



March 21-25, 2022
San Francisco, CA



Building a Game Audio Community in Latin America Roundtable

#GDC22





What is Game Audio Latam?



Who is from Latin America?

Who is currently living in Latin America?

Who works in game audio?



In your experience, what is the state of game development in latam?



In your experience, what is the state of game
audio in Latam?



What are the challenges for someone
looking for a career in audio for video games
in the region?



What has been done to address these challenges?



Where can audio people network, learn and
show their work?

Other talks



Independent Games Summit: Game Dev Communities from Home

Monday, March 21, 2022 3:00 PM to 3:30 PM

Room 2006, West Hall

Summit Session

Independent Games Summit: The Resolve of the Latin American Gaming Industry

Tuesday, March 22, 2022 1:20 PM to 1:50 PM

Room 2002, West Hall

Summit Session

Latinx in Gaming Roundtable (Presented by the IGDA)

Thursday, March 24, 2022 10:00 AM to 11:00 AM

Room 203, South Hall

Roundtable

Women in Games in LATAM: Where Are We Standing?

Thursday, March 24, 2022 4:00 PM to 5:00 PM

Room 2005, West Hall

Session



THANK YOU!



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