

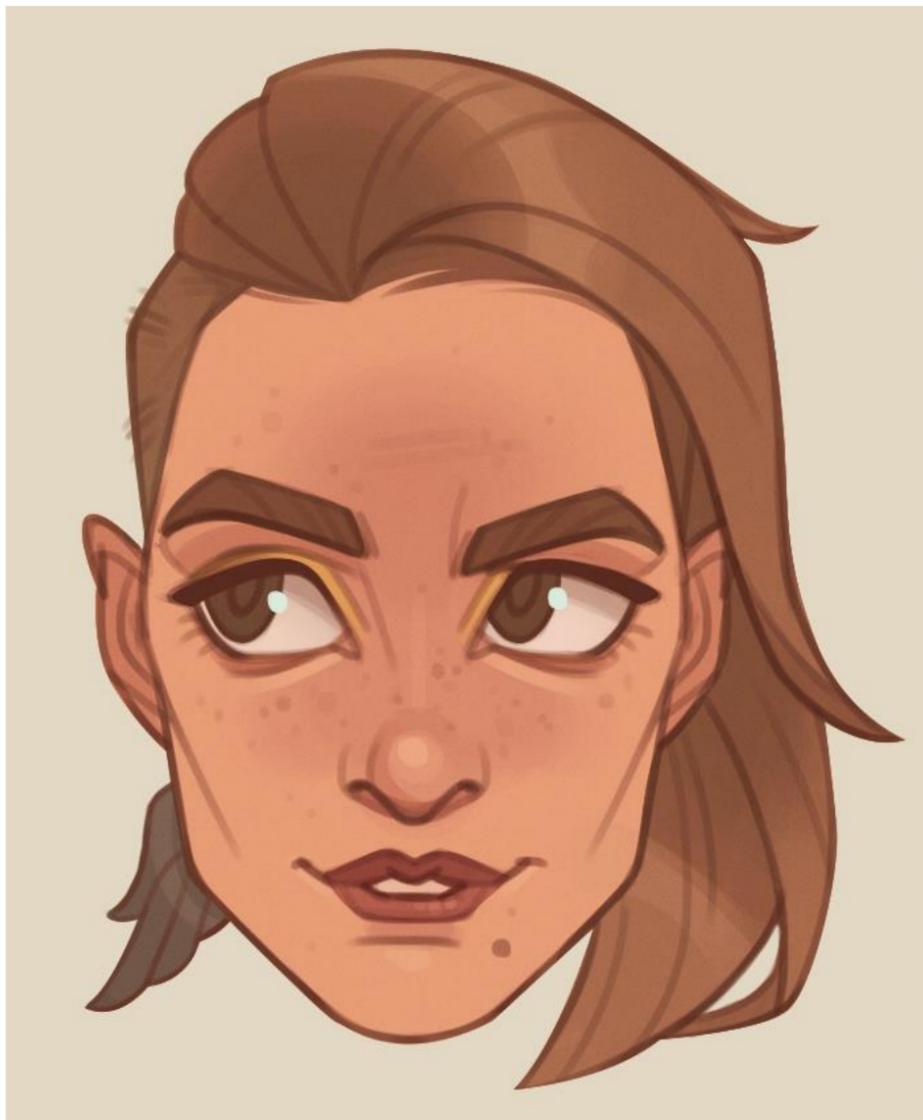
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Roads Less Traveled: Specialized Careers in Game Dev

Tara J. Brannigan (Community Lead, 5CA), Jill Murray (Writer & Narrative Designer, Discoglobe Interactive), Jane Cocks (Psychology & Game Researcher, Independent), Jayde Marter (Sr. Audio Designer, PikPok), Louie Roots (Curator, Bar SK), Johanna Pirker (Research, Dev & Lecturing, Graz University of Technology), Angelo Alcid (Attorney, Ludic Legal), Victoria Dorn (Software Engineer, Sony Interactive Entertainment)

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Icon by the amazing Nina: ninamodaffari.com

Tara J. Brannigan
Community Lead
@kindofstrange

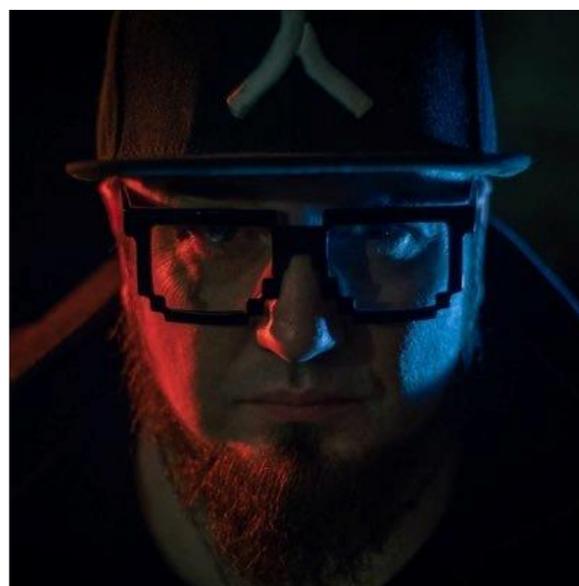
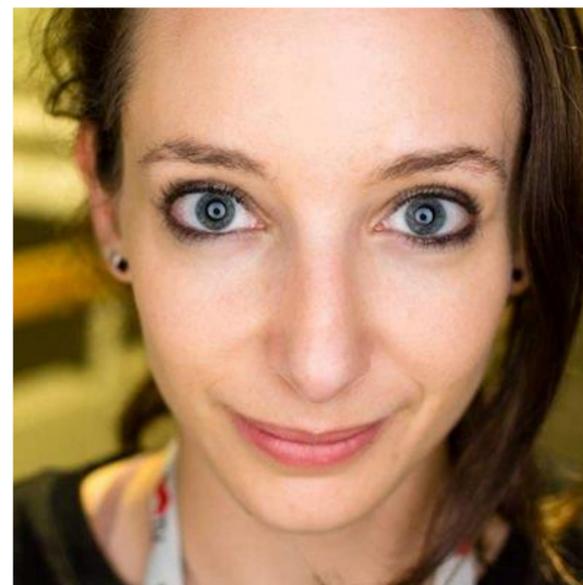
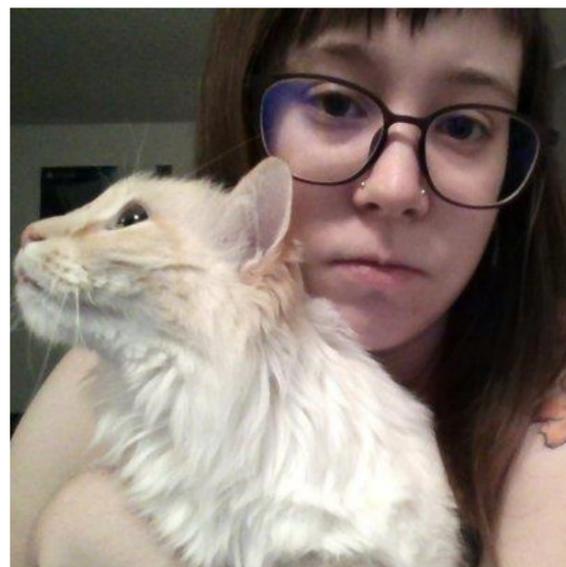




