

Welcome to
AUDIO BOOT CAMP
MARCH 2009

Day 2: Music, Careers, and Tools

Dan Bardino

Sony Computer Entertainment Worldwide Studios

Scott Selfon

Microsoft XNA Developer Connection

Track Coordinators

SCHEDULE: DAY 2 / MORNING

10.00-10.15	2.1 Day 2 Introduction	Scott Selfon (Microsoft)/ Dan Bardino (SCEE)
10.15-11.15	2.2 Basics of Game Music Scoring	Scott Selfon (Microsoft)
11.15-11.30	<i>Break</i>	
11.30-12.30	2.3 Production Techniques	Robi Kauker (EA), Charles Deenen (EA)
12.30-2.00	Lunch / Surgeries	<i>[all]</i>

SCHEDULE: DAY 2 / AFTERNOON

2.00-3.00	2.4 Music Scoring Futures	Guy Whitmore (Microsoft)
3.00-4.00	2.5 Is Game Audio Recession-Proof?	Brian Schmidt (Brian Schmidt Studios, LLC)
4.00-4.15	<i>Break</i>	
4.15-5.00	2.6 Breaking into the Industry	Alex Wilmer (Berkeley Sound Artists) / panelists: Brian Schmidt, Charles Deenen
5.00-5.45	2.7 Tools and Middleware Panel	John Byrd (Gigantic Sound), Jacques Deveau (Audiokinetic), Tom Miley (CRI), Andrew Scott (Firelight)
5.45-6.00	Wrap-Up and Q&A	[all]