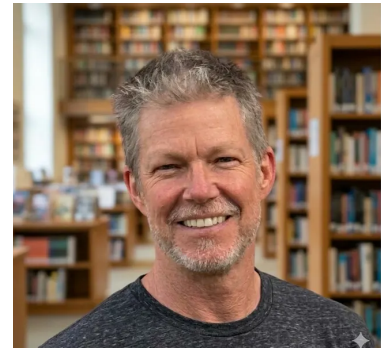
GARY GATTIS

Former Video Game CEO | Speaker & Author

The Invisible Playground

How Hidden Screen Systems Shape Childhood

The Hook



We are raising children inside digital environments designed to capture attention, reduce stopping points, and bring them back. I help families and educators decode these invisible systems, turning screen time from a source of friction and anxiety into a conversation about agency, judgment, and recovery.

Bio

Gary Gattis is a former video game and technology executive who spent decades building interactive digital products. Having seen the other side of the screen, he now helps parents and schools understand digital attention, social feedback loops, and identity. Through school talks, parent forums, and practical guides, Gary offers a non-alarmist framework for building shared language around screen life, from elementary through high school.

Selected Podcast Angles

- **The Invisible Playground:** A former game CEO explains how games, feeds, social media, AI, and digital attention shape kids' attention, belonging, identity, and agency.
- **The Former Insider's Perspective:** What I learned about attention, rewards, and feedback loops while building the digital products kids use today.
- **The Post-Panic Approach to Screens:** Why we need to move away from screen time debates and toward building kids' judgment, autonomy, and recovery habits.
- **Decoding the Middle School Transition:** How to prepare children for the complex social pressures of group chats, identity, and AI before they arrive.

Sample Interview Questions

- What do you mean by "hidden screen systems"?
- How did your background in video games shape the way you see kids' screen struggles?
- What are screen mechanics, and why should kids learn to spot them?
- Why is stopping a video, game, or feed so hard for many kids?
- What are some mechanics parents should understand first?
- How do games, feeds, social media, and group chats shape kids differently?
- How do likes, streaks, views, and group chats affect belonging and identity?
- How should schools talk about this without scaring kids or blaming families?
- What changes between elementary school, middle school, and high school?
- What is one question a parent can ask tonight that might change the conversation?

Selected Social Proof

- *"It's so clear. Once you've seen it, you can't unsee it."* — Parent
- *"Gary knows how to explain screen design concepts to kids, and they totally get it."* — 5th Grade Teacher
- *"After Gary's talk, I started seeing the tricks people use on games and TV shows."* — Student

Speaking Engagements

- *Speaker at:* SXSW, GDC Online, MacWorld, Casual Connect, Mensa Foundation Colloquium, PAX.



GameDevelopers
Conference



Assets

- **Website:** garygattis.com
- **Speaking Sample:** [Watch live presentation](#)
- **Elementary School Guide:** [The Seven Day Attention Reset](#)
- **Middle School Guide:** [How Hidden Screen Systems Shape Kids](#)
- **Contact:** gary@garygattis.com