

SIEGE Schedule

ROOM	Friday 5:00-6:30	Friday 7:00-8:00	Saturday 10:00-12:00	Saturday 12:00-2:00	Saturday 2:00-3:30
Pavilion	Plenary: The Game Industry's Cutting Edge (E for Everyone)	Getting a Job in the Game Industry (Student)	College and Career Fair (Student)		Plenary: Design - The Good, the Bad, and the Exceptional (E for Everyone)
Georgia		Planning to Succeed (Design)	Hi-Rez: A Producer's Perspective: Getting into the Industry (Student)	Portfolio Review (E for Everyone)	
Atlanta I		How to: Hack a Game (Programming)	Microsoft: Silverlight (Design)	Network Lunch Artist: Atlanta I	
Atlanta II		Lifedrawing to Imagination (Art)	The Suit Comes Off: Casual Gaming (Design)	Programmers: Atlanta II	
Marietta		Sound Design Jam Session (Audio)	How to: Art into Unreal 3 by AIA (Art)	Designers / Writers: Marietta	
Suite 1		Pitch Panel (Business)	Selling the Full Package (Business)		
Suite 2					

SIEGE Schedule

	Saturday 4:00-5:00	Saturday 5:30-6:30	Saturday 7:00-8:00	Sunday 10:00-12:00	Sunday 12:30-1:30	Sunday 2:00-3:00
	Interactive Stories Through Level Design (Design/Art)			Plenary : MMOs: Shaping Virtual Worlds? (E for Everyone)		
	Experimental Game Technology (E for Everyone)	HiRez: Global Agenda Character Creation (Art)	CCP-White Wolf: Narrative and Sandbox Worlds (Design)		Getting 'Serious' about Game Design (E for Everyone)	Designing Games for Kids (Design)
	Concept Art and Gaming (Art)	Education for Games (E for Everyone)	XNA Games (Programming)		Game Design Improv (Student)	
	Feisty Engines: The Open Source (Programming)	Games for Adults, 18+ (M for Mature)	AIA Gallery Show 8-11 PM (E for Everyone)		Graphics Programming (Programming)	Humanity and ALgorithms – Future of AI (Programming)
	AIA: Modeling with ZBrush (Art)	AIA: Graduates – First Days in Industry (Student)			Game Art, Design, and the Law (Business)	Game Industry in the Southeast (E for Everyone)
	CECIL (Business)	Advergaming (Business)	Sue Bohle (Business)			
	Roundtable: Writing for Game Design (Design)	Roundtable: New Developers, New Audiences (E for Everyone)	Roundtable: Do Yours Go to 11? (Audio/Design)			