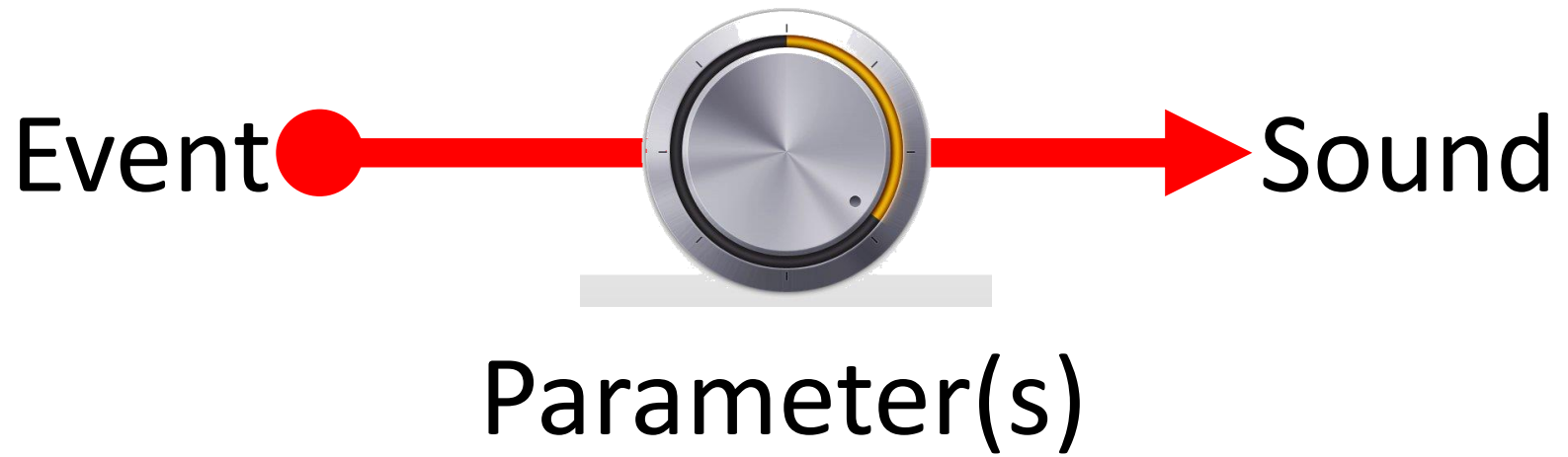


Crossing the Streams: Game Audio Rule Breakers of the Last Decade

Scott Selfon

Development Lead | Xbox Advanced Technology Group, Microsoft





Swords

	Base Sword	Short
		Med
		Long
	Evil Sword	Short
		Med
		Long
	Good Sword	Short
		Med
		Long
	Auroran Sword	Short
		Med
		Long
	Intricate Sword	Short
		Med
		Long
	Reaver Sword	Short
		Med

Event  300[illegible][illegible]

Diagram illustrating a sequence of events over time. The timeline shows a series of events, with a red bar highlighting a specific event. The events are labeled as "Event" and "Event" on the right side of the diagram.

Sound



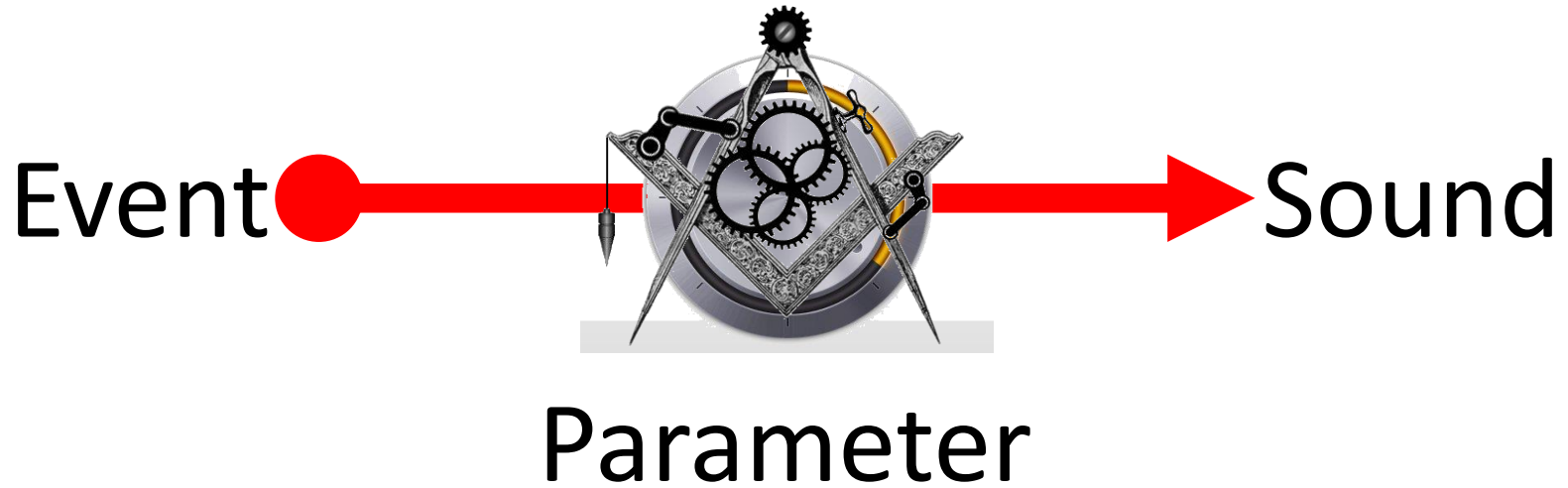
Event



Sound

Parameter

The Unexpected Pivot





You Don't Know Jack

(Jellyvision/Berkeley Systems, 1995)



