GameSoundCon 2022: Back In Person & Online



GameSoundCon, the largest professional conference for video game music and sound design, is back in person for 2022, and has expanded to a hybrid format where anyone can attend and watch content in real-time as well as on-demand.

The physical conference will be held at the historic Millennium Biltmore Hotel in Los Angeles, CA on October 25 and 26, 2022. “Of course, we hope to see everyone in person,” says Brian Schmidt, GameSoundCon Founder and Executive Director. “But looking at the success of the virtual conferences in the last two years, we’ll offer that option as well. We had record-breaking attendee numbers last year with many people tuning in throughout the world. We saw many returning attendees and people who attended their first GameSoundCon. Many want to check it out in person to experience the very special vibe at the Biltmore and most importantly, take advantage of the networking opportunities. But if you want to access the content from wherever you are, no problem!”

In spite of current global inflation, GameSoundCon in-person tickets will stay at 2019 pricing! GameSoundCon’s registration is open now at the website below. Early Bird in person tickets are $449.00 until Sept. 25, 2022. An online only ticket is $125.

GameSoundCon is for both those new to games as well as seasoned game audio professionals, covering topics like game music composition, game sound design,

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business/career, dialogue/acting and game audio research.

For game audio pros, this is a fantastic opportunity to enhance your game audio skills, hear thought-leaders in the field, and keep current on trends and technologies. For those looking to forge a career in game sound, the conference is a great learning environment with a network of pros willing to exchange ideas.

www.gamesoundcon.com

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