

REGISTRATION

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Advance registration for GDC Canada 2010 closes on May 4, 2010 at 1pm Pacific time.
Registrations after this date must be submitted onsite at Vancouver Convention Centre in Vancouver, BC.

STEP 1 CHOOSE A GDC CANADA PASS

For detailed session information, see our website at www.GDC-Canada.com. Please check your choice below.

- ALL ACCESS PASS | SAVE CDN\$200** \$ _____
Ends 2/26 **CDN\$695 plus GST (CDN\$729.75)**
Ends 3/31 **CDN\$795 plus GST (CDN\$834.75)**
Onsite registration **CDN\$895 plus GST (CDN\$939.75)**
- MAIN CONFERENCE PASS | SAVE CDN\$245** \$ _____
Ends 2/26 **CDN\$450 plus GST (CDN\$472.50)**
Ends 3/31 **CDN\$550 plus GST (CDN\$577.50)**
Onsite registration **CDN\$695 plus GST (CDN\$729.75)**

GAME CAREER SEMINAR PASS (FRIDAY ONLY)
CDN\$149 plus GST (CDN\$156.45)

CANCELLATIONS, SUBSTITUTIONS, DOWNGRADES & UPGRADES

If you need to cancel, you may do so for a full refund less a CDN\$150 service charge until April 9, 2010. Attendees who register prior to, or after the deadline date, who do not cancel in writing by the deadline date are liable for the pass cost and will be charged for the full registration fee. Sorry, no refunds are available for no-shows. If you are unable to attend, we strongly recommend that you send a substitution in your place. Please fax your cancellation request to (415) 947-6011, or mail your request to:

UBM Event Registration Department, Registration Department, GDC Canada 2010
600 Harrison Street, 6th Floor, San Francisco, CA 94107

Written requests for a downgraded pass must be received no later than April 9, 2010 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after April 9, 2010 can not be accommodated. Upgrade pass requests must be submitted in writing and faxed to (415) 947-6011 along with payment information for the difference in value.

Substitutions are allowed only with the written permission of the original registrant. Please mail your substitution request to the above address, or fax to (415) 947-6011.

Sorry, no one under the age of 18 will be permitted on the premises at any time during the 2010 Game Developers Conference Canada.

HOW TO REGISTER

Online: Register at www.GDC-Canada.com. Payment by credit card or check is accepted online.

Mail or Overnight Courier: Mail your completed registration, along with check or credit card payment to: UBM Events Registration Department, GDC Canada, 600 Harrison Street, 6th Floor, San Francisco, CA 94107 USA.

Fax: Fax your completed registration form, along with credit card payment to (415) 947-6011.

Group Registration Discounts: Log onto www.GDC-Canada.com/Attend/GroupRegistration.html to learn how your group may qualify for a 10% discount.

Questions: Contact the GDC Registration Department at (415) 947-6852 or toll free at (866) 714-1641, Monday-Friday from 9am-4pm PST.

GOODS AND SERVICES TAX (GST)

In addition to your registration fee a 5% Goods and Services Tax (GST) will be levied. To claim an exemption from this tax, you must provide your Canadian GST exemption number.

United Business Media LLC: 87288 6213 RT0001

Canada GST: RT874931157

GST Exemption # _____

STEP 2 REQUIRED INFORMATION

Payment in FULL by check or money order (drawn in US funds) or credit card must accompany your registration in order to be processed. Sorry, no purchase orders. You are not registered until you receive confirmation online, or in the mail from GDC Canada 2010. Make all checks or money orders payable to the Game Developers Conference. Please make your selection below.

CHECK OR MONEY ORDER ENCLOSED

Check # _____

Federal Tax ID # 11-2240940

CHARGE MY CREDIT CARD

Visa Mastercard American Express

Card # _____ Expiration Date _____

Name on Card _____

Signature _____

→ DISCOUNT PROMOTION CODE

If you have a discount promotion code, please enter it below. Discounts cannot be combined with other discounts including alumni. To be eligible for discounts, we must receive your registration by the date specified in the discount promotion - postmarks are not accepted.

Code _____

STEP 3 METHOD OF PAYMENT

This information is required in order to process your registration.

Name _____

Occupation _____

Company _____

Address _____

City/State/Zip _____

Country/Postal Code _____

Email* _____

* By providing your email address, you grant the Think Services Game Group, a division of UBM, permission to contact you in the future via email concerning your GDC Canada 2010 registration and its affiliated properties.

