

CONFERENCE AGENDA

SUNDAY, AUGUST 13, 2006

3:00 PM to 9:00 PM

Registration – Level 6

6:00 PM to 9:00 PM

Gamefest Welcome Reception – Level 4, South Lobby

MONDAY, AUGUST 14, 2006

7:30 AM to 9:00 AM

Registration – Level 6, East Lobby and Continental Breakfast – 6E

9:00 AM to 10:00 AM

Welcome and Keynote – 6E

7:30 AM to 6:00 PM

Gamefest Expo – 6C (closed during the Keynote)



Gamefest
MICROSOFT GAME TECHNOLOGY CONFERENCE

TALK SCHEDULE	10:00am – 10:55am	11:05am – 12:00pm	12:00pm – 1:30pm	1:30pm – 2:25pm	2:35pm – 3:30pm	3:30pm – 4:00pm	4:00pm – 4:55pm	5:05pm – 6:00pm
Graphics 6B	Introduction to Direct3D 10: Coming to a PC Near You	Using Direct3D 10: Getting the Most From Your Direct3D 10 Engine	LUNCH (90 min)	Effects 10: Driving the New Effects System	Exploiting Direct3D 10: Advanced Techniques Using Direct3D 10	BREAK (30 min)	Advanced Lighting and More from Microsoft Research	Graphics Futures: Going Beyond Direct3D 10
Windows and Xbox 360 System Programming 6A	Sublime C++ for Games	Games as Malware: Why Security is Your Problem Too	LUNCH (90 min)	Hardening the Box: The Xbox 360 and Windows Vista Security Models	Power Debugging: Nasty Bugs and How To Find Them	BREAK (30 min)	Xbox 360 CPU Performance Update	PANEL: Developing Games for Windows and Xbox 360: Stories from the Trenches
Audio 618	The Fundamentals of Audio Rendering on Xbox 360 and Windows Vista	Comprehensive Guide to Tools, Libraries, and Services for Audio on Xbox 360 and Windows Vista	LUNCH (90 min)	XMA Implementation and Aesthetics	How Multichannel Audio Works on Xbox 360 and Windows Vista	BREAK (30 min)	Managing Audio Collaboration and Cross-Platform Deployment for XACT Projects	Audio Content Reviews: An Analytical Study of Audio Implementations
Casual Games 611/612	Developing Games for Xbox Live Arcade	Developing Web-Based Games for MSN Games	LUNCH (90 min)	Preparing Casual Games for Windows Vista	Successful Downloadable Game Development Today and Tomorrow	BREAK (30 min)	Developing Casual Games for MSN Messenger	Future Platforms and Opportunities for Casual Games
Cross-Platform Xbox Live 619/620	Live Anywhere: Bringing the Live Experience to Windows	"I Have to Put WHAT in my Game?!" – A Developer's Guide to In-Game Advertising	LUNCH (90 min)	Session Enhancements: Host Migration, Improved TrueSkill™, and More	The New Xbox Live Server Platform: Opening Up the Network	BREAK (30 min)	Community Extensions: Further Options to Customize Your Game's User Experience	Achievements and Stats: Adding to the "Just Five More Minutes" Factor
Developer Tools: XNA and Visual Studio 608/609	An Introduction to Agile Development	Working Smarter and Building Faster with Visual C++ 2005	LUNCH (90 min)	Creating Games with the XNA Framework	A Closer Look at the XNA Framework Content Pipeline	BREAK (30 min)	Migrating Game Technology from Native to Managed Code	Managing Content Builds with XNA Build
Game Middleware 615/616	Advanced Tools and Techniques for Shipping Your Game On-Time	Extensible .NET Tools for Game Development – Guidelines and Lessons Learned	LUNCH (90 min)	Adding Camera-Based Gesture and Face Tracking to Your Games	The Dos and Absolutely-Do-Nots of XLSP: A Middleware Perspective	BREAK (30 min)	Combining Different Middleware Solutions to Create a Customized Platform	The Convergence of AI, Physics and Animation
Producer and Business Development 606/607	Games for Windows Vista: Nail the Essentials, Showcase the Innovations	PANEL: Community Development and Management - Finding the Balance	LUNCH (90 min)	Marketplace: Future of Digital Distribution	Expanding Your Audience Through Accessibility	BREAK (30 min)	Next-Generation Xbox 360 Accessories	Improving Your Game's Chances for Success by Focusing on What Players Want
Visual Arts 602/603	Pushing the Pipeline: Creating a Next-Gen Art Pipeline in Less Than Six Months	Unlocking the Power of Autodesk 3ds Max for Next-Generation Asset Creation	LUNCH (90 min)	Character Animation in Autodesk Workflows	How'd They Do That? Graphics Samples Explained	BREAK (30 min)	Shaders and Shader Tools for Artists	Photorealistic Lighting Solutions for Next Generation Games Using Turtle 3
Hands-on Workshops 613/614	Behavioral Animation for Next-Generation Characters 10:00am – 11:30am	BREAK (60 min)	Solving Real-World Game Physics Problems with PhysX 12:30pm – 2:00pm	BREAK (30 min)	Creating Art Assets with SOFTIMAGE XSI in a Programmable GPU Pipeline 2:30pm – 4:00pm	BREAK (30 min)	Direct3D 10 Shader Model 4.0 4:30pm – 6:00pm	

