AUDIO ENGINEERING SOCIETY
CALL for PAPERS
AES 49TH CONFERENCE, 2013
Audio for Games
London, UK

Dates: **February 6–8, 2013**
Chair: **Michael Kelly, DTS, Inc.**

Location: **London, UK**
Email: **49th_chair@aes.org**

The Audio Engineering Society is pleased to announce its third conference dedicated to audio for games, to be held in 2013 February 6-8, London, UK. The nature of game-audio continues to evolve. As high-power console platforms mature, developers still seek to get the most from their DSP, tools, and workflow. Handheld platforms such as tablets and phones offer new technical and sound design challenges, development workflows, and game-play opportunities that drive the technology in different ways. This conference will focus on the latest challenges and changes that the industry has faced in most recent years. As with the AES Audio for Games conferences in 2011 and 2009, this conference in London in February 2013 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, create a forum for sharing techniques and technology, and help advance game audio on current and future platforms. The three-day conference program is focused around the dissemination and discussion of technical solutions and recommended practices. As well as the usual lectures and poster sessions, the conference will also consist of demonstrations, panel discussions, tutorials, and workshops. This call for submissions invites contributions in all formats, and we encourage proposers to think beyond the usual conference paper/poster format. Gaming is by its very nature an interactive experience and game development is highly multidisciplinary, thus we would like the conference program to reflect this. We welcome submissions in all relevant areas, including, but not limited to:

PROPOSED TOPICS

Game pipeline
DSP system design
Mixing systems
Scripting systems
Tool development
Spatial audio in games
Sound with Height/3D
Mixing for unknown speaker configurations
Upmix/downmix
Spatialization and environment modeling
Headphone listening
Interactive virtual auditory environments
Acoustic modeling and auralization
Hybrid and parametric approaches to interactive reverb simulation

Real-time synthesis
Synthesis architectures
Granular synthesis
Physical and spectral modeling
Procedural audio
Novel use of traditional synthesis techniques
Audio codecs and file formats
Real-time codecs and usage
Seeking and looping in encoded bitstreams
Codec quality
Fast and low bit-rate codecs
Audio distribution systems
Future areas for standardization
Loudspeaker layouts
Recording and mix levels
Scripting file formats

Sound design, recording, and Foley
Techniques and case studies
Perception of interactive audio
Nonrepetitive design
Game music systems
Interactive and generative music
Nonlinear composition
Online gaming
Audio as a game input
Pitch analysis in singing
Mixing voice with game
Voice management with multiple talkers
Speech recognition and synthesis
Training and education
Interactive training applications
Course material and certification

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.

Submissions may be in the following formats: paper (to be presented in the main sessions); poster or demonstration (to be presented in the poster sessions); tutorial, panel, or workshop proposals to be held in the main conference thread.

Paper or poster proposals should consist of title, abstract (60 to 120 words), and précis (500 to 750 words), or alternatively, a full and complete paper (encouraged for full peer review) to be submitted at **www.aes.org/49th_authors** by **July 27, 2012**. Acceptance of papers will be determined by the 49th Conference review committee based on an assessment of the abstract and précis, or full paper submission. Accepted authors will be notified by September 14, 2012. Complete manuscripts of a maximum of 10 pages (3000 words) must be submitted by October 26, 2012.

Tutorial, panel, or workshop proposals should be emailed directly to 49th_workshops@aes.org. Proposals should include a title, abstract, session chair, and possible contributors. If accepted, these will also be included in the conference proceedings.

Deadline for paper/poster proposals: **2012 July 27**
Accepted authors notified by: **2012 September 14**
Deadline for final manuscripts: **2012 October 26**

Papers chair: **Damian Murphy** <49th_papers@aes.org>
University of York Audio Lab

Deadline for proposals for tutorials, panels, and workshops: **2012 November 1**
send to
Steve Martz <49th_sessions@aes.org>
THX Ltd.