

GameSoundCon 2023: Bigger Venue, More Content



GameSoundCon, a professional conference for video game music and sound design, has outgrown its traditional location and will be held this year at the Burbank Convention Center in Burbank, CA on October 17 & 18. Even though the conference offers even more content than ever before, the pricing remains at the 2019 level, giving attendees a much needed break from inflation. What's more, an early bird special is available until September 4! Registration is open at the website below.

Once again this year, GameSoundCon 2023 is presented as a hybrid event: live and streaming. Attendees can attend in person or remotely with an online only ticket which provides real-time online access to GameSoundCon sessions, live text chat and more. Since some sessions will be presented simultaneously, all sessions will be posted for both in-person and online attendees to watch for up to a full year after GameSoundCon.

“We’re happy to welcome our three Presenting Sponsors this year: Audiokinetic (Wwise), Epic Games (Unreal Engine 5) and FMOD. Each company will provide special sessions in their respective rooms,” says Brian Schmidt, GameSoundCon Founder and Executive Director. “In addition to hearing from the composers and sound designers who create the music, sound and dialogue for the most popular games in the main conference sessions, our Presenting Sponsors’ sessions will dive into the game audio engines and tools that they use.”

At this year’s conference, there is a special treat for Voice Actors: Anyone who’s interested in the Dialogue sessions only can get the new Actor Pass for only \$149. The Actor Pass provides access to a block of curated sessions in the GameSoundCon

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Dialogue and Performance Track on the afternoon of Oct 18 relevant to performers, plus an exclusive networking hour.

Casual to AAA, big studio to indie, this conference is for composers, sound designers, dialogue specialists, researchers, educators and others who want to keep up with the cutting edge in video game sound, music, dialogue and technology. Sessions offered include “Composing Interactive Music” with Tom Salta, “The Music of Tchia”, “Casting for Authenticity and Diversity in Video Games”, a game audio business roundtable discussion with Richard Ludlow, co-founder and audio director at Hexany Audio, to a deep dive into the interactive music systems for God of War Ragnarök, and so much more.

GameSoundCon’s registration is open now at the website below. Early Bird in person tickets are \$449.00 until Sept. 4, 2023. An online only ticket is \$125, the ActorPass is \$149, good for the afternoon of Oct 18.

www.gamesoundcon.com