

# GDC 이렇게 가세요

넥슨코리아 왓스튜디오 고민정  
2018-12-06 네코동 N3C





# GDC?

- Game Developers Conference
- 1988~2018
- San Francisco, CA
  
- 세계 최대의 게임 개발자 컨퍼런스
- 2018년 참관객 약 28,000명



# GDC에 가는 방법



# GDC에 가는법을 알아봅시다

1. 실장님 추천을 받는다
2. NDC 우수 발표자가 된다
3. 회사 GDC 참관단 모집에 신청한다
4. 자비로 간다



## 본부장님 추천을 받는다

- 2018년 3월 스튜디오 합류
- 보내 주신 것만으로도 감사합니다...



# NDC 우수 발표자가 된다

야심차게 실패!

**NDC**

DATE

365

TRACK

< Back

뛰는 프로그래머 나는 언리얼엔진 - 언알못에서 커미터까지

고민정

넥슨코리아

프로그래밍

미디어취재, 촬영, 녹음가능

학생참관 가능

Location	Date	Time
판교 - 넥슨1F 발표장	04.25	<div>50</div> 15:55 ~ 16:45

keyword C++, 언리얼 엔진, 코드 머지

## 발표자 소개

현재 FF 프로젝트에서 서버 프로그래밍을 담당하고 있음. 과거 메이플스토리 및 여러 게임 회사의 모바일 mmorpg, 플랫폼, 안드로이드 기반 프로젝트 개발에 참여. 총 개발 경력은 4년 정도

## 세션 설명

이것은 레알 언리얼한 리얼 생존기. 오늘도 열심히 달려가



# GDC 참관단 모집에 신청한다

시스템 발송 메일 - [교육 신청]



\_인재문화팀 [hrdc]

2018.01.24 (수) 오전 11:52

○ 승인자 의견: GDC18 최종 참관단에 선정되지 않으셨기에 부득이 **반려**드립니다...

■ 교육과정 : GDC 18

■ 교육기간 : 2018.03.18 ~ 2018.03.25

■ 교육비 : 0원







# 직접 가자!



## GDC 2018 Receipt

Dear Minjung Ko,

Thank you for registering for the GDC 2018. Below you will find your payment details.  
Please save this information for your records.

**Confirmation No:** 564869

**Pass Type:** GDC Conference

**Registration Date:** January 30, 2018

Show this QR code on-site at GDC 2018 for expedited check-in.





GD  
CONF

<https://www.gdconf.com/>

# GAME DEVELOPERS CONFERENCE

March 18-22, 2019 | San Francisco, CA

REGISTER TODAY



# Pass 가격

- Early 티켓! (~2019-01-30)
  - All Access: \$1,999
  - Conference: \$1049
- 작년 Conference 가격: \$999
- 온라인 할인코드 10% -> \$899

## GDC 2019 Pass Pricing

	EARLY Ends Jan.30 at 11:59PM PT	REGULAR Ends Mar.15 at 11:59PM PT	ON-SITE March 16-22
All Access	\$1,999	\$2,399	\$2,499
GDC Conference + Summits	\$1,699	\$2,099	\$2,199
GDC Conference	\$1,049	\$1,449	\$1,749
GDC Summits	\$849	\$949	\$1,149
Expo Plus	\$299	\$349	\$449
Expo	\$149	\$249	\$349















# Pass 타입

- All Access
- Conference + Summits
- Conference
- Summits
- Expo Plus
- Expo Pass

