



Interactive Audio
Special Interest Group

**Steering Committee
Members 2010**

Kurt Heiden
*Alesis/Ion/Numark/Akai
(Chair)*

Steve Horowitz
*The Code International/
Nickelodeon Digital*

Brad Fuller
Sonaural

Jim Rippie
Invisible Industries

Chris Grigg
Chris Grigg Designs

Scott Snyder
Sonomancer

Managing Director

Tom White
MIDI Manufacturers Assoc.

A project of the
MIDI Manufacturers
Association

P.O. Box 3173
La Habra, CA 90632

Fax (714) 736-9775
info@iasig.org
www.iasig.org

Press Release

Educators and Game Developers Cooperate on Game Audio Curriculum Guidelines

*Interactive Audio Special Interest Group (IASIG) Suggests Courses
and Skills Needed to Prepare Students for Careers in Game Audio*

San Francisco, CA – March 10, 2010.

The Interactive Audio Special Interest Group (www.IASIG.org) will show a draft of their Game Audio Curriculum Guidelines document at the 15th Annual IASIG Town Hall Meeting of the Game Developer’s Conference (GDC) on Saturday, March 13, from 12:00 – 1:00 p.m., in Moscone North Room 132. The guidelines address a growing need for appropriate instruction in audio for games at trade schools, colleges, and universities world-wide.

“Many colleges that offer courses in game design, graphic design and programming for games, are now realizing they need to address the audio side of the games business.” said Kurt Heiden, IASIG Steering Committee Chair. “This document will help make sure they have the right information to create effective programs.”

“Audio for games is different than audio for other media, and requires an additional set of skills and experience”, said Richard Stevens, working group Chair. “So we brought together dozens of game audio experts and educators from major universities to share their expertise and knowledge and produce a definitive set of course descriptions and learning outcomes for teaching audio for games. And now we’re looking forward to receiving feedback on what we’ve proposed, and suggestions as to how we can further improve the document to better support the industry.”

Attendees of the IASIG Town Hall Meeting at GDC will be invited to discuss and comment on the draft, and encouraged to join the IASIG in order to contribute to completing the document later this year. The draft can also be downloaded from the IASIG web site beginning March 15 at <http://www.iasig.org/eduwg>.

The Game Audio Curriculum Guidelines document is part of a broader IASIG education initiative that includes free online resources for educators and students. The IASIG Interactive Audio Wiki site (www.iasig.org/wiki) is a free online resource to aid educators and students seeking careers in interactive audio. Among the many features include tutorials, a glossary of interactive audio terms, directories of essential tools, a sample course description and syllabi for instructors.

About the IASIG at GDC

The IASIG will be holding its 15th “Annual Town Hall Meeting” on Saturday at GDC, and hosting an “Audio Mixer” at Chevy’s on Thursday evening for people in game audio. The IASIG events at GDC are sponsored by Firelight Technologies (FMOD) and Dolby Labs, with prizes at the mixer coming from iZotope, BIAS Inc., Wave Arts and Universal Audio. Details on both events will be provided to GDC conference attendees in their tote bags.

About the IASIG

Since 1994, the Interactive Audio Special Interest Group (www.IASIG.org) has enabled developers of audio software, hardware, and content to freely exchange ideas about interactive audio. Its goal is to improve the performance of interactive applications by influencing hardware, software, and tool design. The IASIG provides resources in the form of standards creation and maintenance, research reports, and recommended practices, and is supported by companies such as Microsoft, A&G Soluzioni Digitali, GameSoundCon, Ex’pression College for the Digital Arts, and Games Academy GmbH. Anyone with a commercial interest in audio is encouraged to become a member and participate in IASIG discussions.

###