Braid
(Number None, 2008)

The Non-Event

Event





SSX Tricky
(Electronic Arts, 2001)

SSX

(Electronic Arts, 2012)



Eternal Darkness: Sanity's Requiem

(Silicon Knights, 2002)



Dead Space
(Electronic Arts, 2008)

The Displaced Sound





The Chronicles of Riddick: Escape from Butcher Bay

(Starbreeze/Tigon, 2004)

Independence





Grim Fandango
(LucasArts, 1998)

Grim Fandango

(LucasArts, 1998)



Oh, ick.

I remember I had a hairball once...

Could I hold that metal detector for a second?

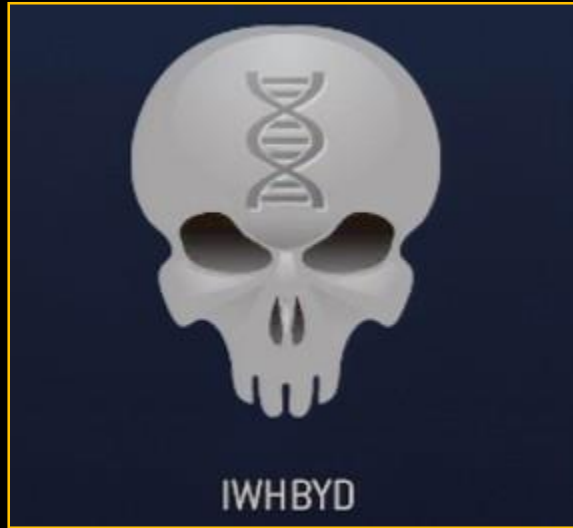
The Reversal





Ghost Recon: Advanced Warfighter 2

(Red Storm Entertainment/Ubisoft, 2007)



Halo 3

(Bungie, 2007)



4 6 5 4 5 3 4

The Audience is Listening

Sound  Player

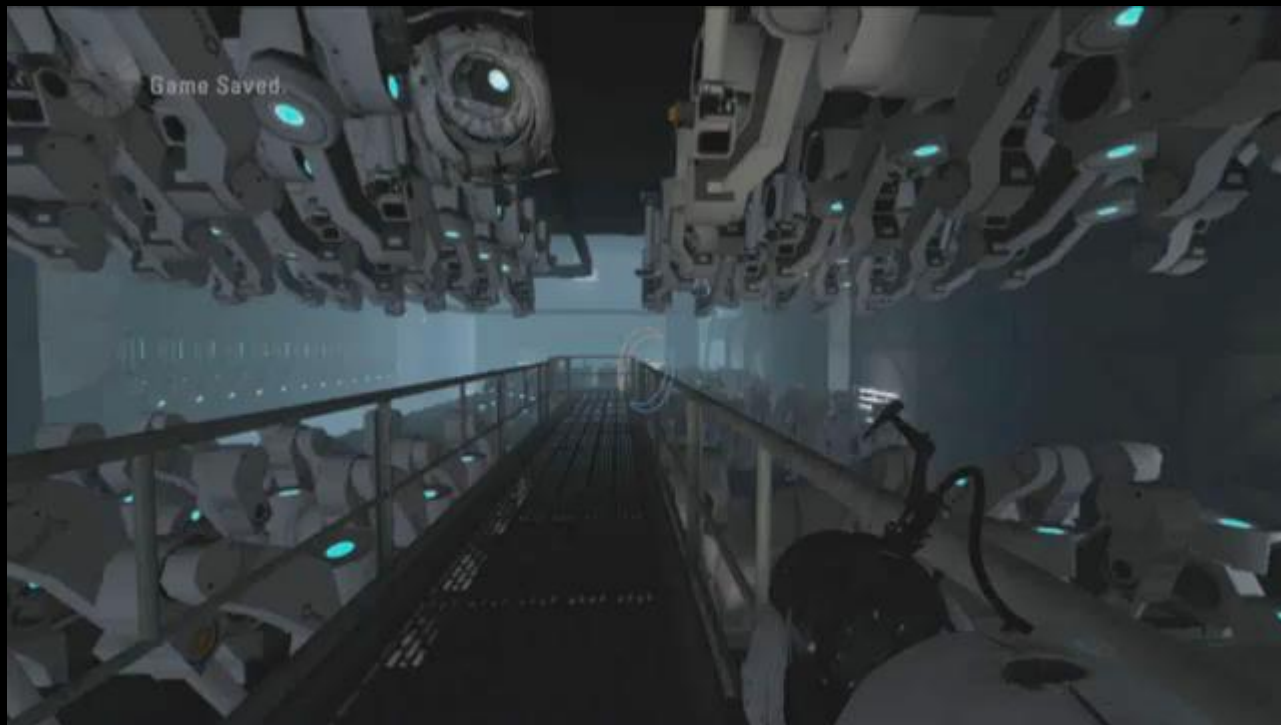


Silent Hill 2

(Konami, 2001)