Source: Huffington Post, Variety



Source: CoolCatDoor.com



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What Does R&D Even Stand For?

Victoria Dorn, Software Engineer, Sony Interactive Entertainment

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Who is Victoria?

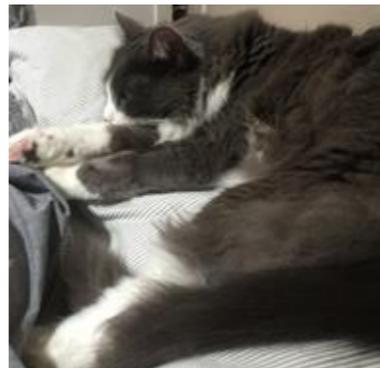
Audio Focused
Software Engineer



Career Path



Also cats...



What has she worked on?



PSVR



Platinum Wireless Headset



PS4™'s Spatial Audio (3D Audio)

What does she do?

Research and Development (R&D)

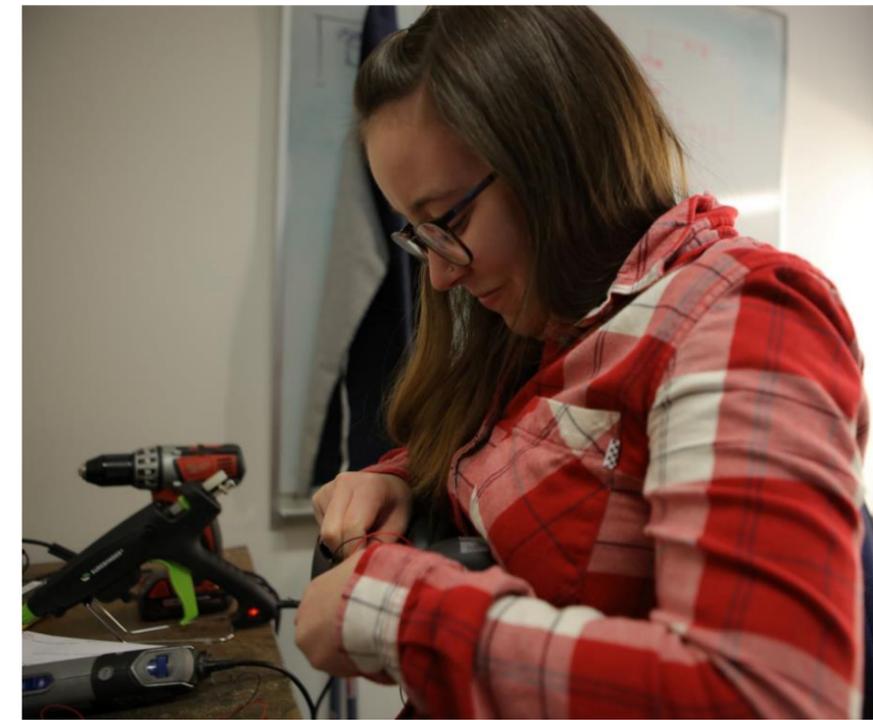
Researching topics,
prototyping things,
developing products

The folks of R&D

Software engineers,
artists, audio
specialist, QA

The fun of R&D

Hackathons!
Science
experiments!
Collaboration!



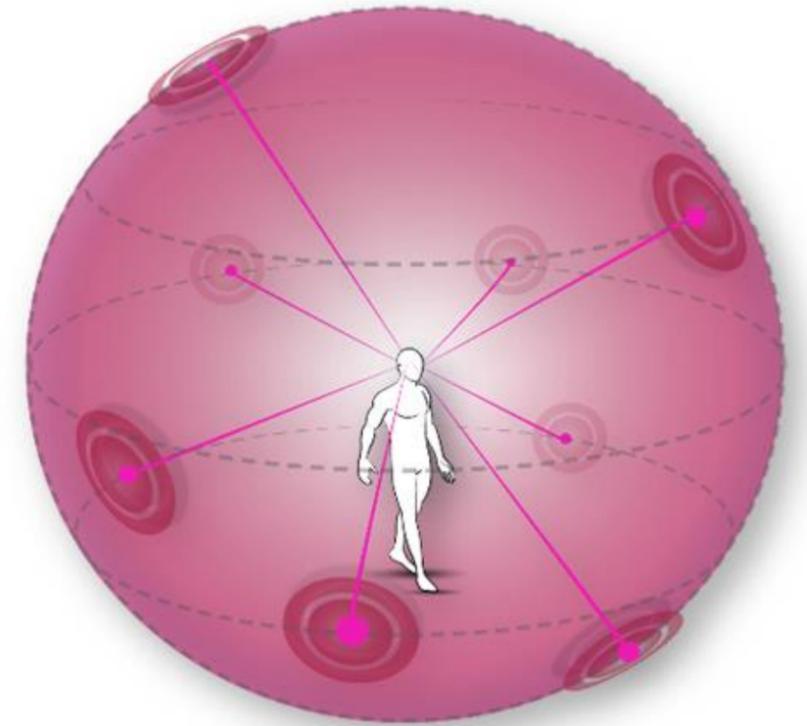
What does she do (2)?

