

# Beginner's Guide on GDC

By Taro Omiya, Astra Wijaya, Terence Tolman, and  
Brian Shurtleff

# What is GDC?

- Short for Game Developers Conference
- Largest professional industry event for game developers around the world
- Takes place in Moscone Center in San Francisco, California, USA
- From March 2nd through March 6th

# What to expect in GDC?

- Talks from speakers
- Lessons on game design or tools
- Open-table discussions
- Indie MegaBooth expo
- Wild Rumpus Indie area
- Expo of game studios, publishers, services, and groups (March 4th to 6th)

# What to expect in GDC?

- More talks...outside!
- If you've scheduled ahead of time...
  - Publishing contacts
  - Press contacts
- Game show
- Museum
- Late-night parties!

# What is the GDC layout?

- Moscone Center consists of 3 buildings:
- North building
  - Ticketing, career center, museum, game show, talks
- South building
  - IGDA booth, expo, game design lesson, talks
- West
  - Awards Ceremony, Wild Rumpus, Indie Megabooth, talks

# Preparations

# What to wear?

Preparations

**Should you bring  
business cards?**

Preparations



**Should you bring  
your resume?**

Preparations

# How about a portfolio?

Preparations

# Expectations

**What kind of  
talks are there?**

Expectations

**What is there in  
the expo?**

Expectations

**Is GDC a good place  
to find a job?**

Expectations

**What else is  
there?**

Expectations

# Networking



**Is giving business  
cards enough?**

Networking

# How should you network?

Networking

**Who should you  
network with?**

Networking

**What to do once you  
get back home?**

Networking

# Closing Comments

# Parties...?

Closing Comments

**Any other  
advice?**

Closing Comments

**Q & A**

Closing Comments