

Why You Should Attend GDC Europe

GDC Europe is the essential European game industry event to attend this year. Taking place on August 17-19 in Cologne, Germany, it's centrally located in the heart of Europe, easily accessible by plane, by train, and by car. It will attract a global audience of more than 1000 attendees to network and do business with. Not to mention its focus on educating developers with high level speakers and con-

tent from leading companies including CCP and Remedy Entertainment. The topics will range from mobile and indie games to MMOs and AAA games, with content developed for all consoles from PC, flash/browser games, casual, social networking games, mobile, and many more. It's going to be an event you won't want to miss. Register today and get ready to learn, network, and inspire!

Key Points:

- ⇒ Attend **over 80 sessions** across five disciplines (Business & Management, Game Design, Production, Programming, and Visual Arts)
- ⇒ Hear from **top industry keynotes** and **over 100 speakers** from **leading international game companies** including Remedy Entertainment, Splash Damage, Blitz Games, and Ubisoft Entertainment
- ⇒ Meet representatives from exhibiting companies such as **Crytek**, **Bioware**, and **Intel** on the GDC Europe expo floor
- ⇒ Network at **exclusive GDC Parties**, **networking Events**, and the **GDC Europe Business Networking Lounge** (For All Access Passes Only)
- ⇒ Expand your reach and create business deals with **over 1,000 attendees** from Presidents/CEOs and Business Development Managers to Executive Producers and Managing Directors
- ⇒ Share ideas and connect with attendees from **more than 30 countries** including the UK, the US, Canada, Korea, China, France and many more
- ⇒ Travel easily to GDC Europe with **easy access** by plane, train, and car

Key Statistics:

- ⇒ 51% of attendees are National Attendees, 49% are International Attendees
- ⇒ 80% of attendees work in the Game Industry, 20% are Students/Other
- ⇒ More than 250 Press and Media representatives

Speakers Attending:

Aaron Allport (*Blitz Games*)
James Beaven (*Indigo Pearl*)
Andre Beccu (*Spellbound Entertainment AG*)
Paul Bettner (*Newtoy Inc.*)
Brian Blau (*Double Fusion*)
Adam Boyes (*Capcom*)
Jim Buck (*Twitchy Thumbs Entertainment, Inc.*)
Francesco Carucci (*Crytek*)
Chris Charla (*Foundation 9 Entertainment*)
Edoardo De Martin (*Next Level Games Inc.*)
Denis Dyack (*Silicon Knights*)
Michael Endres (*Crytek*)
Sheri Graner Ray (*Schell Games*)
Eduardo Jimenez (*Black Rock Studios*)
Dorian Kieken (*BioWare*)
Frank Kitson (*Crytek*)
Chris Kramer (*Capcom*)
Yongchan Lee (*NCsoft West*)
Peter Molyneux (*Lionhead Studios*)
Sebastien Motte (*Microsoft Game Studios*)
Andrew Oliver (*Blitz Games*)
Hilmar Veigar Pétursson (*CCP*)
Kate Pietrelli (*TriplePoint*)
Christopher Schmitz (*Ubisoft Entertainment*)
Paul Wedgwood (*Splash Damage Ltd*)
Joe Wee (*Chillingo*)

and many more...

Companies Attending:

2 Pay Inc.
Adobe
Alliance Numerique
Autodesk
Bluemont Software International
CCP Games
Crytek GmbH
Digital River GmbH, EMEA
Dolby Laboratories
Enzyme Labs
Firelight Technologies
Flemish Gaming Industry
Grin
Hansoft
Hippo Point
IKinema
Image Metrics
Intel Corporation
IGDA
Metricminds GmbH
NaturalMotion Ltd.
Netlog
Parature
Perforce Software
Playlane
Sakari Games
Scaleform
SCE Home Tools
Tale of Tales
TECHEXCEL
Transposia
Wibu-Systems AG
Xoreax Ltd.
XTEND

and many more...

Who's Attending:

Presidents/CEOs
VPs of Business Development
Executive Producers
Associate Producers
Associate Publishers
Programmers
Lead Game Designers
Business Consultants
Managing Directors
International Developers
Independent Game Developers
Animation/Art Directors
Creative Directors
Art Production Managers
Developer Relations
Technical Directors
Publisher Recruitment Director

and many more...

For more information, contact your GDC Europe sales representative.

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