AUDIO ENGINEERING SOCIETY

Minutes of the AES Technical Committee on Audio for Games
October 4, 2008
AES 125th Convention, San Francisco, CA

Comments on the Convention:
- Technical Tour 7 to Sony Computer Entertainment America in Foster City was attended by approx. 50 people and was well received. Ken Felton was pleased with the turnout.
- There were scheduling conflicts of game related sessions that made it difficult to attend all of them. AES NYC 2007 worked better with all sessions following linear tracks and which were mostly held on Sat & Sun.
- An interest in a games exhibit was noted.
- More workshops from middleware companies were desired. Also there is an interest in having more middleware and game related companies exhibit at the convention.
- It was suggested that there be less FPS content in session demos in order to demonstrate that games are not all violent in nature and offer more than one genre of content.

Comments of Education:
- It was proposed that the TC and the AES increase their efforts to educate those interested in a career in game audio.
- Steve Horowitz referenced work he is doing with the IASIG to establish a game audio curriculum that would assist aspiring audio engineers gain the education needed for employment in the game industry. A similar or complimentary effort can be made by the TC to illustrate the skills needed for employment.
- It was suggested that the TC make efforts to improve the connection between audio schools and the AES.
- It was suggested that we attempt to increase the number of students attending the AES NYC 2009.
- Marc Schaefgen suggested creating a skill template to achieve a specific job title.
- A suggested theme for AES NYC 2009 is - Education in Game Audio

Content suggestions for the AES NYC 2009

- A session that allows mix engineers from other disciplines to comment on game audio might be of interest to the AES.
- A tutorial on interactive audio for post production is suggested.
- A workshop discussing the techniques used for interactive speech is proposed. The workshop would use sports games as examples.
- A Workshop and/or paper discussing load balancing and cloud networking is suggested.
- A workshop comparing middleware tools such as Wwise and FMOD would be interesting to the AES.

It is suggested that the AES/TC exhibit at other gaming events. For example, an AES booth at GDC.