Spatial Audio/3D Audio

↳ Giving games the ability to create more immersive audio content

Her Spatial Audio work

↳ Developer outreach and support, Spatial Audio verification

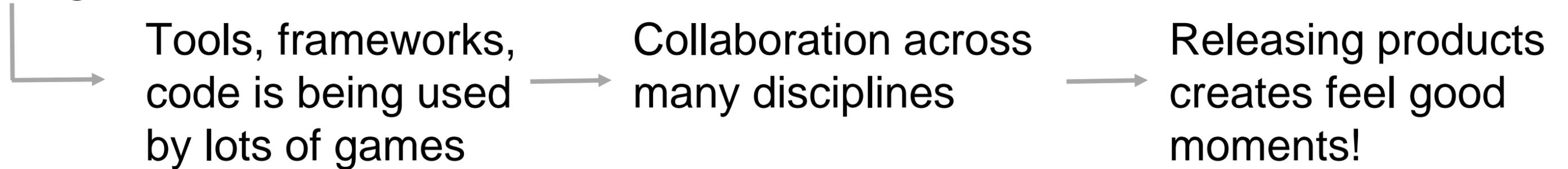


The folks of Spatial Audio

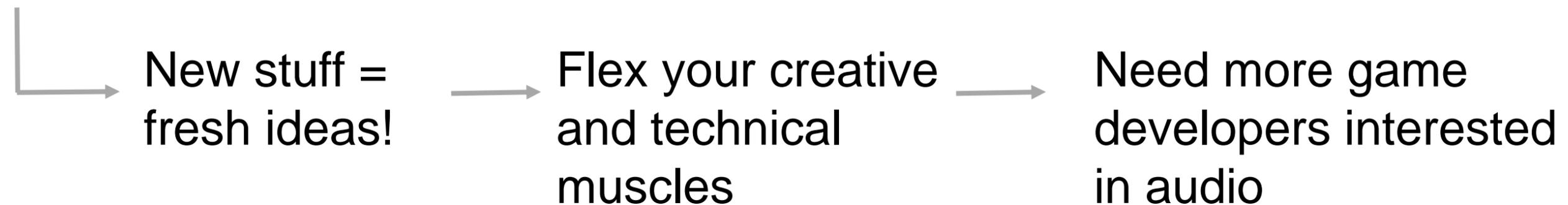
↳ Software engineers, DSP engineers, game audio artists (composers/sound designers)

Why should you do what she does?

R&D is very rewarding!



Spatial audio is constantly evolving!



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the path of the weird fish

Jill Murray - Narrative Director
jill.dev

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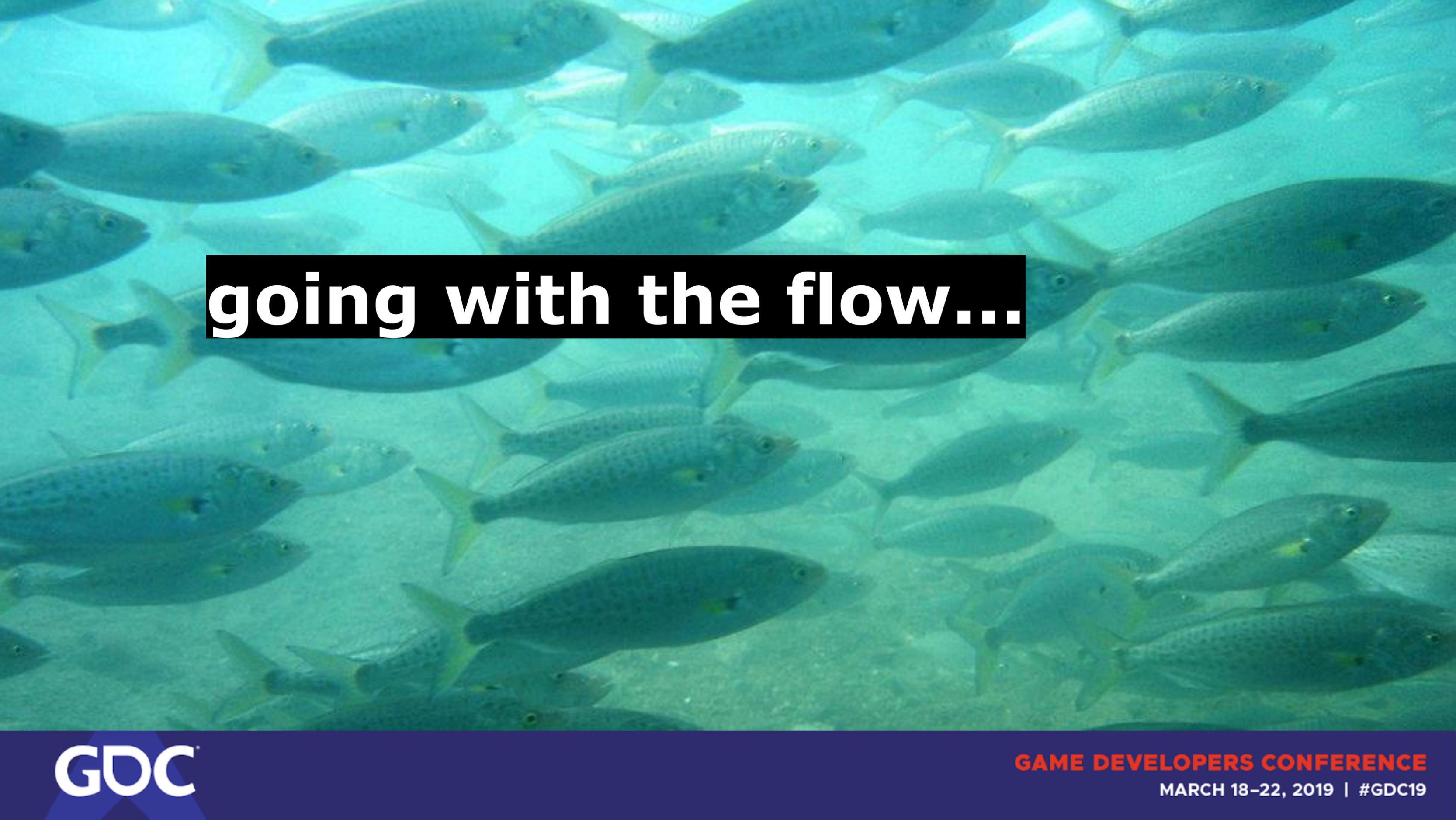
A school of silver fish swimming in clear blue water. One fish in the center is a vibrant blue, standing out from the rest of the school. The fish are of various sizes and are swimming in different directions, creating a sense of movement and depth.

we are all weird fish



using our gills

...er... skills

A large school of blue fish swimming in clear, shallow water. The fish are densely packed and moving in a coordinated manner, creating a sense of flow. The water is a vibrant turquoise color, and the fish have a silvery-blue hue with some yellowish-tan markings on their sides.

going with the flow...

