



## GAME DEVELOPERS CONFERENCE

MOSCONE CENTER  
SAN FRANCISCO, CA

FEB 27-MAR 3, 2017  
EXPO: MAR 1-3, 2017

Registration by fax or mail for Game Developers Conference® 2017 closes on **February 22, 2017** at 1:00 PM PST. After this date, registrations can be completed via online or this form can be submitted on-site at Moscone North in San Francisco, CA.

## GDC 2017 REGISTRATION

### STEP 1 CHOOSE A GDC PASS

For detailed session information, see our website at [gdconf.com](http://gdconf.com).

Please review the pass descriptions at [gdconf.com/attend/passes.html](http://gdconf.com/attend/passes.html) before selecting your pass type as each permits access to different material.

Please check your choice below.

#### KEY REGISTRATION PRICING DATES:

<b>Early</b> Ends 1/18 11:59pm PST	<b>Regular</b> Ends 2/25 11:59pm PST	<b>On-site</b> 2/26-3/3
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- GDC ALL ACCESS + VRDC**  
SAVE UP TO \$500 PER PASS!  
Early \$1,899 | Regular \$2,299 | On-site \$2,399
- GDC ALL ACCESS**  
SAVE UP TO \$500 PER PASS!  
Early \$1,599 | Regular \$1,999 | On-site \$2,099
- GDC MAIN CONFERENCE + VRDC**  
SAVE UP TO \$700 PER PASS!  
Early \$1,399 | Regular \$1,799 | On-site \$2,099
- GDC MAIN CONFERENCE**  
SAVE UP TO \$700 PER PASS!  
Early \$999 | Regular \$1,399 | On-site \$1,699
- GDC SUMMITS, TUTORIALS, & BOOTCAMPS + VRDC**  
SAVE UP TO \$400 PER PASS!  
Early \$1,099 | Regular \$1,299 | On-site \$1,499
- VIRTUAL REALITY DEVELOPERS CONFERENCE (VRDC) PASS**  
SAVE UP TO \$400 PER PASS!  
Early \$999 | Regular \$1,199 | On-site \$1,399

### GDC SUMMITS, TUTORIALS, & BOOTCAMPS

SAVE UP TO \$200 PER PASS!

Early \$799 | Regular \$899 | On-site \$999

### AUDIO TRACK PASS

SAVE UP TO \$200 PER PASS!

Early \$699 | Regular \$799 | On-site \$899

### GDC EDUCATION SUMMIT\*

Early \$329 | Regular \$329 | On-site \$329

### INDEPENDENT GAMES SUMMIT\*

Early \$329 | Regular \$329 | On-site \$329

### EXPO PASS

Early \$199 | Regular \$249 | On-site \$249

*\*Limited number of passes available*

*Note: Savings calculations are based on the difference in maximum savings scenario per pass (early rate) and maximum cost scenario per pass (on-site price).*

#### ATTENDING SESSIONS

Seating for all sessions and programs is on a first-come, first-served basis. Pre-registrations for Summits, Tutorials, and Bootcamps are not accepted.

#### HOW TO REGISTER

**ONLINE:** Register at [gdconf.com](http://gdconf.com). Payment by credit card, check, or wire transfer is accepted online.

**EMAIL:** Email your completed registration to [gdcregistration@ubm.com](mailto:gdcregistration@ubm.com).

**MAIL OR OVERNIGHT COURIER:** Mail your completed registration, along with check or credit card payment to: Events Registration Services Group, GDC 2017, 303 Second Street, Suite 900, South Tower, San Francisco, CA 94107 USA. Make all checks or money orders payable to **Game Developers Conference**.

**FAX:** Fax your completed registration form, along with credit card payment to (415) 947-6011.

**QUESTIONS:** Contact the GDC Registration Department at (415) 947-6926 or toll free at (866) 535-8997, Monday-Friday from 9am-4pm PST. To reference our complete registration policies please visit: [gdconf.com/attend/policies.html](http://gdconf.com/attend/policies.html).

**\*AGE LIMITS:** Due to safety concerns, no one under the age of 18 (including infants in strollers), will be permitted at the Game Developers Conference®.



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# GDC 2017 REGISTRATION

## STEP 2 REQUIRED INFORMATION

This information is required, excluding your Twitter handle which is optional, in order to process your registration.

Name \_\_\_\_\_

Occupation \_\_\_\_\_

Company \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Country/Postal Code \_\_\_\_\_

Email\* \_\_\_\_\_

Twitter Handle\*\* \_\_\_\_\_

*\*Your email address is required to complete registration. We will use your email address to send you information about other offerings, including events, products and services, as described in the Privacy Policy. You can view the privacy policy at [legal.us.ubm.com/privacy-policy/](http://legal.us.ubm.com/privacy-policy/)*

*\*\*We will not use your Twitter handle for marketing purposes. Your Twitter handle will only be printed on your badge. If you do not want your Twitter handle printed on your badge, please leave the field blank.*

## STEP 3 METHOD OF PAYMENT

Full payment is required prior to the start of the event. We do not accept purchase orders. You are not registered until you receive confirmation online. Make all checks or money orders payable to Game Developers Conference. Please make your selection below.

