

AES Technical Committee on Audio for Games

Meeting Agenda, 20th May 2006, AES 120, Paris

1. Approval of Agenda

Minutes approved by committee

2. Opening remarks by Chair

MK introduced the purpose of the committee and commented on the unfortunate timing of the workshop. We had hoped that the meeting would follow the Game Audio workshop but unfortunately was on the first day of the Convention.

3. Approval of Minutes of last Meeting

SM gave a summary of the last meeting and the minutes were approved

4. Review of activities at current conference

RK had asked about the game-audio scheduled workshop at this convention. MK described the aim of the workshop and confirmed the date and time to be 23rd May at 9:00 am. MK stated that the workshop was originally planned before the TC meeting so we could use the results to feed future events. Unfortunately the meeting was moved. MK also described the proposed expo at AES120 and mentioned that it had been cancelled due to low interest/poor representation.

5. Function of committee

- **Web, Use of email, net-meetings, meetings at other events, etc.**

Following the recent discussion on the email reflector regarding communication between committee members, MK raised the issue in the meeting. After some discussion the group agreed that it is in our interest to continue to communicate by all effective means. TC meetings at AES events will be used to discuss general committee business and the reflector used for general announcements and discussion of interest to the TC membership. We will continue to pursue the different activities of the committee through sub-groups which we will refer to internally as sub-committees, although we should be careful to keep this naming within the committee. It is up to members of the sub-committees to agree the most effective means to communicate within themselves, whether this is email, instant messaging, teleconferencing, etc. We will use the web site to maintain and update the progress of each sub-committee and also to make it clear how to become involved in the work of a sub-committee.

6. Ongoing work of committee

- **Playback reference levels**
- **Headroom**
- **Mix level guidelines**
- **Other proposals**

The groups discussed the existing sub-committees and SM gave a brief review of the activities. The Playback Reference Level and Headroom sub-committees will continue to operate. The work of these sub-committees is to move towards (but not necessarily aim to achieve) an AES standard or recommend practice guidelines in these areas. There are also other areas we may wish to explore and specific areas may arise from the workshop on Tuesday. These other areas may be related to DSP and the aim of such groups might be to produce output in the AES journal such as tutorial articles. MK agreed to pursue an existing idea relating to the publication of a game-audio API tutorial for the journal.

7. Proposed activities at future conventions / conferences

- **121st Convention**
- **122nd Convention**

SM proposed a “games pavilion” for AES121 with timed sessions from well-known industry partners. SM and MK agreed to investigate this for AES121. The committee also discussed the idea of repeating the workshop from AES120 at AES121 with similar panelists.

MK suggested that, given the poor timing of the workshop and TC, we should meet informally to discuss events for AES122 or follow this up by email.

8. Any other business

There was no other business.

9. Next meeting

The next meeting will be at the 121st Convention in San Francisco.

10. Close of Meeting

The meeting closed at 14:00

Annex I: List of attendees

Michael Kelly, Creative
Steve Martz, THX
Col Walder, Free Radical
Christophe Macours, Phillips
Adam Philp, Creative
Rafael Kassier, Univeristy of Surrey