...and against it



to habits and habitats

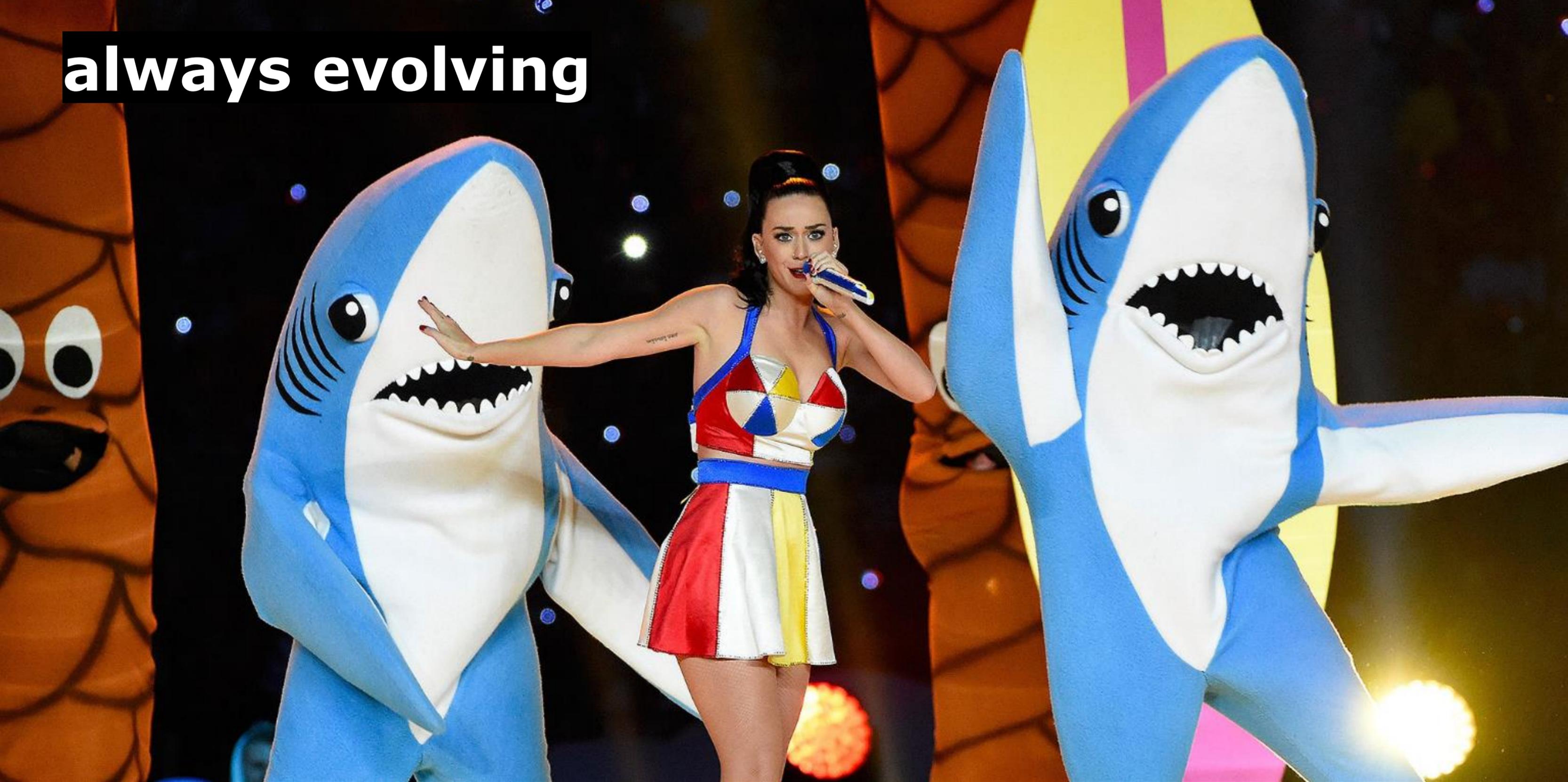


evading predators



**being our own best
boss fishes**

always evolving



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Lawyers in the Game Industry?!