### CREDIT CARD

Cardholder Name \_\_\_\_\_

Credit Card Number \_\_\_\_\_  
(Amex, Visa, MasterCard)

Contact Email \_\_\_\_\_

Authorized Signature \_\_\_\_\_

Expiration Date \_\_\_\_\_

### WIRE PAYMENT/CHECK PAYMENT: PLEASE SEND AN INVOICE TO THE EMAIL ADDRESS BELOW.

Email\* \_\_\_\_\_

Payments by invoice must be received prior to February 20, 2017 at 1:00pm PST.

## BILLING ADDRESS

Billing address is the same as the profile address.

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Country/Postal Code \_\_\_\_\_

Phone \_\_\_\_\_

## DISCOUNT PROMOTION CODE

➔ If you have a discount promotion code, please enter it below. Only one discount code can be applied per pass and at time of registration. Discount codes are not applicable retroactively. Discount codes cannot be combined with other discounts including alumni, IGDA, exhibitor, or group discounts. To be eligible for discounts, we must receive your registration by the date specified in the discount promotion - postmarks are not accepted. Discount codes are subject to review.

Code \_\_\_\_\_

## EVENT BADGES

➔ Badges will not be mailed in advance of the event. To check in for your badge, you will need to use the same email address used when you registered, this is noted on your registration receipt. Please bring a copy of your confirmation along with a government issued photo ID to collect your badge. Please care for your badge. A non-refundable replacement fee will apply for all duplicate badge requests. Short range "Touch 'N Go" NFC badges will be in use at GDC 2017.

Registration for this event or attendance at sponsored sessions or developer days does allow release of your contact information and email address to program sponsor(s).

## CANCELLATIONS, SUBSTITUTIONS, DOWNGRADES & UPGRADES

➔ If you need to cancel your registration, you may do so for a full refund, less a \$300.00 service charge until Friday, February 3, 2017. Attendees 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. 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 download the Registration Update Form at [gdconf.com/attend/policies.html](http://gdconf.com/attend/policies.html) and fax your cancellation, changes or substitution request to (415) 947-6011, email to [gdcregistration@ubm.com](mailto:gdcregistration@ubm.com), or mail your request to:

**Events Registration Services Group, GDC 2017  
303 Second Street, Suite 900, South Tower, San Francisco, CA 94107**

Written requests for a downgraded pass must be received no later than Friday, February 3, 2017 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Requests received after Friday, February 3, 2017 cannot be accommodated. Upgrade pass requests must be submitted in writing and faxed to (415) 947-6011, or emailed to [gdcregistration@ubm.com](mailto:gdcregistration@ubm.com), along with payment information for the difference in value.



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Please answer all questions below to complete your registration. Fields marked with \* red symbol are required.

### 1 | What gender do you identify with?

- Male
  - Female
  - Prefer not to answer
  - Other
- 

### 2 | How many people are employed at your company (all divisions)? \*

- Over 500
- 251 to 500
- 101 to 250
- 51 to 100
- 21 to 50
- 11 to 20
- 6 to 10
- 2 to 5
- Myself only

### 3 | Which of the following best describes the focus of your company's business? \*

- Academia
- Console retail game market
- Entertainment
- Funding / VC
- Handheld game market

- Legal
- Live Events
- Marketing/PR
- Media
- Mobile game market
- Other
- Outsourcing
- PC/Mac downloadable market
- Recruitment
- Tools/middleware market
- Training/Education
- VR / AR Market— Entertainment / Other
- VR / AR Market - Game
- Web browser game market

### 4 | Which of the following best describes your job focus? \*

- 2D Art / Texture
- 3D Art / Modeling
- Academic / Training
- AI Programming
- Animation
- Art / Design
- Audio Professional
- Business Development
- Business Management
- Chief Executive Officer / President

- Community Management
  - Composing / Music
  - Consulting
  - Engineering
  - Game Design
  - Game Interface Design
  - Game Level Design
  - Game Writing
  - Human Resources
  - Information Technology Management
  - Investment Professional
  - Legal
  - Localization
  - Marketing
  - Network Engineering
  - Production
  - Project Management
  - Media
  - Quality Assurance
  - Sales
  - SFX / Music
  - Software Development
  - Sound Design / Engineering
  - Student
  - Technical Art
  - Other
- 

### 5 | For which platforms are you developing your current or most recent game? (check all that apply) \*

- Console
- Handheld Console
- Smartphone / Tablet
- Web Browser
- PC / Mac (retail/downloadable)
- VR / AR headset
- Not Involved in Development

### 6 | Interested in receiving related information about other GDC events? \* Please check the boxes to make your selections.

- GDC Europe
- VRDC

*\*By providing your email address, you grant the GDC, a division of UBM LLC, permission to contact you in the future via email regarding your GDC registration and related information.*