

# GDC 2020

## GAME DEVELOPERS CONFERENCE

### TRAVEL DATES:

March 17 & March 21, 2020

### PROGRAM DATES:

March 18 – March 20, 2020

### SOCIAL MEDIA:

@gbc.global

The School of Design is excited to offer an opportunity for students in Design programs to attend the Game Developers Conference (GDC), the world's largest and longest-running event serving professionals dedicated to the art and science of making games. By attending GDC, students will have the opportunity to learn about the latest technologies and techniques, see best practices and network with industry experts. At the conference, students will meet programmers, artist, producers, game designers, and business decision-makers, and potential employers.

### FACULTY LEAD:

Joseph Zettler

jzettler@georgebrown.ca

### PROGRAM FEE:

\$1,700 CAD (subject to change based on final participant numbers)

#### Program Fee includes:

- Roundtrip airfare to San Francisco
- Accommodations (double occupancy)
- GDC Expo Plus Pass

#### Participants are responsible for:

- Passport & visa expenses
- Travel/medical insurance
- Meals
- Local transportation
- Gratuities

### ELIGIBILITY:

- Open to students in the Centre for Arts, Design & Information Technology
- Minimum 2.0 program GPA
- Passport with at least 6 months validity after trip's end date
- Eligible to obtain entry/re-entry visa (if/where applicable)

### REQUIREMENTS:

- Attend mandatory pre-departure orientation at George Brown College
- Complete & sign all mandatory mobility forms

### APPLICATION:

- Visit [www.georgebrown.ca/globalmobility/opportunities](http://www.georgebrown.ca/globalmobility/opportunities)
- Submit \$500 non-refundable deposit to George Brown
- Complete application submitted by application deadline on website
- Questions? Ready to submit?
  - Email [globalmobility@georgebrown.ca](mailto:globalmobility@georgebrown.ca)