Angelo Alcid - Attorney

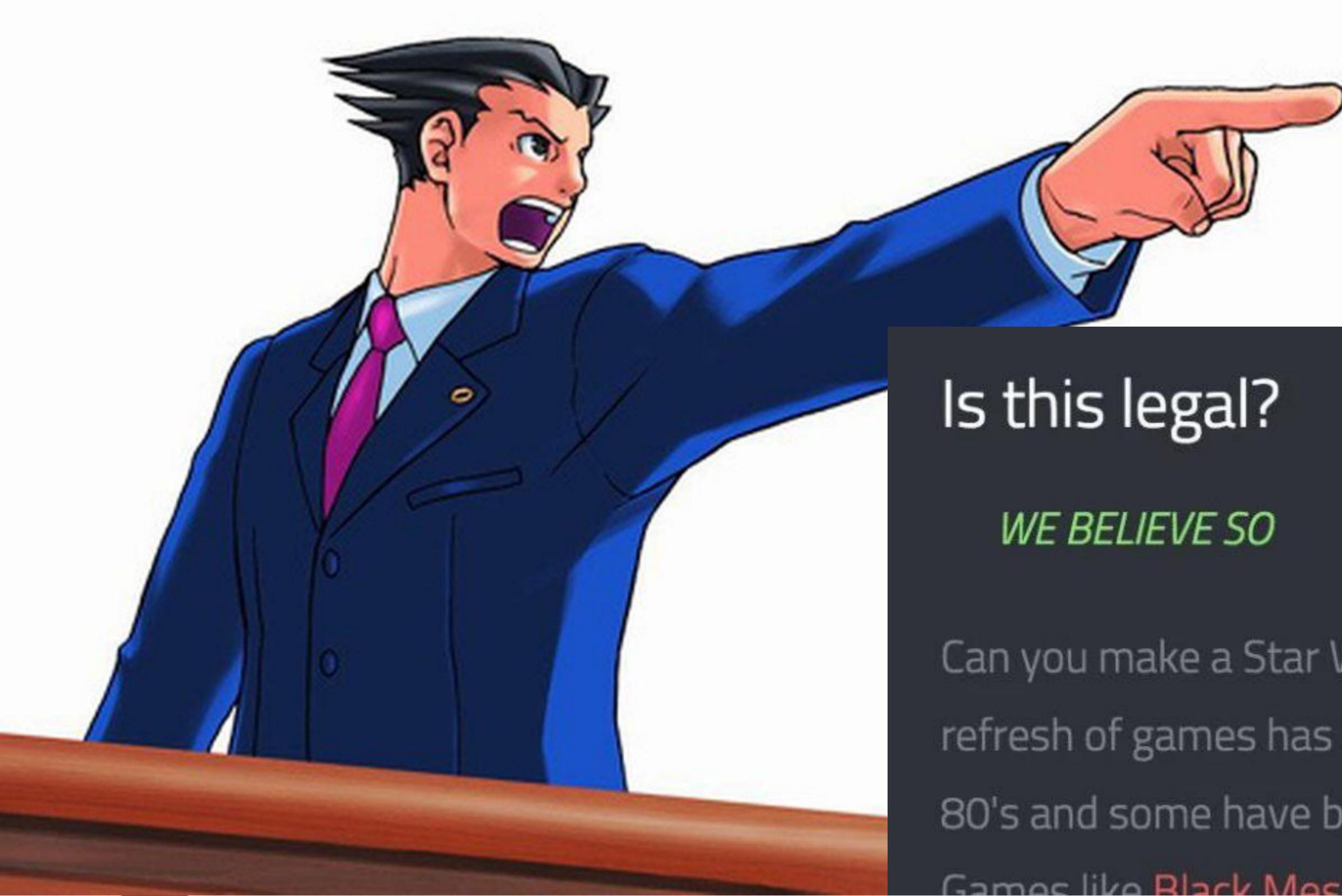
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Do Game Devs Even Need Lawyers?

“It’s easier to ask forgiveness than it is to get permission.”

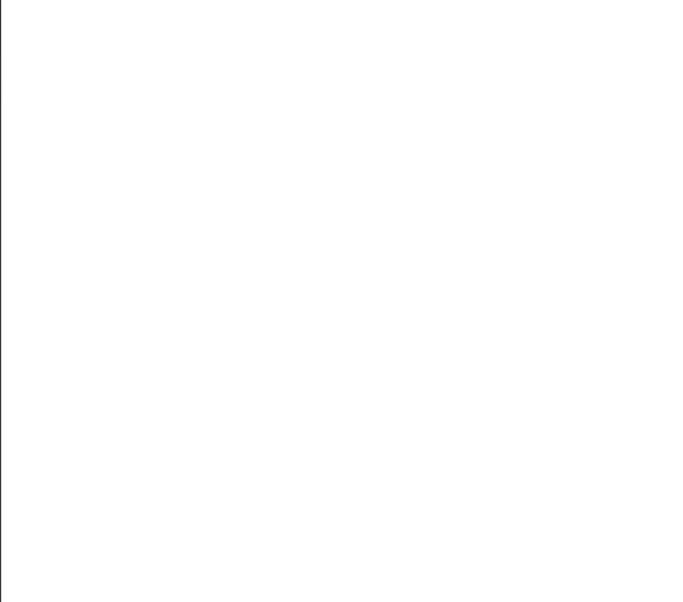
- U.S. Navy Rear Admiral Grace Hopper



Is this legal?

WE BELIEVE SO

Can you make a Star Wars game? Engine refresh of games has been around since the 80's and some have become very successful. Games like *Black Mesa* did it with Half Life



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What Do We Do?

We take care of the “boring” stuff so the creative people can focus on doing what they do best.

Often either a “janitor” or “policeman”

Career Options

- Solo Attorney
- Law Firm
- In-House Counsel

Practice Areas

- Intellectual Property
- Contract Drafting/Negotiation
- Business Law
- Privacy Law
- Tax Law
- Labor Law

The logo for the Game Developers Conference (GDC) features the letters "GDC" in a bold, white, sans-serif font. The text is centered within a red, downward-pointing triangle that is part of a larger geometric design on a dark blue background. The design includes several thin red lines forming a diamond shape and a small white square in the center of the page.

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Johanna Pirker - Academic, Researcher

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Dr. Johanna Pirker

Researcher @ Graz University of Technology
AI, VR, GUR, Data Analysis

Lecturer @ Graz University of Technology
Game Design & Development

Organizer gamedevdays.com

jpirker.com



[@JoeyPrink](https://twitter.com/JoeyPrink)

My Background



 [@JoeyPrink](https://twitter.com/JoeyPrink)



