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Why Attend GDC 2010?

GDC 2010 returns to San Francisco March 9-13, 2010 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, the GDC continues to define **market innovations** and **future vision**, providing insight into the future of gaming.



Word of Mouth

"Pure awesomeness. GDC is highly addictive and extremely valuable if you participate in making games in any way. It is one of the highest concentrations of wonderful people on the face of the earth."

-GDC 2009 Attendee

"The GDC is the direct line to tap into the soul of the game development community at large, to see a snapshot of the state of the industry from all angles, to rub elbows with the superstars in the field, and to study the front-line techniques first hand from the experts themselves. In short, if you're in the industry, it's where you want to be."

-GDC 2009 Attendee

Who Should Attend GDC and Why



Career Seekers and Recruiters

Meet face-to-face with the top talent worldwide committed to making better games. Job seekers, meet companies and recruiters who are hiring now.

**Studio Managers and Heads of Studios**

Gather new methods for studio management during uncertain economic times and learn new techniques on how to market emerging game platforms to target every demographic.

**Developers**

Hone your skills using the latest tools and techniques from the hottest games released this season.

**Exhibitors and Sponsors**

For three days, showcase your company's products, services, and innovations to the most dynamic and concentrated game development community.

**New Business and Venture Capitalists**

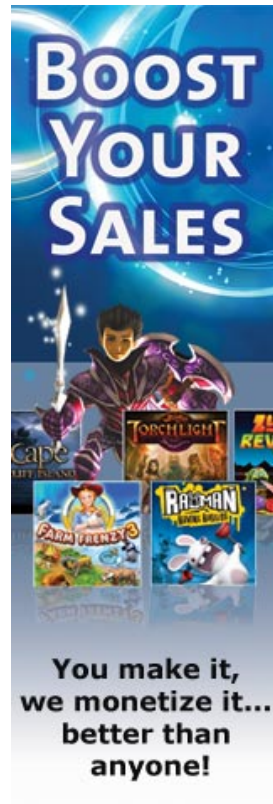
Take advantage of a multi-billion dollar industry by networking with top studio heads, international developers and investors. Gain knowledge of opportunities in digital entertainment and communities that will mold the future of video games and new opportunities.

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The advertisement features a central character in a purple and black suit holding a sword, surrounded by several game covers including 'Cape Fear', 'Torchlight', 'Zoo Rev', 'Farm Heroes 3', and 'Rabman'. The background is a blue gradient with a bright light source.

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gamesubmissions
@wildtangent.com

www.wildtangent.com





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