<https://www.gdconf.com/attend/passes>

## GDC 2019 Passes

Select a pass to view included programs

▶ ALL ACCESS \$1,999		▶ CONFERENCE + SUMMITS \$1,699		▼ CONFERENCE \$1,049		▶ SUMMITS \$849		▶ EXPO PLUS \$299		▶ EXPO PASS \$149									
Monday, March 18				Tuesday, March 19				Wednesday, March 20				Thursday, March 21				Friday, March 22			
GDC SUMMITS								GDC CONFERENCE											
UX UX Summit				Community Management Summit				 Design											
AI AI Summit								 Programming											
 Educators Summit								 Business & Marketing											
 Game Narrative Summit								 Production & Team Management											
 Independent Games Summit								 Visual Arts											
 Mobile Summit								 Audio											
GDC TUTORIALS								 Advocacy Track (open to all)											
Game Design Workshop								 Roundtables											
• Advanced Graphics				• Art Direction				<b>GDC EXPO   550+ COMPANIES</b>											
• Animation				• Audio				GDC Play, Retro Play, IGF Pavilion, Train Jam, GDC Pitch (W-TH)											
• Board Game Design				• Discoverability				<b>IGF AND CHOICE AWARDS</b>											
• Esports				• Level Design				<b>GAME CAREER SEMINAR</b>											
• Storytelling				• Math for Game Developers				<b>OPTION TO ADD VRDC FOR \$400</b>											
• Tools				• Production				<b>GDC CONNECT MEETING TOOL</b>											
• Visual Effects				• Technical Art				Developer Days, Sponsored Sessions, Day of the Devs, Shut Up & Sit Down, Mild Rumpus, Indie MEGABOOTH, Film Festival											
GDC VAULT   Access to view GDC and VRDC session videos through March 2020 - valued at \$550																			



# 항공

- skysca\*\*er
- A모 국적기 직항
- 3/18(일) 오후 8시 출국(10시간 비행)
- 3/24(토) 오후 11시 귀국(13시간 비행)
- 2개월전(1월달) 예약, 약 90만원



**Minjung Ko** 이륙시 비행기 센서 고장으로 5시간  
샌프란에서 17시간  
이륙시 화물 서류 발급 대기로 2시간  
샌프란-서울행 12시간  
착륙시 기상 악화로 상공에서 1시간  
제주도에서 11시간  
또 이륙 딜레이 되어서 1시간  
제주-인천 1시간

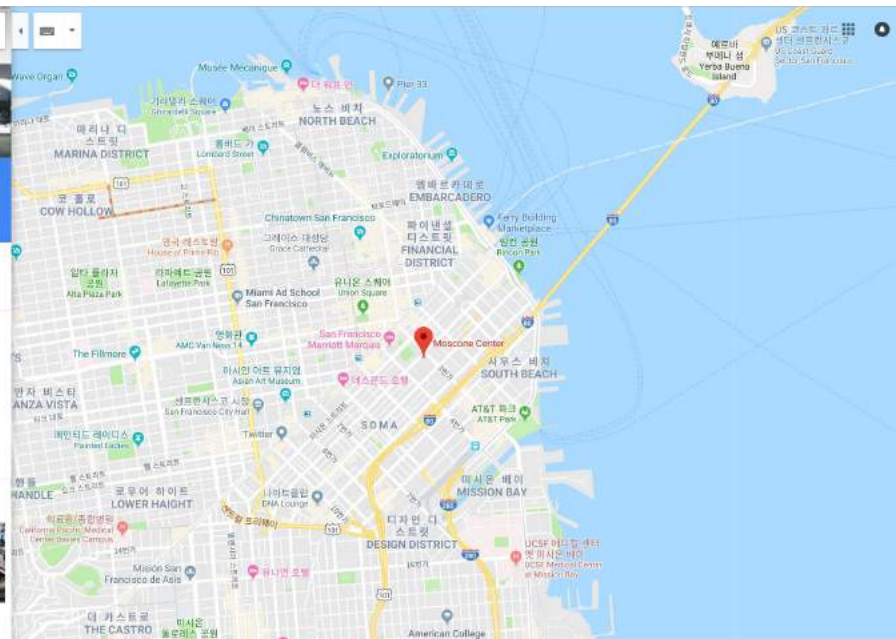
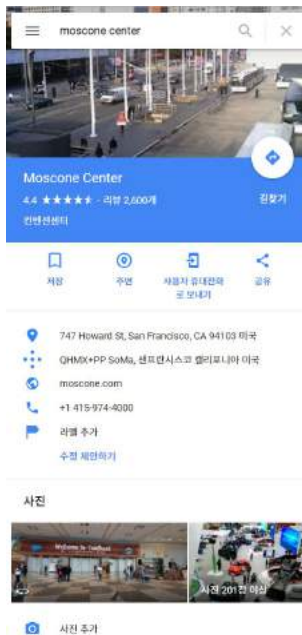
비행기만 3종류 도합 50시간 정도 걸려서 드디어 도착...  
나는 분명 직항을 탔던 것 같은데😂





