

Registrations can be submitted onsite at Austin Convention Center in Austin, Texas.

STEP 1 CHOOSE A GDC ONLINE PASS

» For detailed session information, see our website at www.GDCOnline.com.
Please select your choice below.

- ALL ACCESS PASS** \$ _____
REGISTER EARLY AND SAVE \$200 PER PASS!
» Ends 9/1 **\$795** » Ends 10/7 **\$995** » Onsite registration **\$1,250**
- MAIN CONFERENCE PASS** \$ _____
REGISTER EARLY AND SAVE \$200 PER PASS!
» Ends 9/1 **\$595** » Ends 10/7 **\$795** » Onsite registration **\$1,050**
- SUMMITS & TUTORIALS PASS** \$ _____
REGISTER EARLY AND SAVE \$100 PER PASS!
» Ends 9/1 **\$395** » Ends 10/7 **\$495** » Onsite registration **\$650**
- EXPO PASS » \$149** \$ _____
- GAME WRITING TUTORIAL PASS » \$149** \$ _____
- GAME CAREER SEMINAR PASS » \$149** \$ _____

HOW TO REGISTER

Online

» Register at www.GDCOnline.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: UBM Events Registration Department, GDC Online 2011, 303 Second Street, Suite 900, South Tower, San Francisco, California 94107, USA.

Fax

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

Scan and Email

» Scan and email your completed registration form, along with your credit card payment, to gdconlineregistration@ubm.com.

Group Registration Discounts

» Log onto www.GDCOnline.com/attend/groupregistration.html to learn how your group may qualify for a 10% discount.

Questions

» Contact the Registration Department at (866) 535-8996 (toll free within the USA) or (415) 947-6925, Monday - Friday, 9:00 am - 4:00 pm PT. To reference our complete registration policies please visit: www.GDCOnline.com/attend/policies.html.

CHOOSE SUMMITS/TUTORIALS

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

Monday, October 10, 2011 9:30am-5:30pm

- 100 I will not be attending a Summit/Tutorial on Monday**
- 101 Game Narrative Summit**
- 102 Virtual Items Summit**
- 103 Smartphone & Tablet Games Summit**

Tuesday, October 11, 2011 9:30am-5:30pm

- 200 I will not be attending a Summit/Tutorial on Tuesday**
- 201 Game Narrative Summit**
- 202 Smartphone & Tablet Games Summit**
- 203 Unity Track Day** (presented by Unity Technologies)

Wednesday, October 12, 2011 9:30am-5:30pm

- 300 I will not be attending a Summit/ Tutorial on Wednesday**
- 301 Game Writing Tutorial**

» Tutorials are being added throughout the registration cycle and may have been updated since printing. Please check <http://www.GDCOnline.com/conference/tutorials.html> for additional Tutorial options. For more information visit www.GDCOnline.com.

GDC Online

Game Developers Conference Online®
October 10-13, 2011
Austin Convention Center | Austin, Texas
www.gdconline.com

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 UBM Privacy Policy. You can view the privacy policy at <http://www.ubmtechnology.com/united-business-media-llc-privacy-statement/>

CANCELLATIONS, SUBSTITUTIONS, DOWNGRADES & UPGRADES

» If you need to cancel your conference registration, you may do so for a full refund, less a **\$150 service charge until Friday, September 10, 2011**. 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 Change Form at www.GDCOnline.com/attend/policies.html and fax your cancellation, changes or substitution request to (415) 947-6011, or mail your request to:
Event Registration Services Group
GDC Online 2011
303 Second Street,
Suite 900, South Tower
San Francisco, California
94107 USA

Written requests for a downgraded pass must be received no later than Friday, September 10, 2011 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after September 10, 2011 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.

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 Online 2011. Make all checks or money orders payable to Game Developers Conference Online. Please make your selection below.

CHECK OR MONEY ORDER ENCLOSED

Check # _____

Federal Tax ID # 11-2240940

CHARGE MY CREDIT CARD

Visa Mastercard

Card # _____ Expiration Date _____

Name on Card _____

Signature _____

BILLING ADDRESS

Same as in STEP 2

Name _____

Address _____

City/State/Zip _____

Country/Postal Code _____

Phone _____

DISCOUNT PROMOTION CODE

» If you have a discount promotion code, please enter it below. Discounts 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. 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.

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STEP 4

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

- Over 500
- 250 to 500
- 100 to 250
- 51 to 100
- 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 describes your job focus? (select one)

AUDIO

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

BUSINESS /MANAGEMENT

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

GAME DESIGN

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

PRODUCTION

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

PROGRAMMING /ENGINEERING

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

VISUAL ARTS

- 2D Artist/Texturer
- 3D Artist/Modeler
- Animator
- Art Director
- Artist
- Lead Artist
- Other
- Technical Artist

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

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

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

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