AUDIO ENGINEERING SOCIETY
CALL for CONTRIBUTIONS
AES 56ᵀᴴ INTERNATIONAL CONFERENCE
Audio for Games

London, UK   **February 11–13, 2015**

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Papers chair: Damian Murphy. Email: 56th_papers@aes.org

The Audio Engineering Society is pleased to announce its fourth conference dedicated to audio for games, to be held in 2015 February 11–13, London, UK. The conference explores how games can get the most from their audio DSP, tools and workflow on console, PC and mobile platforms. As new applications arise in serious gaming and VR-based gaming, this conference explores the challenges and the solutions.

As with the previous three AES audio for games conferences, AES 56 will bring together new and established professionals in the area. The conference aims to reflect the needs and interests of all professionals working in or around the area of game audio, further the dialog between existing industry experts, and create a forum for sharing techniques and technology.

The three-day conference program is focused around the dissemination and discussion of technical solutions and recommended practices. As well as the paper and poster sessions, the conference will also consist of invited presentations from key practitioners and developers, demonstrations, panel discussions, tutorials, and workshops. Gaming is by its very nature an interactive experience, and game development highly multi-disciplinary, and we would like the conference program to reflect this. We welcome submissions in all relevant areas, including, but not limited to the following:

PROPOSED TOPICS

Game pipeline

Spatial audio in games

Real-time synthesis

Audio codecs and file formats

Future areas for standardization

Sound design, recording, and Foley

Game music systems

Audio as a game input

Training and education

Please contact **56th_chair@aes.org** if you are unsure about suitability of topics.

SUBMISSION INFORMATION

All submissions should have a clear application in game audio or interactive audio. Content should reflect the engineering progress made and highlight relevant contributions or conclusions to attendees. We encourage multidisciplinary approaches to the area and an exploration of the interaction between sound designer and audio engineer.

The AES 56th Conference committee invites the submission of research and technical papers. For this conference we request that full papers of between 4 and 8 pages be submitted to the AES 56th committee by **1 August 2014** at: **www.aes.org/56th_authors**. An author's kit describing the paper format will also be available at that site. Papers and author information may be submitted anytime after **1 June 2014**. Acceptance of papers will be determined by the 56th Conference review committee and authors will be informed of the decision before **13 September 2014**. Final versions of papers following any revisions guided by the committee's review must be submitted by **24 October 2014**.

The conference program will include both oral and poster presentation of papers, but both will have equal status in the proceedings. Authors can express a preference for oral or poster format, although the final decision will be made by the program committee.

Tutorials and workshops will complement the conference paper sessions by providing panel presentations and lectures led by experts in the field. These events will provide in-depth yet practical discussions related to spatial audio while demonstrating the application of science in real-world scenarios. Demonstrations relating to game audio are also invited. Authors are encouraged to submit proposals for demonstrations, workshops and tutorials by contacting **56th_workshops@aes.org** directly. Proposals should include a title, abstract, session chair, and possible contributors.

Registration: at least one author of each contribution must pay to register for the conference, and attend to present, or it will not be included in the proceedings. Any author wishing to attend the conference must pay the registration fee.

Open Access
Authors will have the option of submitting Open Access papers.

IMPORTANT DATES

Deadline for paper/poster proposals: **2014 August 01**
Accepted authors notified by: **2014 September 13**
Deadline for final manuscripts: **2014 October 24**