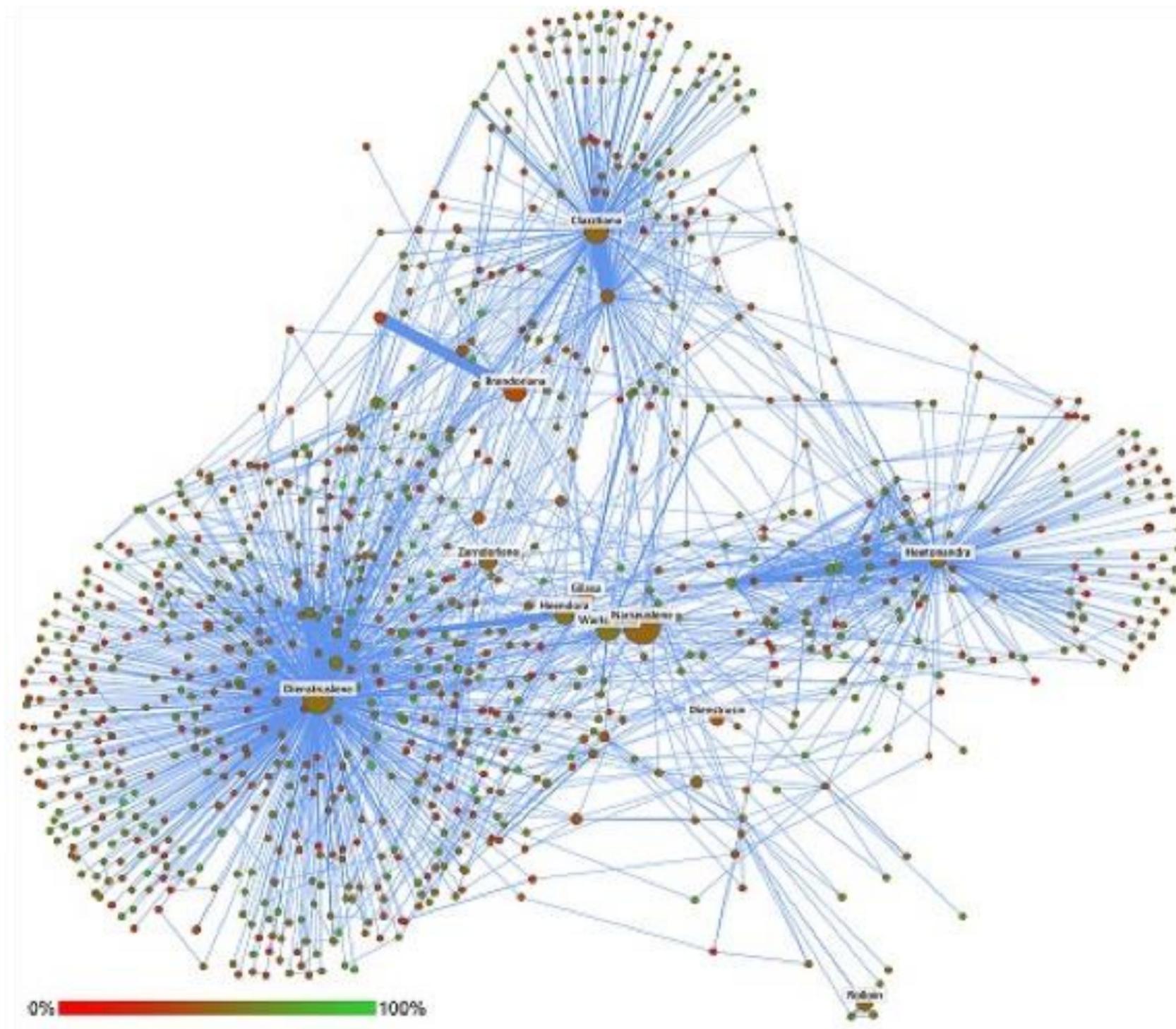
Research

Research

This is how others play your game!



 [@JoeyPrink](https://twitter.com/JoeyPrink)





Lecturing



Community

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jpirker.com

 [@JoeyPrink](https://twitter.com/JoeyPrink)

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Curation is maybe important!

Louie Roots
SK

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Hello my name is

Louie Roots.

Curator / Event Organiser /
Hardware Creator / Game Developer /
Bartender

Bar SK, 90 Smith St Collingwood, VIC
Australia



Curation? Isn't that a bit wanky?

Yes. But you can find the right kind of wank for you!

Archives

Museums

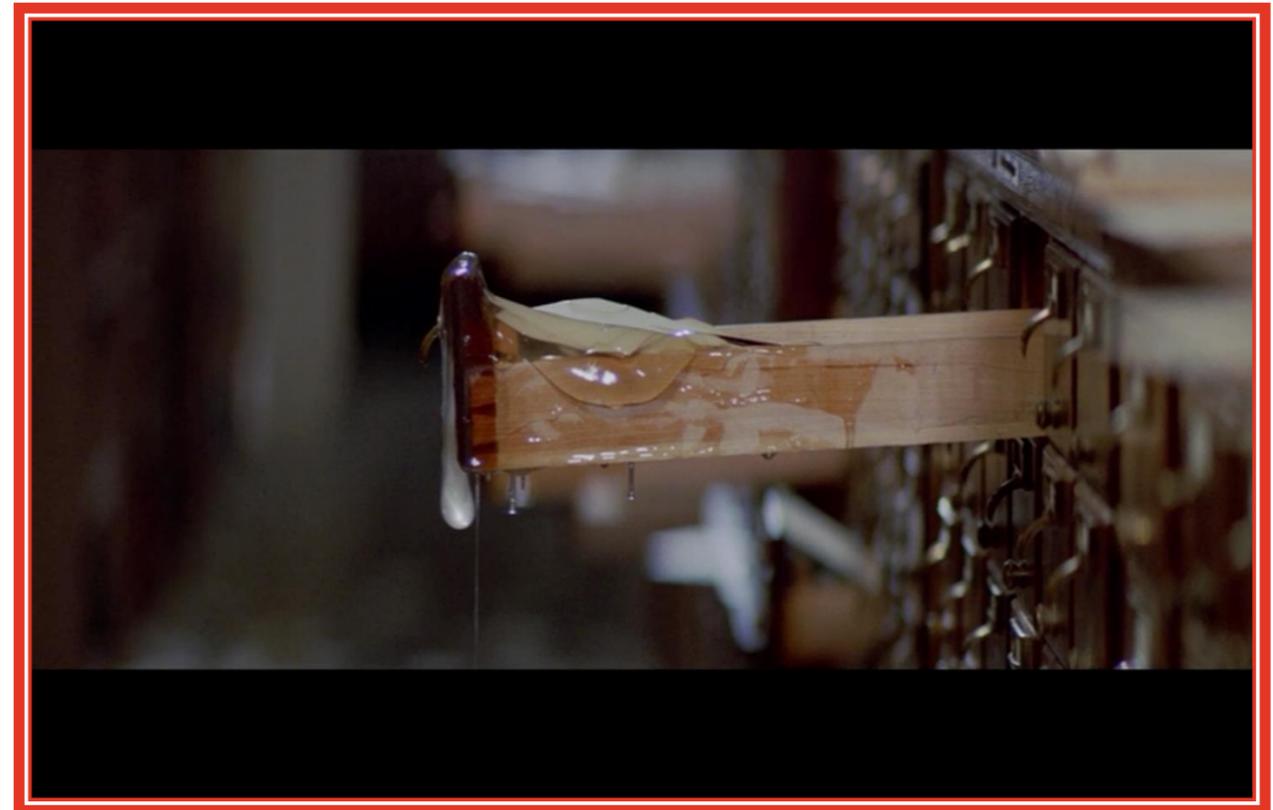
Exhibitions



Archives

Recording and preserving, not only the games but the hardware, production materials, documentation, and the whole context of how it was played.

