

2009 Game Developers Conference / San Francisco, CA

AUDIO BOOT CAMP

Two-Day Audio Tutorial – Schedule

Monday, March 23, 2009 – Sound Design

10.00-10.15	1.1 Boot Camp Introduction	Scott Selfon (Microsoft) / 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 (Microsoft)
12.30-2.00	Lunch / Surgeries	<i>[all]</i>
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>

Tuesday, March 24, 2009 – Music, Careers, and Tools

10.00-10.15	2.1 Day 2 Introduction	Scott Selfon (Microsoft) / Dan Bardino (SCEE)
10.15-11.15	2.2 Basics of Game Music Scoring	Scott Selfon (Microsoft)
11.15-11.30	<i>Break</i>	
11.30-12.30	2.3 Production Techniques	Robi Kauker (EA), Charles Deenen (EA)
12.30-2.00	Lunch / Surgeries	<i>[all]</i>
2.00-3.00	2.4 Music Scoring Futures	Guy Whitmore (Microsoft)
3.00-4.00	2.5 Is Game Audio Recession-Proof?	Brian Schmidt (Brian Schmidt Studios, LLC)
4.00-4.15	<i>Break</i>	
4.15-5.00	2.6 Breaking into the Industry	Alex Wilmer (Berkeley Sound Artists) / Brian Schmidt, Charles Deenen [panelists]
5.00-5.45	2.7 Tools and Middleware Panel	John Byrd (Gigantic Sound), Jacques Deveau (Audiokinetic), Tom Miley (CRI), Andrew Scott (Firelight)
5.45-6.00	Wrap-Up and Q&A	<i>[all]</i>