

GameSoundCon 2026



GameSoundCon, a professional conference for video game music and sound design, returns to the Marriott Burbank Convention Center in Burbank, CA, on October 20 - 21 as a hybrid event; attend in person or access online. Brian Schmidt, GameSoundCon Founder and Executive Director, is a tireless supporter of the game sound industry: “We are aware of the economic challenges everyone is facing, so we lowered our online ticket price to \$99 (down from \$125) this year, giving more people a chance to attend online in real-time. Most sessions and panels are recorded, and ticket holders can enjoy all conference content for up to 12 months after the show.”

The in-person event sells out quickly every year. Currently, the Early Bird pricing is in place, and in-person tickets are available for \$449 (reg. \$695) until August 31. As in past years, the conference tracks, sessions, and panels will span a wide range of focus areas including: Music, Sound Design, Technology, Dialogue, Business & Career, Game Audio Education, Game Audio Studies, Game Audio Research, and VR.

As AI is making its way into virtually all industries, this year’s GameSoundCon will tackle questions around the use of AI technologies in game sound with talks like “AI in the Audio Department: What’s Actually Useful” and “A Frank Discussion About AI for Sound Designers” and “Games Music, AI and Human Connection” from game audio icon, Guy Whitmore, as well as “Practical advice for Game Developers Working with AI Under the SAG-AFTRA Agreement.

This years’ speakers and presenters are some of the best in game sound, including a panel featuring composers Wilbert Roget II, Garry Schyman, Inon Zur, Jason Graves, Jesper Kyd titled “Creating Iconic Themes for Franchises”. Tom Salta will

present “Thinking Interactively: Designing Music That Plays with the Game”. Garrett Montgomery (MPSE) and Jeff Wilson will team up to present their field recording work on Battlefield 6, and Sonia Coronado (Sony) will be discussing the use of Adaptive Music featured in Ghost of Yotei.

There will also be a panel on current topics on the business side of game audio, including information on what skills are in demand and how to maximize income potential. As part of his periodic survey of the industry, Schmidt recently prepared a report about what employers are currently looking for when they hire for game audio jobs, which is available at the website below. In addition to a 20% decrease for online-only access, in-person ticket prices remain unchanged for the eighth consecutive year. Early Bird pricing is available until September 2, offering a significant additional discount.

www.gamesoundcon.com