[Title of talk] by [Speaker(s) Name]

Author: [Student Name]

December 13, 2018

Tags: tags, describing, the, content
Track: [Event] - [Track] (e.g. GDC EUROPE 2016 - Programming)
Url: http://www.gdcvault.com/play/........
Speaker: [Speaker Name], [Company Name]

Abstract

1 Summary of Talk

Your summary of the talk goes here! (in your own words!) Describe the main points / lessons learned of the talk, the relevance for game development.

1.1 Subsection..

1.2 Subsection..

2 Overview and Relevance

Research on the topic of the talk; overall overview and the relevance of the technologies/techniques; give a short overview on the state of the art of the topic, reference further readings and current developments.

Provide a list of further readings, links (websites, papers, talks, articles,...) in the bibliography

2.1 Subsection..

2.2 Subsection..

3 References and Further Sources

[1] Leslie Lamport, *LaTeX: a document preparation system*, Addison Wesley, Massachusetts, 2nd edition, 1994.