**ATTEND MMGDC**

MGDC returns to DesMoines Iowa August 5th through the 9th, 2019 (Monday - Friday) for five days of lectures, panels, tutorials and roundtable discussions on a comprehensive selection of game development topics taught by leading industry experts. From year to year, MGDC continues to define market innovations and future vision, providing insight into the future of gaming.

**WHO SHOULD ATTEND**

**Game Developers**

(Visual Artists / Programmers / Audio / Designers)

Hone your skills with the latest tools and techniques being used in the industry through MGDC's focused sessions and the MGDC Expo Floor. Explore challenges other developers are facing across platforms, software, game engines, and other development issues, and collaborate on successful solutions for emerging platforms, monetization models, distribution methods, and evolving production pipelines.

Suggested Tracks: [Visual Arts](http://www.gdconf.com/conference/visualarts.html), [Design](http://www.gdconf.com/conference/design.html), [Programming](http://www.gdconf.com/conference/programming.html), [Production & Team Management](http://www.gdconf.com/conference/production.html), [Audio](http://www.gdconf.com/conference/audio.html)

**Business Development Professionals and Venture Capitalists**

(CEOs / Presidents / Directors / VPs / Consultants)

Take advantage of a multi-billion dollar industry by networking with top studio heads, international developers and investors. Gain knowledge of opportunities in digital entertainment and communities that will garner new ventures, and mold the future of video games.

Suggested Tracks: [Business & Marketing](http://www.gdconf.com/conference/business.html), [Monetization](http://www.gdconf.com/conference/monetization.html), [Production & Team Management](http://www.gdconf.com/conference/production.html)

**Studio Managers & Heads of Studios**

(Executive Managers / Directors / Studio Management)

Gather new methods for studio management during lean economic times and learn the pros, cons, and techniques of developing and marketing on new emerging game platforms to target every demographic.

Suggested Tracks: [Business & Marketing](http://www.gdconf.com/conference/business.html), [Production & Team Management](http://www.gdconf.com/conference/production.html), [Monetization](http://www.gdconf.com/conference/monetization.html)

**Executive Producers and Team Management**

(Localization Managers / Producers / Video Directors / QA Leads)

Sessions will help you stay up-to-date on current developer processes with a global perspective. Develop best-practices from game studios that have produced games with international and domestic audiences. Learn new strategies for effective game production and team management, and share ideas with fellow colleagues. Sessions in production offer insight into streamlining your production process and improving your game's quality.

Suggested Tracks: [Production & Team Management,](http://www.gdconf.com/conference/production.html) [Design](http://www.gdconf.com/conference/design.html)

**Virtual and Augmented Reality Producers**

(Designers / Programmers / Visual Artists / Audio)

Learn from creators of astounding virtual experiences for games and non-game entertainment of all kinds. Explore the technology constraints and techniques to overcome design challenges and create high-quality content.

Suggested Tracks: [Game VR/AR,](http://www.gdconf.com/vrdc/game.htmll) [Entertainment VR/AR](http://www.gdconf.com/vrdc/entertainment.html)

**Vendor Companies and Sponsors**

(Hardware / Software / Middleware / Services)

MGDC attracts over 26,000 attendees, creating the industry's most dynamic and concentrated game development community; engage this audience over three days by showcasing your company's products, services, and innovations.

**Career Seekers & Recruiters**

(Seasoned Veterans / Students / Schools / Expanding Companies)

Get your name out to the best new talent in the industry. Meet face-to-face with the top talent worldwide committed to making better games. Job seekers, meet companies and recruiters who are hiring now. Bring your portfolios, reels, and resumes, make productive connections.