What games deserve to be archived?
How can you archive play?



Museums

Showing a snapshot of game development and history to fans of games as well as non-games people.

How do you display games to a wide audience?

Which games are representative of the medium?



Exhibitions

Public displays of smaller games by solo artists or small teams. Taking cues from other artforms and creating new spaces for different games.

How does a game differ from other artworks?

How do you reach possible new audiences?



So why is this important?

Artistic-focused, personal, experimental games break new ground and help the medium grow.

Support for these artists is scarce, mainly because they aren't recognised in an industry-focused medium.

There's a lot to be done, and plenty of roles to fill, even if you need to sell booze to make it sustainable.



Even if you're not gonna be a curator

still consider the work we do and how to help us benefit the whole medium of games.

Ask me for more info, I'm happy to chat!

louie@barsk.com.au

@SK_Louie / @SK_BARSK



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Long and Winding Roads

Jane Cocks - Psychology & Game Researcher, Independent

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Navigating to destination unknown



Hopping along and exploring new paths



Constructing, creating, and collaborating



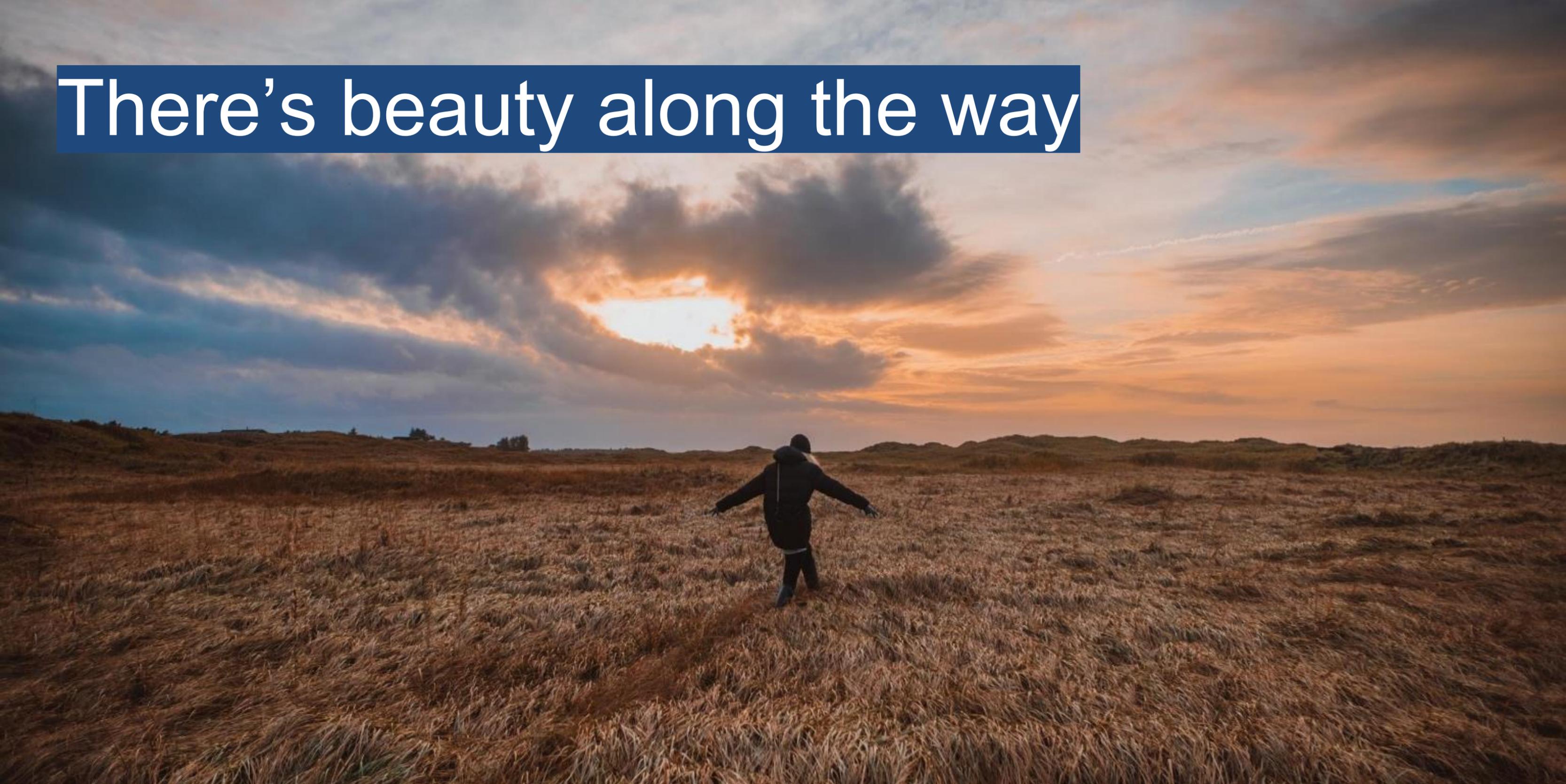
Making new marks in the sand



Lots of different paths to carve



There's beauty along the way





There are so many roads, let's walk them all

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Pew Pew Noises With My Mouth

Jayde Marter - Senior Sound Designer - PikPok

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Who's that guy?

