

Welcome to
AUDIO BOOT CAMP
MARCH 2009

Day 1: Sound Design

Dan Bardino

Sony Computer Entertainment Worldwide Studios

Scott Selfon

Microsoft XNA Developer Connection

Track Coordinators

SCHEDULE: DAY 1 / MORNING

10.00- 10.15	1.1 Boot Camp Introduction	Scott Selfon (MS) / Dan Bardino (SCEE)
10.15- 11.15	1.2 Interactive & Creative Sound Design	Dan Bardino (SCEE)
11.15- 11.30	<i>Break</i>	
11.30- 12.30	1.3 Game Audio Technical Reference Manual	Scott Selfon (MS)
12.30- 2.00	Lunch / Surgeries	<i>[all]</i>

SCHEDULE: DAY 1 / AFTERNOON

2.00-3.00	1.4 Pipeline and Production (Safe and Sound Fail Now!)	Tomas Neuman (Crytek), Jason Page (SCEE)
3.00-4.00	1.5 Sound Design for Next Gen Audio	Mike Johnson (SCEA)
4.00-4.15	<i>Break</i>	
4.15-5.15	1.6 Digital Audio 101 – Theory and Practice	Alistair Hirst (OMNI Audio)
5.15-6.00	Wrap-Up and Q&A	<i>[all]</i>