

March 21-25, 2022 San Francisco, CA

GAMING FOR CARS? YOU BET! CAR AUDIO CARDIO ROUNDTABLE



Panelists

 Kurt Heiden - Bose Automotive - Sr. Product Communications Manager, Interactive Audio Special Interest Group (IASIG) - Chair

- Brett Crockett Dolby Vice President, Sound Technology R&D
- Francois Thibault Audiokinetic Senior Director, Innovation
- Athan Billias MIDI Association President



Why this roundtable?

- The automotive industry is undergoing radical change
- Parallels to gaming
- Trends to watch
- Opportunities (hardware, entertainment, tools)
- Audiokinetic, Bose and Dolby are all active in the auto industry
- MIDI evolution happening concurrently



Influencing Factors (C.A.S.E.)

- Connectivity
- Autonomy
- Sharing
- Electrification









https://www.youtube.com/watch?v=Ep-tlvql_j0



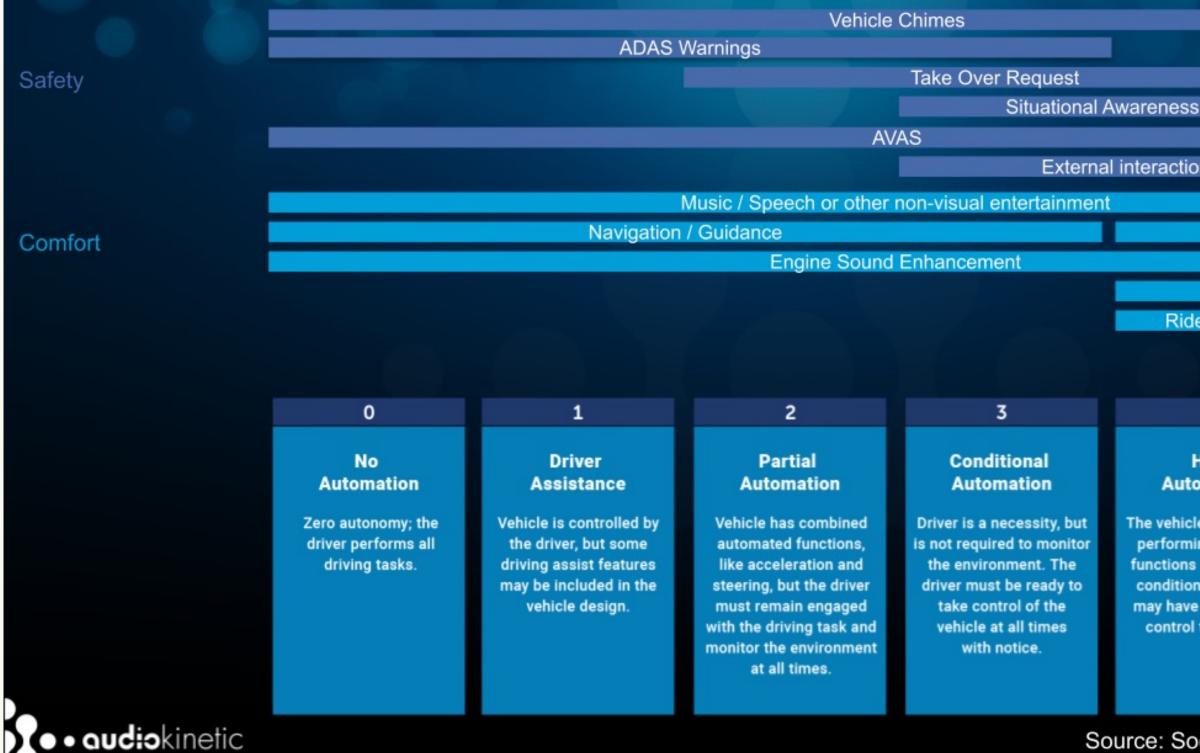


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Automotive Sound Applications for Different Autonomy Levels



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Source: Society of Automotive Engineers

External interactions (e.g. pedestrians)

Traffic / Ride Information

Gaming / Work / Movie Ride sonification / interactive music

4

High Automation

The vehicle is capable of performing all driving functions under certain conditions. The driver may have the option to control the vehicle.

Full Automation

5

The vehicle is capable of performing all driving functions under all conditions. The driver may have the option to control the vehicle.



Car Audio Cardio Roundtable

- Athan Billias Moderator
- Put your questions into chat

Kurt Heiden - Bose Automotive Brett Crockett - Dolby Francois Thibault - Audiokinetic Athan Billias - MIDI Association









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