UBM LLC reserves the right to use any photographs taken at the Game Developers Conference Canada for promotional purposes.

Please check the boxes below to let us know the types of information that may be of interest to you that we may send via email.

- Product and service offerings from other UBM properties.
 Product and service offerings from outside relevant businesses and organizations.

GDC Canada

Learn. Network. Inspire.

**Game Developers
Conference® Canada**

May 6-7, 2010

Vancouver Convention Centre
Vancouver, BC

www.GDC-Canada.com



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STEP 4

1) Approximately how many full-time employees currently work for your company (all divisions)? (select one)

- Over 5,000
- 1,001 to 5,000
- 751 to 1000
- 501 to 750
- 201 to 500
- 101 to 200
- 51 to 100
- 21 to 50
- 1 to 20

2) Which of the following best describes your company's primary line of business? (select one)

GAME INDUSTRY

- Independent 3rd party game development
- Game publisher
- 1st party game development/publishing
- Game recruiter/agent
- Online game service provider

CONTRACT DEVELOPMENT SERVICES

- Animation/graphic arts
- Programming
- Music/sound
- Script writing
- Testing/QA
- Pre or Post Production

OTHER INDUSTRY

- TV/video/film
- Motion capture
- Educational software development
- Tools/Middleware development
- Hardware development
- Visual simulations development
- Multimedia production
- Corporate software development
- Education/research
- Analyst/venture capital/legal
- Mobile network operator
- Mobile handset manufacturer
- Marketing/PR
- Government
- Military/National Security
- Media/News Outlet
- Other_____

3) Which of the following best describes your job function? (select one)

BUSINESS /MANAGEMENT

- CEO/President/Director
- VP/Executive Manager/Biz Dev
- Marketing/PR/Sales

- Analyst/Lawyer/Consultant
- HR/Training Manager/Recruiter
- IS/IT Manager
- Venture Capitalist/Investor

VISUAL ARTS

- Art Director
- Lead Artist
- Animator
- 3D Artist/Modeler
- 2D Artist/Texturer
- Art Technician
- Art Assistant

PROGRAMMING /ENGINEERING

- Director of Development
- Technical Director
- Lead Programmer
- Engine Programmer
- AI Programmer
- Tools Programmer
- Programmer
- Network Programmer
- Hardware Engineer

GAME DESIGN

- Creative Director
- Lead Designer
- Game Designer
- Level Designer
- Interface Designer
- Writer

AUDIO

- Audio Director
- Lead Sound Designer
- Music Supervisor
- Composer/Implementor
- Dialog Supervisor
- Audio Engineer

PRODUCTION

- Executive Producer
- Producer/Project Lead
- Associate Producer
- Project Lead/Manager
- Video Director
- Game Editor
- Script Writer
- Localization
- QA/Tester
- Documentation Development
- Asset Manager

PUBLISHING

- Content Acquisition/Licensing
- Product Manager

OTHER

- Student
- Educator

- Press/Media Representative
- Other_____

4) For which platforms are you developing your current or most recent game? (select one)

- Console
- Handheld (DS, PSP, Microsoft, Palm)
- iPhone/iTouch
- Mobile (Phones)
- PC/Mac
- Web

5) Would you like to get a subscription* to *Game Developer* magazine? (select one)

- Yes! I wish to receive/continue to receive a free subscription to *Game Developer* magazine
- No, I do not wish to receive/continue to receive *Game Developer* magazine

* Subscription requests will be processed after GDC 2010 conference dates. All subscriptions are subject to availability upon qualification determined by the publisher. *Game Developer* magazine reserves the right to refuse the offer for free subscription to any person or persons. If you would like information on how to purchase a subscription, visit www.gdmag.com.

6) Would you like to receive text updates about GDC?

Please list your mobile number to receive text updates about the GDC including schedule, speaker, and event information onsite. (Your number will not be shared with external parties and you will only be contacted regarding GDC developments.)

Mobile Number _____

Signature _____ Date _____

7) Interested in receiving related information about other GDC events?*

Please check the boxes to make your selections.

*By providing your email address, you grant the GDC a division of UBM LLC, permission to contact you in the future via email regarding your GDC registration and related information.

- GDC
- GDC Europe
- GDC Austin
- GDC China

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