

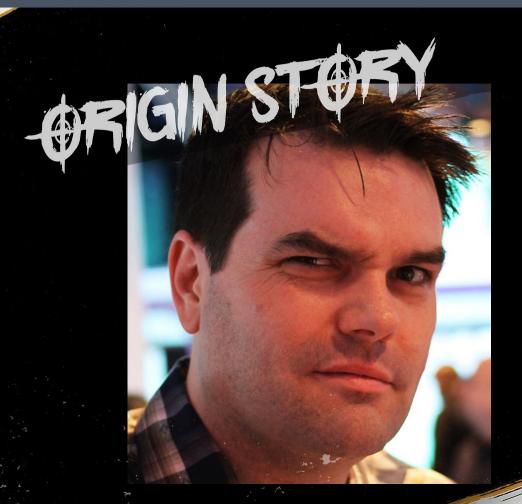
DREW MURRAY
GAME DIRECTOR, INSOMNIAC GAMES

## GAME DEVELOPERS CONFERENCE

MOSCONE CENTER · SAN FRANCISCO, CA MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

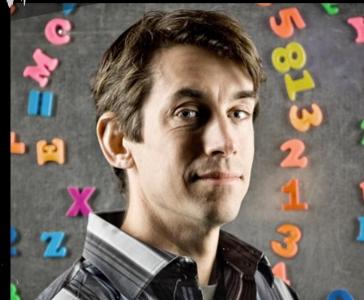






MARCUS SMITH (CREATIVE DIRECTOR)



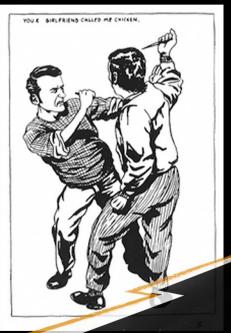


TED PRICE (INSOMNIAC C.E.O.)















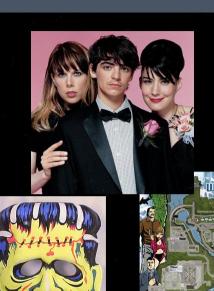
















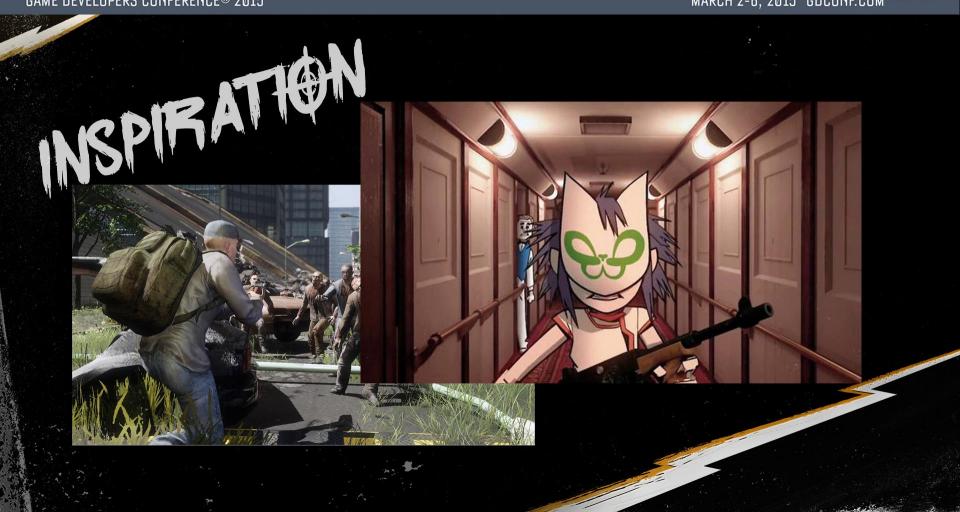










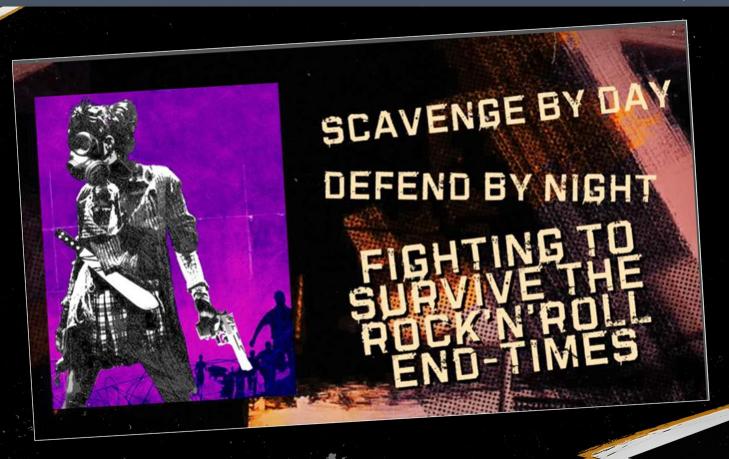












## A + B STATEMENTS



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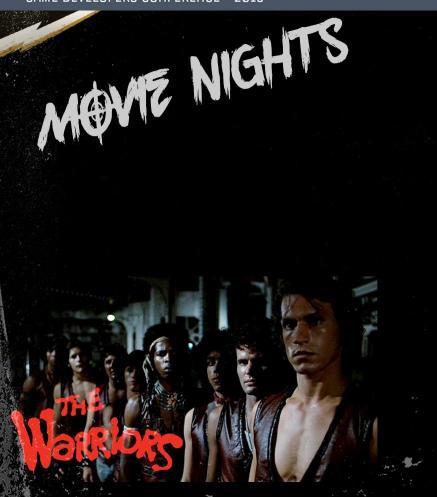