6:30 PM to 11:00 PM

Gamefest Party @ Premier

CONFERENCE AGENDA

TUESDAY, AUGUST 15, 2006

8:30 AM to 10:00 AM

Registration – Level 6, East Lobby and Continental Breakfast – 6E

8:30 AM to 6:00 PM

Gamefest Expo – 6C



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Graphics 6B	Xbox 360, Direct3D and GPU Performance Update	HLSL Shader Compiler Update for Xbox 360 and Windows	LUNCH (90 min)	Under the Hood: Revving Up Shader Performance	Seven Ways to Skin a Mesh: Character Skinning Revisited for Modern GPUs	BREAK (30 min)	HDR the Bungie Way	Cross-Platform Graphics Engine Development
Windows and Xbox 360 System Programming 6A	Designing Multi-Core Games: How To Walk and Chew Bubblegum at the Same Time	Multi-Core Memory Coherence: The Hidden Perils of Sharing Data	LUNCH (90 min)	Taming the CLR: How To Write Really Fast Managed Code	Windows Performance Topics For Games	BREAK (30 min)	Supercharging I/O: Hard Disk, DVD, and Memory Unit	Memory Management Internals: Allocation Strategies for High Performance
Cross-Platform Xbox Live 619/620	Live Anywhere: Bringing the Live Experience to Windows	"I Have to Put WHAT in my Game?!" – A Developer's Guide to In-Game Advertising	LUNCH (90 min)	Session Enhancements: Host Migration, Improved TrueSkill™, and More	The New Xbox Live Server Platform: Opening Up the Network	BREAK (30 min)	Community Extensions: Further Options to Customize Your Game's User Experience	Achievements and Stats: Adding to the "Just Five More Minutes" Factor
Developer Tools: XNA and Visual Studio 608/609	An Introduction to Agile Development	Working Smarter and Building Faster with Visual C++ 2005	LUNCH (90 min)	Creating Games with the XNA Framework	A Closer Look at the XNA Framework Content Pipeline	BREAK (30 min)	Migrating Game Technology from Native to Managed Code	Managing Content Builds with XNA Build
Game Middleware 615/616	Creating a DirectX 10 Shader Authoring Sandbox Using Softimage XSI	Meshing AGEIA and Granny	LUNCH (90 min)	Making Your Game Sound More Cinematic	An Overview of Voice Recognition Implementation	BREAK (30 min)	PANEL: The State of the (Audio) Nation: A Conversation with Leading Audio Content Middleware Solutions	
Producer and Business Development 606/607	An Update on the U.S. Gaming Market	Making your Windows Titles Come ALIVE Anywhere!	LUNCH (90 min)	Xbox 360 New Market Efforts	A Producer's Guide to Surviving In-Game Advertising	BREAK (30 min)	Marketplace: Future of Digital Distribution	Games for Windows Vista: Nail the Essentials, Showcase the Innovations
Quality Assurance and Certification 611/612	Game Quality Organization Uncovered	Tools and Techniques for Optimizing your Xbox 360 Submission Process	LUNCH (90 min)	Introduction to Windows Error Reporting as a Service	Games for Windows Vista Compatibility: The Essentials	BREAK (30 min)	Microsoft Games Testing Organization: Testing Evolved	Publisher's Perspective on Xbox Certification and Submission (30 min) PANEL: Open Panel on Quality Assurance and Certification (30 min)
Visual Arts 602/603	Unlocking the Power of Autodesk Maya for Next-Generation Asset Creation	Dynamic Animation in Next-Generation Games	LUNCH (90 min)	Exporting SOFTIMAGE FACE ROBOT into a Real-Time Engine	Creating Captivating Visual Content for DirectX 10	BREAK (30 min)	Procedural Texturing Using ProFX: 2K Textures in 2KB	Strategies for Coping with the Demand of High-Definition Art
Hands-on Workshops 613/614	XACT Hands On: Fashioning Dynamic and Interactive Sounds 10:00am – 11:30am		BREAK (150 min)	Autodesk - Motionbuilder in a Production Pipeline 2:00pm – 3:30pm		BREAK (30 min)	Direct3D 10 Shader Model 4.0 4:00pm – 5:30pm	BREAK (30 min)

