

GDC 12 EUROPE

GAME DEVELOPERS CONFERENCE™ EUROPE COLOGNE, GERMANY AUGUST 13-15, 2012

2012

GDC EUROPE 2012 REGISTRATION

Registration by fax for Game Developers Conference™ Europe 2012 closes on **August 3, 2012 at 1PM PST**. Registrations after this date must be submitted onsite at the Congress-Centrum Ost Koelnmesse in Cologne, Germany.

STEP 1 CHOOSE A GDC PASS

For detailed session information, see our website at www.GDCEurope.com. Please check your choice below.

- VIP PASS**
REGISTER EARLY AND
SAVE CLOSE TO 25% PER PASS!
Ends 7/18 €850 || Ends 8/7 €1050 || Onsite registration €1125

- ALL ACCESS PASS**
REGISTER EARLY AND
SAVE CLOSE TO 25% PER PASS!
Ends 7/18 €750 || Ends 8/7 €850 || Onsite registration €925

- MAIN CONFERENCE PASS**
REGISTER EARLY AND
SAVE CLOSE TO 25% PER PASS!
Ends 7/18 €550 || Ends 8/7 €650 || Onsite registration €725

- SUMMITS & TUTORIALS PASS**
REGISTER EARLY AND
SAVE CLOSE TO 25% PER PASS!
Ends 7/18 €550 || Ends 8/7 €650 || Onsite registration €725

- INDEPENDENT GAMES
SUMMIT PASS**
Ends 7/18 €200 || Ends 8/7 €200 || Onsite registration €200

Note: Savings calculations are based on the difference in maximum savings scenario per pass (early rate) and maximum cost scenario per pass (onsite price).

CHOOSE SUMMITS/TUTORIALS

➔ If you chose a VIP, All Access Pass or a Summits & Tutorials Pass, choose one Summit/Tutorial per day. Please check your choices, select your top two preferences below. Your selections help us plan appropriate seating accommodations onsite. Note: You may access any summit or tutorial onsite based on space availability.

August 13, 2012 || 9:30-18:30

- 100** I will not be attending a Summit/Tutorial on Monday
 101 Social & Online Games Summit

August 14, 2012 || 9:30-18:30

- 200** I will not be attending a Summit/Tutorial on Tuesday
 201 Smartphone & Tablet Games Summit

August 15, 2012 || 9:30-18:30

- 300** I will not be attending a Summit/Tutorial on Wednesday
 301 Independent Games Summit

More information on GDC Europe 2012 Tutorials will be made available in summer 2012. For information visit www.GDCEurope.com.

HOW TO REGISTER

Online: Register at www.GDCEurope.com. Payment by credit card or check is accepted online.

Mail or Overnight Courier: Mail your completed registration, along with check or credit card payment to: Events Registration Services Group, GDC Europe 2012, 303 Second Street, Suite 900, South Tower, San Francisco, CA 94107 USA. Make all checks or money orders payable to Game Developers Conference™ Europe.

Fax: Fax your completed registration form, along with credit card payment to +1 (415) 947-6011.

Questions: Contact the GDC Europe Registration Department at +1 (415) 947-6856 or toll free at +1 (866) 321-1807, Monday-Friday from 9am-4pm PST. To reference our complete registration policies please visit: www.GDCEurope.com/attend/policies.html.



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STEP 2 REQUIRED INFORMATION

This information is required in order to process your registration.

Name _____
Occupation _____
Company _____
Address _____
City/State/Zip _____
Country/PostalCode _____
Email* _____

**Your email address is required to complete registration. We will use your email address to send you information about other offerings, including events, products and services, as described in the Privacy Policy. You can view the privacy policy at <http://www.ubmtechnology.com/united-business-media-llc-privacy-statement/>*

STEP 3 METHOD OF PAYMENT

Payment in **FULL** by check or money order (drawn in US funds) or credit card must accompany your registration in order to be processed. Sorry, no purchase orders. You are not registered until you receive confirmation online, or in the mail from GDC Europe 2012. Make all checks or money orders payable to Game Developers Conference™ Europe. Please make your selection below.

CHECK OR MONEY ORDER ENCLOSED

Check # _____
Federal Tax ID # 11-2240940

CREDIT CARD

Cardholder Name _____
Contact Phone Number* _____
Authorized Signature _____
Expiration Date _____

** In order to ensure the privacy of your credit card number as well as being PCI Compliant, please enter the cardholder's name and contact number. A member of the GDC Europe Registration team will contact the cardholder to process the payment.*

BILLING ADDRESS

Name _____
Address _____
City/State/Zip _____
Country/PostalCode _____
Phone _____

DISCOUNT PROMOTION CODE

If you have a discount promotion code, please enter it below. Only one discount code can be applied per pass and cannot be combined with other discounts. To be eligible for discounts, we must receive your registration by the date specified in the discount promotion – postmarks are not accepted.