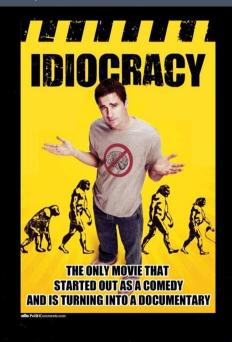


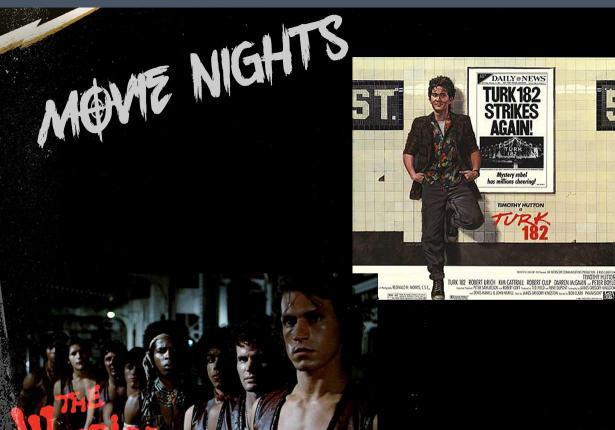


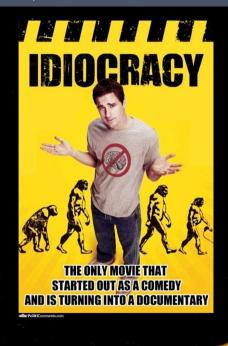










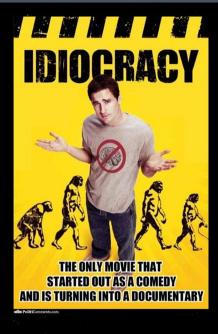


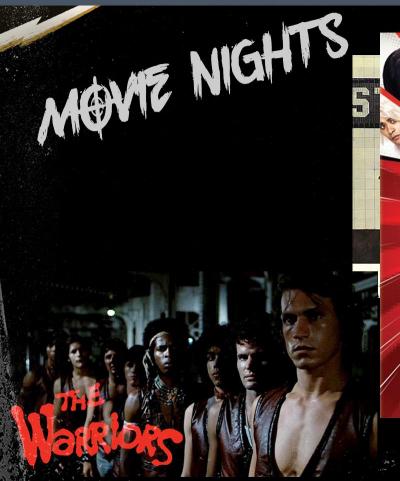


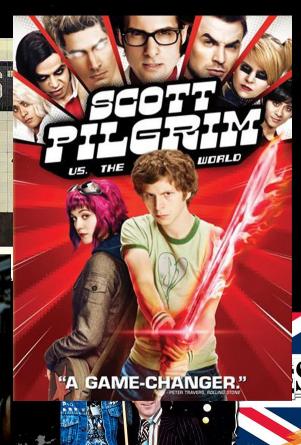


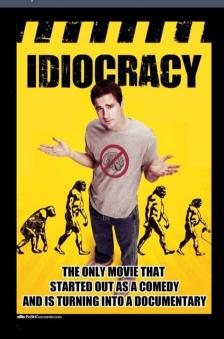










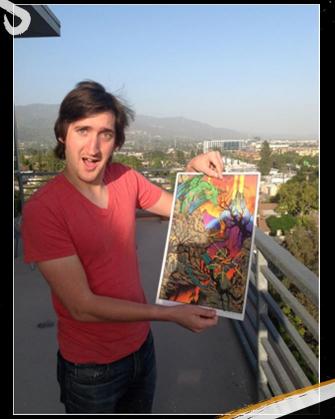


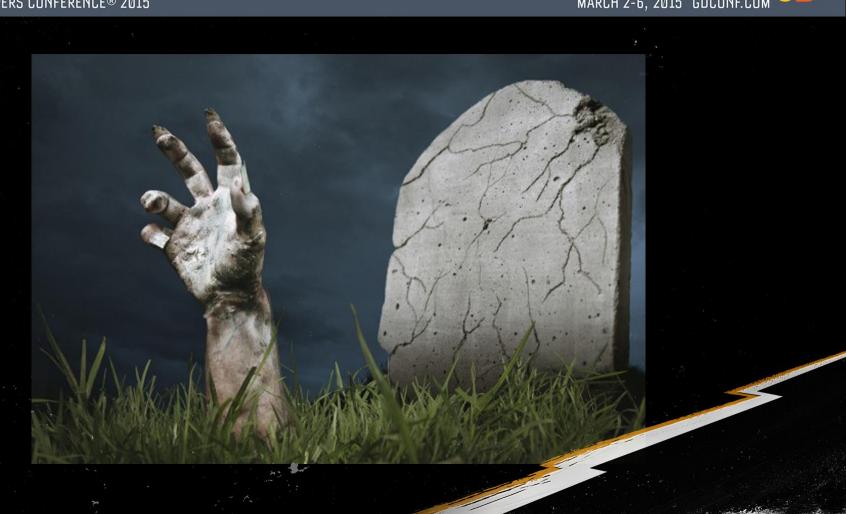