- Jayde Marter
 - Senior Audio Designer at PikPok
 - Audio Director at Awesome Source
 - www.awesomesource.rocks
 - Twitter: @JaydeMjuzik



Me in my Dreams

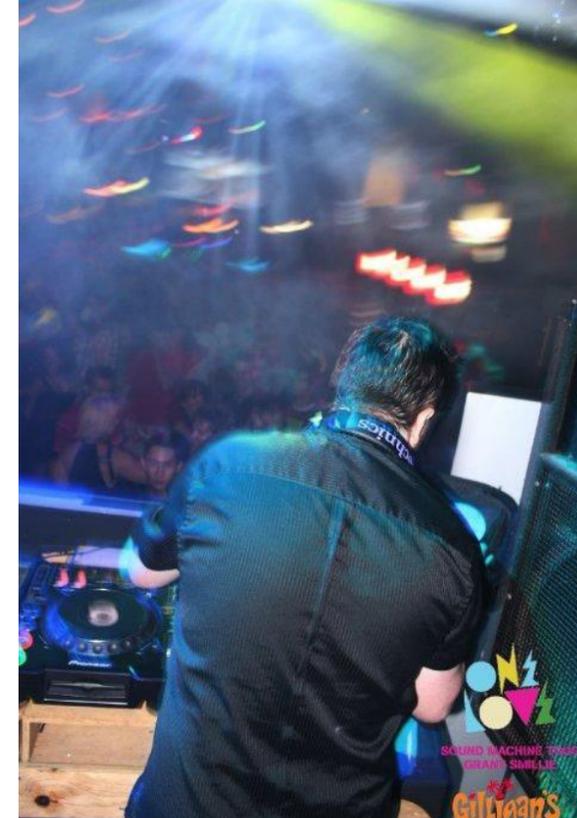
“He talks Funny”



Adorable



James Franco?



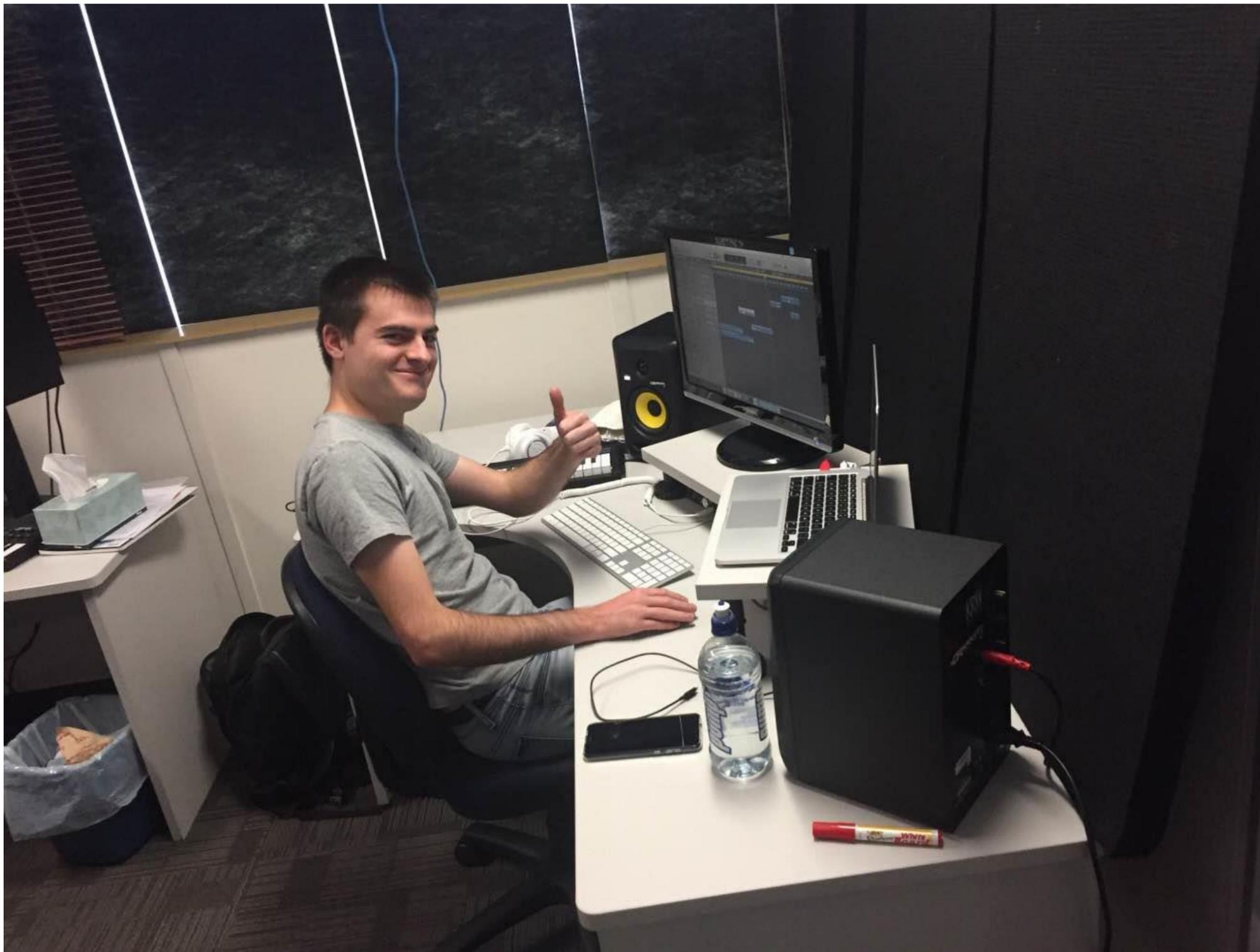
Doof Doof

“Seriously can you even understand him?”



The Team!







Where do you start?



What do I do?



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What do I do?

- Create a living world in games through audio
- Take everything that I see in a game, then make a sound for it
- Make 'pew pew' noises with my mouth



Why it's fun to be a sound designer : In Pictures



Lade da!





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Hum
Hum
Hum
Hum ?
Huh!
Tim the
man
Huh
Huh
He He
He

Huh ?
Huh ~~~~~>
~~Huh ~~~~~~~
Whon.



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Why get into Sound design?

- Because being a little mad is fun
- You get to make sounds for games
- Be apart and around people who are as crazy about audio as you are (We are a odd bunch)
- Did I mention pew pew noises?

Hit me up!

- Twitter: @JaydeMjuzik
- Insta:jaydemarter



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Reach Out



Tara J. Brannigan (@kindofstrange)

Victoria Dorn (@VictoriaDorn)

Jill Murray (@disco_jill)

Angelo Alcid (@AngeloAlcid)

Johanna Pirker (@JoeyPrink)

Louie Roots (@SK_Louie)

Jane Cocks (@jatosha)

Jayde Marter (@JaydeMjuzik)

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