

REGISTRATION **AVOID THE LINE, REGISTER ON TIME.**

Advance registration for the GDC Europe 2009 closes on Wednesday, August 12, 2009 at 13:00 pacific time. Registrations after this date must be submitted on-site at Cologne Congress Center East in Cologne, Germany.

STEP 1 CHOOSE A GDC EUROPE PASS

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

All Access Pass • Save €145

By 7/29 €650 On or after 7/29 €795 each Onsite registration €795
\$ _____

Main Conference Pass • Save €100

By 7/29 €495 On or after 7/29 €595 each Onsite registration €595
\$ _____

Student Pass (for qualified students*) • Save €20

By 7/29 €180 On or after 7/29 €200 each Onsite registration €200
\$ _____

*Student Pass Qualifications: GDC Europe encourages the future game developers across Europe to attend our conference. In order to qualify for the GDC Europe Student Pass, you may elect to purchase a Student Pass online now but will have to present your student credentials onsite at registration. Your proof of student credentials must be current as of the date of the event (working towards a degree from a credited institution but not yet graduated before August 31, 2009). Proof of academic credentials may include 1) Student ID Card 2) Written letter of proof of enrollment from your school or academic institution on your organizations letterhead. Should you fail to present proper credentials onsite at the GDC Europe registration desk, you will not be given a pass to GDC Europe at the student rate.

**GDC Europe reserves the right to deny Student Passes to anyone onsite as well as close off registration for students in advance of the event.

If you need to reclaim your VAT, here is GDC Europe's VAT information:

Think Services Game Group Germany GmbH VAT
VAT ID No.: DE815046906
Think Services Game Group Germany GmbH
Kaiser-Wilhelm-Strasse 30
12247 Berlin
Germany
www.gdceurope.com/register/policy.html

GRAND TOTAL

\$ _____

STEP 2 CHECK METHOD OF PAYMENT

Payment in FULL by check or money order 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 the GDC Europe. To be eligible for discounts, we must receive your registration by the date specified in the discount promotion – postmarks are not accepted.

Make all checks or money orders payable to **Game Developers Conference Europe.**

Check or money order enclosed

Check # _____

Charge my credit card:

Visa Mastercard

Card # _____

Expiration Date _____

Name on Card _____

Signature _____

STEP 3

This information is required in order to process your registration.

Name _____

Professional Title _____

Company _____

Address _____

Mailstop _____

City/State/Zip _____

Country/Postal Code _____

Email* _____

Phone _____ Fax _____

*By providing your email address, you grant the Think Services Game Group, a division of UBM, permission to contact you in the future via email concerning your GDC Europe registration and its affiliated properties.

UBM LLC reserves the right to use any photographs taken at the Game Developers Conference Europe for promotional purposes.

Please check the boxes below to let us know the types of information that may be of interest that we may send to you via email.

- Product and service offerings from other UBM properties.
 Product and service offerings from outside relevant businesses and organizations.

HOW TO REGISTER

Online: Register at www.gdceurope.com and enter your priority code in the appropriate registration field. Your code may be found above your mailing label. Payment by credit card or check is accepted online.

Mail or Overnight Courier:

UBM Registration Department
GDC Europe 2009
600 Harrison Street, 6th Floor
San Francisco, CA 94107 USA

Fax: Fax your completed two-part registration form, along with credit card payment to 415.947.6011.

Group Registration Discounts!

Visit www.gdceurope.com/register/policy.html to learn how your group may qualify for a 10% discount.

Phone: Contact us Monday-Friday, 9:00-16:00PT excluding holidays at 415.947.6856 with any registration related questions.

Cancellations and Substitutions, Downgrades & Upgrades

If you need to cancel your conference registration, you may do so for a full refund, **less a EUR150 service charge plus a 19% VAT** until **Monday, July 27, 2009**. 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 fax your cancellation, changes or substitution request to (415) 947-6011, or mail your request to:

UBM Registration Department
GDC Europe 2009
600 Harrison Street, 6th Floor
San Francisco, CA 94107 USA

Written requests for a downgraded pass must be received no later than **Monday, July 27, 2009** 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 27, 2009** 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.

Substitutions are allowed only with the written permission of the original registrant. Please mail your substitution request to the above address, or fax to 415.947.6011.

Sorry, no one under the age of 18 is allowed on the Expo floor.