## SONG MISSIONS











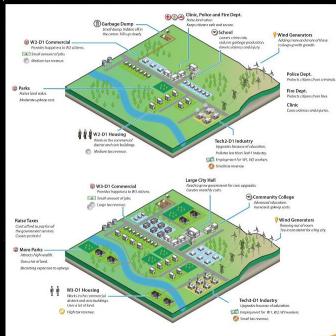


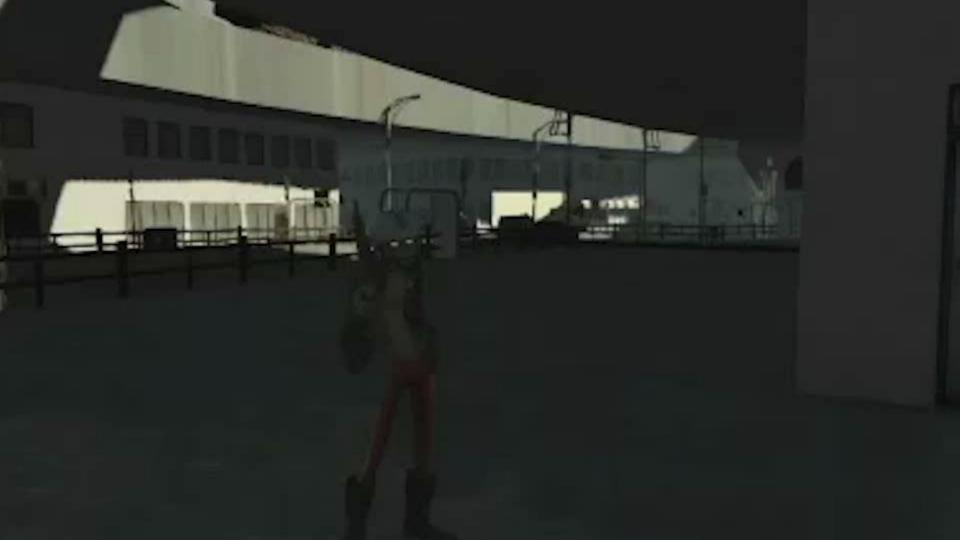
## MORE ROCK

The native language of video games is neither spoken nor written

By (SUPERBROTHERS) • Presented by Brandon Boyer





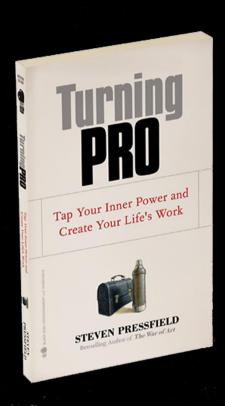








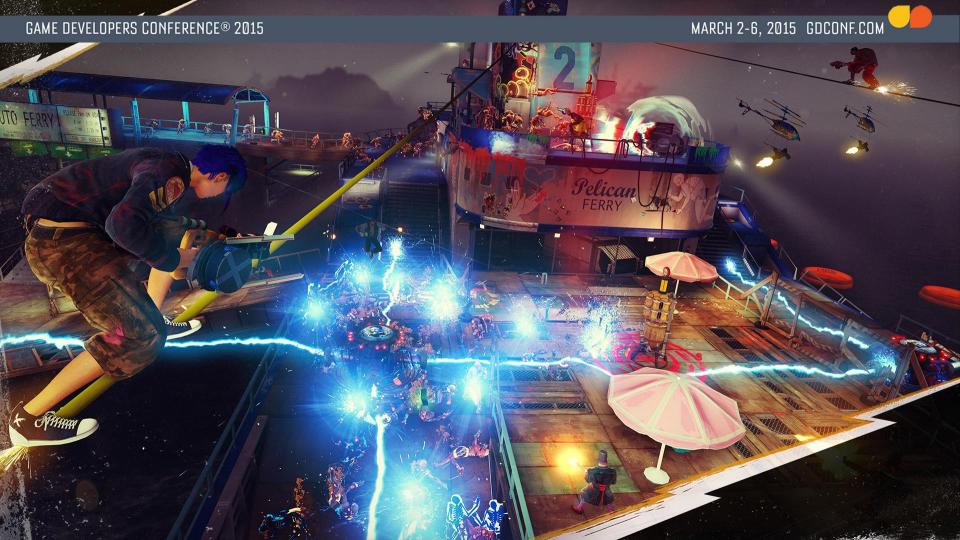
















## QUESTICHIS?

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