

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

Advance registration for the GDC 2009 closes on March 18, 2009 at 1pm pacific time. Registrations after this date must be submitted on-site at Moscone West in San Francisco, CA.

STEP 1 CHOOSE A GDC PASS

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

All Access Pass • Save \$600

By 2/12 \$1600 On or after 3/18 \$2100 each Onsite registration \$2200
\$ _____

Main Conference Pass • Save \$500

By 2/12 \$995 On or after 3/18 \$1395 each Onsite registration \$1495
\$ _____

Summits and Tutorial Pass • Save \$200

By 2/12 \$650 On or after 3/18 \$750 each Onsite registration \$850
\$ _____

Expo Pass • Save \$20

By 2/12 \$175 On or after 3/18 \$195 each Onsite registration \$195
\$ _____

Student Pass (Friday only)

No discount • \$75 each
Registration for the Student pass is only available on-site at GDC 2009 on Friday, March 27th. Proof of current enrollment (i.e. a valid student ID) is needed to be eligible for this pass.

CHOOSE SUMMITS/TUTORIALS:

If you chose an All Access or Summits and Tutorials Pass, choose one Summit/Tutorial each day or a two-day Summit/Tutorial. Circle your choices below. You can select more than one.

One Day Tutorials - Monday, March 23:

100 101 102 103

One Day Tutorials - Tuesday, March 24:

200 201 202 203 204

Two Day Tutorials - March 23-24:

300 301 302 303 304 305 306 307 308 309

IGDA MEMBER DISCOUNTS

Members of the IGDA receive \$50 off their total conference package. The IGDA discount does NOT apply to Expo Passes or the Student Pass.

I am a member of the IGDA so I'm subtracting my \$50 discount.
\$ _____

Current member # _____ (required)

You can obtain your membership number by contacting the IGDA via phone (856.423.2990) or email contact@igda.org. Please note: IGDA is not affiliated with the Game Developers Conference 2008 Registration Department.

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 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 **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 LLC reserves the right to use any photographs taken at the 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 UBM properties.
 Product and service offerings from outside relevant businesses and organizations.

HOW TO REGISTER

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

Log onto www.gdconf.com/faq to learn how your group may qualify for a 10% discount.

Phone: Contact us Monday-Friday, 9am-4pm, PT excluding holidays at 415.947.6926 or toll free at 866.535.8997 with any registration related questions.

GRAND TOTAL \$ _____

Cancellations and Substitutions, Downgrades & Upgrades

If you need to cancel, you may do so for a full refund less a \$150 service charge until **March 9, 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, 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
GDC 2009
600 Harrison Street, 6th Floor
San Francisco, CA 94107

Written requests for a downgraded pass must be received no later than **March 9, 2009** for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after **March 9, 2009** 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.



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 to subscribe* to Game Developer Magazine?

(select one.)

- 01 Yes! I wish to receive/continue to receive a free subscription to *Game Developer* magazine
- 02 No, I do wish to receive/continue to receive *Game Developer* magazine

7. Would you like to receive GDC Mobile Updates?**

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

Mobile Number _____

Signature _____

Date _____

* A limited number of free subscriptions are available for delivery within the US to professionals working in the interactive entertainment industry. Subscriptions requests are processed on a first-come first-served basis and are subject to availability upon qualification determined by the publisher. If you would like information on how to purchase a subscription, visit www.gdmag.com.

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