STEP 4

1. Which of the following best describes your company's primary line of business? (select one.)

GAME INDUSTRY

- 01 Independent 3rd party game development
- 02 Game publisher
- 03 1st party game development/publishing
- 04 Game recruiter/agent
- 05 Online game service provider

CONTRACT DEVELOPMENT SERVICES

- 06 Animation/graphic arts
- 07 Programming
- 08 Music/sound
- 09 Script writing
- 10 Testing/QA
- 11 Pre or Post Production

OTHER INDUSTRY

- 12 TV/video/film
- 13 Motion capture
- 14 Educational software development
- 15 Tools/Middleware development
- 16 Hardware development
- 17 Visual simulations development
- 18 Multimedia production
- 19 Corporate software development
- 20 Education/research
- 21 Analyst/venture capital/legal
- 22 Mobile network operator
- 23 Mobile handset manufacturer
- 24 Marketing/PR
- 25 Government
- 26 Military/National Security
- 27 Other Industry _____

2. Which of the following best describes your job function? (select one.)

BUSINESS/MANAGEMENT

- 01 CEO/President/Director
- 02 VP/Executive Manager/Biz Dev
- 03 Marketing/PR/Sales
- 04 Analyst/Lawyer/Consultant
- 05 HR/Training Manager/Recruiter
- 06 IS/IT Manager
- 07 Venture Capitalist/Investor

VISUAL ARTS

- 08 Art Director
- 09 Lead Artist
- 10 Animator
- 11 3D Artist/Modeler
- 12 2D Artist/Texturer
- 13 Art Technician
- 14 Art Assistant

PROGRAMMING/ENGINEERING

- 15 Director of Development
- 16 Technical Director
- 17 Lead Programmer
- 18 Engine Programmer
- 19 AI Programmer
- 20 Tools Programmer
- 21 Programmer
- 22 Network Programmer
- 23 Hardware Engineer

GAME DESIGN

- 24 Creative Director
- 25 Lead Designer
- 26 Game Designer
- 27 Level Designer
- 28 Interface Designer
- 29 Writer

AUDIO

- 30 Audio Director
- 31 Lead Sound Designer
- 32 Music Supervisor
- 33 Composer/Implementor
- 34 Dialog Supervisor
- 35 Audio Engineer

PRODUCTION

- 36 Executive Producer
- 37 Producer/Project Lead
- 38 Associate Producer
- 39 Project Lead/Manager
- 40 Video Director
- 41 Game Editor
- 42 Script Writer
- 43 Localization
- 44 QA/Tester
- 45 Documentation Development
- 46 Asset Manager

PUBLISHING

- 47 Content Acquisition/Licensing
- 48 Product Manager

OTHER

- 49 Student
- 51 Educator
- 52 Press
- 53 Other _____

3. Approximately how many full-time employees currently work for your company (all divisions)? (select one.)

- 01 Over 5,000
- 02 1,001 to 5,000
- 03 751 to 1000
- 04 501 to 750
- 05 201 to 500
- 06 101 to 200
- 07 51 to 100
- 08 21 to 50
- 09 1 to 20

4. What is your gender? (select one.)

- 01 Male
- 02 Female

5. What is your current age? (select one.)

- 01 Under 18
- 02 18 to 24
- 03 25 to 34
- 04 35 to 44
- 05 45 to 54
- 06 55 to 64
- 07 Over 65

6. Would you like a free subscription* to Game Developer Magazine? (select one.)

- 01 Yes, I do want to receive Game Developer Magazine
- 02 No, I do NOT wish to receive Game Developer Magazine

7. Would you like to receive** text updates about GDC Europe including schedule, speaker and event information onsite?

Please list your mobile number below to receive text updates about the GDC including schedule, speaker and event information onsite.

Mobile Number

8. Interested In Receiving Related Information?

Receiving Information about GDC Europe and other GDC-related Events By providing your email address during the registration process, you grant Think Services Game Group Germany GmbH, a division of United Business Media, permission to contact you in the future via email regarding your GDC Europe 2009 registration and GDC Europe event related information.

- 01 GDC Austin
- 02 Game Developers Conference 2010
- 03 Game Career Seminar
- 04 GDC China
- 05 GDC Canada

Signature

Date

* Orders will be processed after GDC Europe 2009 Conference dates. All subscriptions are subject to review and verification based on region and other qualifications. Game Developer magazine reserves the right to refuse the offer for free subscription to any person or persons.

** Your number will not be shared with external parties and you will only be contacted regarding GDC Europe developments.