Portal 2
(Valve, 2011)



Portal 2
(Valve, 2011)



Portal 2
(Valve, 2011)

The Game is Listening





Tom Clancy's Splinter Cell

(Ubisoft, 2002)

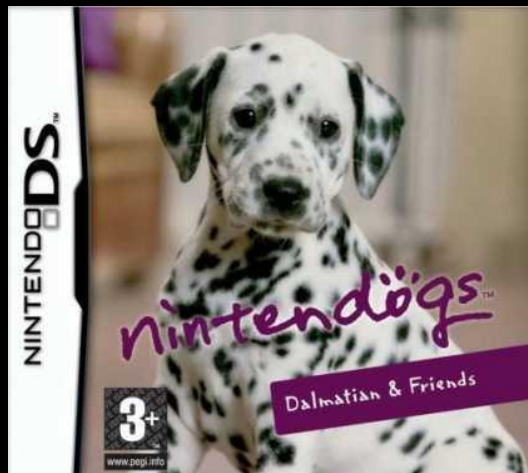
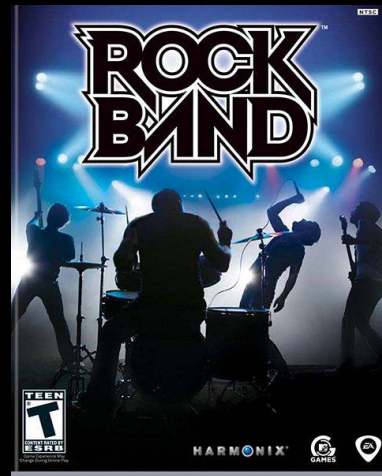
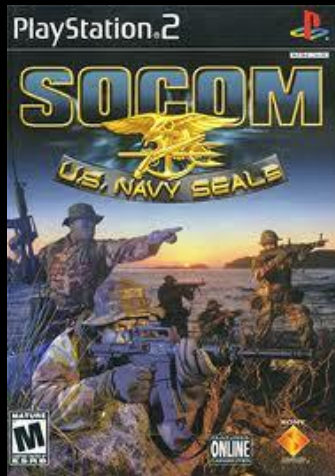
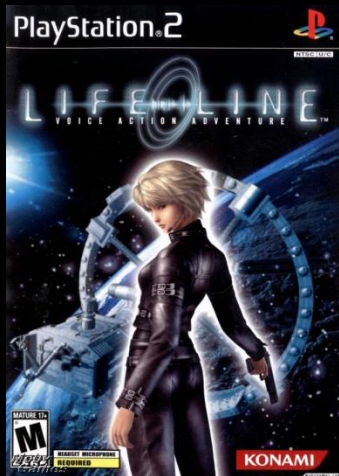
The Audience is Speaking

Player
Voice



Event







Mass Effect 3

(BioWare, 2012)



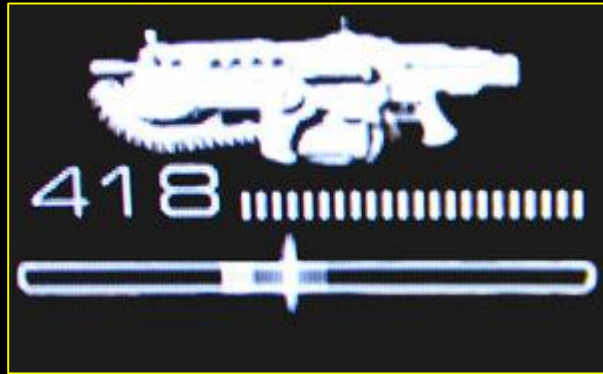
The Elder Scrolls V: Skyrim

(Bethesda, 2012)

The Feedback Loop



Achievement unlocked
500G - Attended GDC 2013



Gears of War
(Epic Games, 2006)



Gears of War 2
(Epic Games, 2008)



BioShock
(2K Games, 2007)

The Unexpected Pivot



The Non-Event



The Displaced Sound



Independence



The Reversal



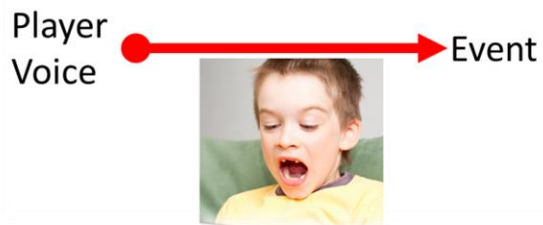
The Audience is Listening



The Game is Listening



The Audience is Speaking



The Feedback Loop



Questions?



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