Code _____

EVENT BADGES

Badges will not be mailed in advance of the event. To check in for your badge, you will need to use the same email address used when you registered, this is noted on your registration receipt. Please bring a copy of your confirmation along with a government issued photo ID to collect your badge. Please care for your badge. A non refundable replacement fee will apply for all duplicate badge requests.

CANCELLATIONS, SUBSTITUTIONS, DOWNGRADES & UPGRADES

If you need to cancel your registration, you may do so for a full refund, less a €150.00 service charge until Monday, July 16, 2012. Attendees who register prior to or after the deadline date, who do not cancel in writing by the deadline date are liable for the pass cost and will be charged for the full registration fee. Sorry, no refunds are available for no-shows. If you are unable to attend the event, we recommend that you send a substitution in your place. Changes to registrations must be presented in written form. Please download the Registration Update Form at www.GDCEurope.com/attend/policies.html and fax your cancellation, changes or substitution request to +1 (415) 947-6011, or mail your request to:

**Events Registration Services Group
GDC Europe 2012
303 Second Street
Suite 900, South Tower
San Francisco, CA 94107**

Written requests for a downgraded pass must be received no later than Monday, July 16, 2012 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after Monday, July 16, 2012 cannot be accommodated. Upgrade pass requests must be submitted in writing and faxed to +1 (415) 947-6011 along with payment information for the difference in value.

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1 | How many people are employed at your company (all divisions)? (select one)

- Over 500
- 250 to 500
- 100 to 249
- 51 to 99
- 21 to 50
- 11 to 20
- 6 to 10
- 2 to 5
- myself only

2 | Which of the following best describes the focus of your company's business? (select one)

- Console game market
- Downloadable game market (XBLA, PSN, WiiWare)
- Handheld console market
- Social network game market
- Web browser game market
- Web-based MMO market
- Smartphone game market
- Tablet game market
- PC/Mac downloadable market
- Game recruitment
- Game outsourcing
- Game tools/middleware market
- Game academia
- Game marketing/PR
- Game media
- Game funding/VC
- Game legal
- Other Industry (Please Specify)

3 | Which of the following best describes your job function? (select one)

AUDIO

- Composer/Musician
- Director, SFX/Music
- SFX Engineer
- Sound Designer
- Other

BUSINESS/MANAGEMENT

- Business Development
- CEO/President/C-Level
- HR/Training Manager/ Recruiter
- Investor/Venture Capitalist
- Legal
- Marketing/PR
- Sales
- VP/General Manager
- Other

GAME DESIGN

- Creative Director
- Game Designer
- Interface Designer
- Lead Designer
- Level Designer
- Writer
- Other

PRODUCTION

- Associate Producer
- Community Manager
- Executive Producer
- Localization
- Producer/Project Lead
- Project Lead/Manager
- Tester/QA
- Other

PROGRAMMING / ENGINEERING

- AI Programmer
- Director of Development
- Engine Programmer
- Hardware Engineer
- Lead Programmer
- Network Programmer
- Programmer
- Technical Director
- Tools Programmer
- Other

VISUAL ARTS

- 2D Artist/Texturer
- 3D Artist/Modeler
- Animator

- Art Director
- Artist
- Lead Artist
- Technical Artist
- Other

OTHER

- Consultant
- Educator/Academic
- Press/Media Representative
- Student
- Other Job Title (Please Specify)

4 | For which platforms are you developing your current or most recent game? (check all that apply)

- Console
- Handheld Console
- Smartphone
- Tablets
- Web Browser
- PC/Mac (retail/downloadable)
- N/A / Not involved in development

5 | For qualified pass holders, would like to receive a subscription to Game Developer magazine?

- Yes
- No

The post office requires a personal identification question to verify your subscription request. For U.S. residents only, if you selected yes above, please answer the question below to complete your order.

What color was your first car?

Note: Subscription requests will be processed after GDC Europe 2012 conference dates. All subscriptions are subject to availability upon

qualification determined by the publisher. Game Developer magazine reserves the right to refuse the offer for free subscription to any person or persons. If you would like information on how to purchase a subscription, visit www.gdmag.com.

6 | Interested in receiving related information about other GDC events? Please check the boxes to make your selections.

- GDC (San Francisco)
- GDC Online
- GDC China (English)
- GDC China (Mandarin)

*By providing your email address, you grant the GDC Europe a division of UBM LLC, permission to contact you in the future via email regarding your GDC Europe registration and related information.

7 | Would you like to receive special offers about events, products, and services from GDC Europe/UBM TechWeb Game Network exhibitors or partner companies via email?

- Yes
- No