



REGISTRATION AVOID THE LINE, REGISTER ON TIME.

Advance registration for the Austin GDC 2008 closes on September 11, 2008 at 4pm pacific time. Registrations after this date must be submitted on-site at the Austin Convention Center in Austin, TX.

STEP 1 CHOOSE AN AUSTIN GDC PASS

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

Austin Game Developers All Access Pass

Alumni by 7/31 \$695
 On or before 7/31 \$795
 On or before 8/28 \$895
 Onsite \$995
 \$ _____

Austin Game Developers Conference Main Conference Pass

Alumni by 7/31 \$395
 On or before 7/31 \$495
 On or before 8/28 \$595
 Onsite \$695
 \$ _____

Worlds in Motion Summit

Tuesday-Wednesday \$450
 \$ _____

Austin Game Career Seminar Pass

Wednesday Only \$99
 \$ _____

Austin GDC Expo Pass

Tuesday-Wednesday \$75
 \$ _____

GRAND TOTAL \$ _____

STEP 2 CHECK 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 the Austin GDC. 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 **Austin Game Developers Conference.**

Check or money order enclosed
 Check # _____
 Federal Tax ID # 11-2240940

Charge my credit card:
 Visa Mastercard American Express

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 registration and its affiliated properties.

UBM reserves the right to use any photographs taken at the Austin Game Developers Conference 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 Think Services properties.
- Product and service offerings from outside relevant businesses and organizations.

HOW TO REGISTER

Online: Register at www.austingdc.net 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: Mail your completed registration, along with check or credit card payment to: UBM Events Registration Department, Austin GDC 2007, 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.

Phone: Contact us Monday-Friday, 9am-4pm, PT excluding holidays at 415.947.6135 or toll free at 888.234.9476 with any registration related questions.

Cancellations and Substitutions, Downgrades & Upgrades

If you need to cancel, you may do so for a full refund **less a \$150 service charge** until **Monday, July 21, 2008**. 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, we strongly recommend that you send a substitution in your place. Please fax your cancellation request to 415.947.6011, or mail your request to:

UBM Events
 Registration Department
 Austin GDC 2007
 600 Harrison Street, 6th Floor
 San Francisco, CA 94107

Written requests for a downgraded pass must be received no later than **Monday, July 21, 2008** for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after **July 21, 2008** can not 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.



REGISTRATION PAGE 2

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.)

VISUAL ARTS

- 01 Art Director
- 02 Lead Artist
- 03 Animator
- 04 3D Artist/Modeler
- 05 2D Artist/Texturer
- 06 Art Technician

PROGRAMMING/ENGINEERING

- 07 Art Technician
- 08 Director of Development
- 09 Technical Director
- 10 Lead Programmer
- 11 Engine Programmer
- 12 AI Programmer
- 13 Tools Programmer
- 14 Programmer
- 15 Network Programmer
- 16 Hardware Engineer

GAME DESIGN

- 17 Creative Director
- 18 Lead Designer
- 19 Game Designer
- 20 Level Designer
- 21 Interface Designer
- 22 Writer

AUDIO

- 23 Director, SFX/Music
- 24 Composer/Musician
- 25 Sound Designer
- 26 SFX Engineer

PRODUCTION

- 27 Executive Producer
- 28 Producer/Project Lead
- 29 Associate Producer
- 30 Project Lead/Manager
- 31 Video Director
- 32 Asset Manager
- 33 Editor
- 34 Localization
- 35 QA/Tester
- 36 Documentation Development

BUSINESS/MANAGEMENT

- 37 CEO/President/Director
- 38 VP/Executive Manager/Biz Dev
- 39 Marketing/PR/Sales
- 40 Analyst/Lawyer/Consultant
- 41 HR/Training Manager/Recruiter
- 42 IS/IT Manager
- 43 Venture Capitalist/Investor

PUBLISHING

- 44 Content Acquisition/Licensing
- 45 Product Manager

OTHER

- 46 Student
- 47 Educator
- 48 Press
- 49 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

Signature _____

Date _____