



GAME DEVELOPERS CONFERENCE®

2013

SAN FRANCISCO, CA
MARCH 25-29, 2013
EXPO DATES: MARCH 27-29

Registration by fax for Game Developers Conference® 2013 closes on **March 20, 2013** at 11:59pm Eastern time. Registrations after this date must be submitted online or onsite at the Moscone North in San Francisco, CA.

GDC 2013 REGISTRATION

STEP 1 CHOOSE A GDC PASS

For detailed session information, see our website at www.GDConf.com.

Please check your choice below.

KEY REGISTRATION PRICING DATES:

Early Bird
Ends 2/13

Regular
Ends 3/20

Onsite
3/25

- | | |
|--|---------------------------------|
| <input type="checkbox"/> ALL ACCESS PASS
SAVE UP TO \$625 PER PASS!
Early Bird \$1,475 Regular \$1,975 Onsite \$2,100 | <input type="text" value="\$"/> |
| <input type="checkbox"/> MAIN CONFERENCE PASS
SAVE UP TO \$480 PER PASS!
Early Bird \$995 Regular \$1,350 Onsite \$1,475 | <input type="text" value="\$"/> |
| <input type="checkbox"/> SUMMITS, TUTORIALS & BOOTCAMPS PASS
SAVE UP TO \$200 PER PASS!
Early Bird \$695 Regular \$795 Onsite \$895 | <input type="text" value="\$"/> |
| <input type="checkbox"/> AUDIO TRACK PASS
SAVE UP TO \$200 PER PASS!
Early Bird \$695 Regular \$795 Onsite \$895 | <input type="text" value="\$"/> |
| <input type="checkbox"/> INDEPENDENT GAMES SUMMIT PASS
Early Bird \$325 Regular \$325 Onsite \$325 | <input type="text" value="\$"/> |
| <input type="checkbox"/> EXPO PASS
SAVE UP TO \$55 PER PASS!
Early Bird \$195 Regular \$250 Onsite \$250 | <input type="text" value="\$"/> |
| * STUDENT PASS (Friday only)
Onsite registration ONLY \$75! | |

Note: Savings calculations are based on the difference in maximum savings scenario per pass (early rate) and maximum cost scenario per pass (onsite price). Student passes cannot be purchased online and are only available for purchase onsite with proof of current student identification/enrollment.

SUMMITS/TUTORIALS/BOOTCAMPS

➔ If you chose an All Access Pass or a Summits, Tutorials & Bootcamps Pass, choose one Summit/Tutorial/Bootcamp 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, tutorial or bootcamp onsite based on space availability.

MONDAY, March 25, 2013 || 10am-5:30pm

- 100 I will not be attending a Summit/Tutorial/Bootcamp on Monday
- 102 Game Narrative Summit
- 103 GDC Education Summit
- 104 Independent Games Summit
- 105 QA Summit
- 107 Smartphone and Tablet Games Summit
- 108 Free to Play Design and Business Summit

TUESDAY, March 26, 2013 || 10am-5:30pm

- 200 I will not be attending a Summit/Tutorial/Bootcamp on Tuesday
- 202 Game Narrative Summit
- 203 GDC Education Summit
- 204 Independent Games Summit
- 206 Localization Summit
- 207 Smartphone and Tablet Games Summit
- 208 Free to Play Design and Business Summit

More information on GDC 2013 Tutorials will be made available in winter 2012. For information visit www.GDConf.com.

HOW TO REGISTER

ONLINE: Register at www.GDConf.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 2013, 303 Second Street, Suite 900, South Tower, San Francisco, CA 94107 USA. Make all checks or money orders payable to Game Developers Conference.

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

QUESTIONS: Contact the GDC Registration Department at (415) 947-6926 or toll free at (866) 535-8997, Monday-Friday from 9am-4pm PST. To reference our complete registration policies please visit: www.GDConf.com/attend/policies.html.

***AGE LIMITS:** Due to safety concerns, no one under the age of 18 (including infants in strollers), will be permitted at the Game Developers Conference.



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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/Postal Code _____

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 2013. Make all checks or money orders payable to **Game Developers Conference**. 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 Registration team will contact the cardholder to process the payment.

BILLING ADDRESS

Name _____

Address _____

City/State/Zip _____

Country/Postal Code _____

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 including alumni, IGDA, or group discounts. To be eligible for discounts, we must receive your registration by the date specified in the discount promotion - postmarks are not accepted. Discount codes are subject to review.

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. Short range "Touch 'N Go" RFID badges will be in use at GDC 2013.

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 Friday, March 1, 2013. 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.GDCConf.com/attend/policies.html and fax your cancellation, changes or substitution request to (415) 947-6011, or mail your request to:

**Events Registration Services Group, GDC 2013
 303 Second Street, Suite 900, South Tower, San Francisco, CA 94107**

Written requests for a downgraded pass must be received no later than Friday, March 1, 2013 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after Friday, March 1, 2013 cannot be accommodated. Upgrade pass requests must be submitted in writing and faxed to (415) 947-6011 along with payment information for the difference in value.



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1 | If you attended GDC last year, what type of attendee were you?

- Conference
- Expo only
- Speaker
- Advisory Board Member
- Exhibitor/Sponsor/Exhibitor Staff
- Media
- Volunteer/CA
- Did not attend GDC last year

2 | 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

3 | Which of the following best describes the focus of your company's business?

- 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)

4 | Which of the following best describes your job focus?

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)

5 | 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

6 | For all 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, please answer the following question to complete your order.

What color was your first car?

Note: Subscription requests will be processed after GDC 2013 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.

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

- GDC Next and App Developers Conference
- GDC China (English)
- GDC China (Mandarin)
- GDC Europe

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