# 장소

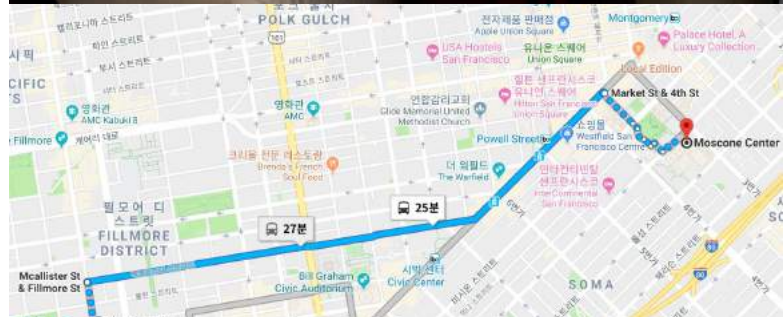
- San Francisco, California
- Moscone Center
- 샌프란은 캘리포니아가 아닙니다(?)
  - 비 자주 내림
  - 3월의 샌프란시스코
  - 패딩 입고 다니기도 ...



# 1인실 2박

- Ex\*\*dia
- The Gr\*\*ve Inn
  - 퀸사이즈 침대 1개
  - 아침식사, 금연, WiFi
  - Moscone center까지 버스 갈아타고 약 30분
  - 1박 \$163(세금 포함 총 \$326)

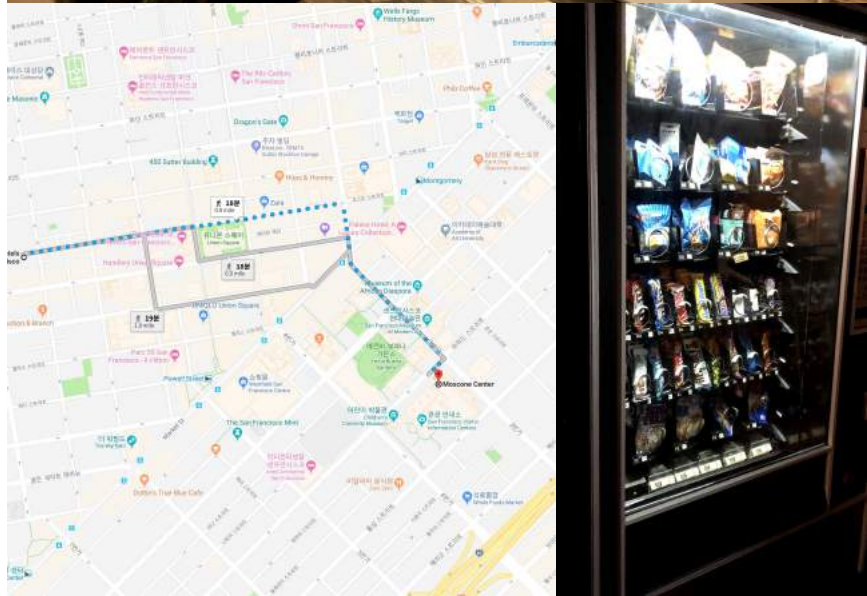
- 깨끗, 조용, 쉬기 좋았어요





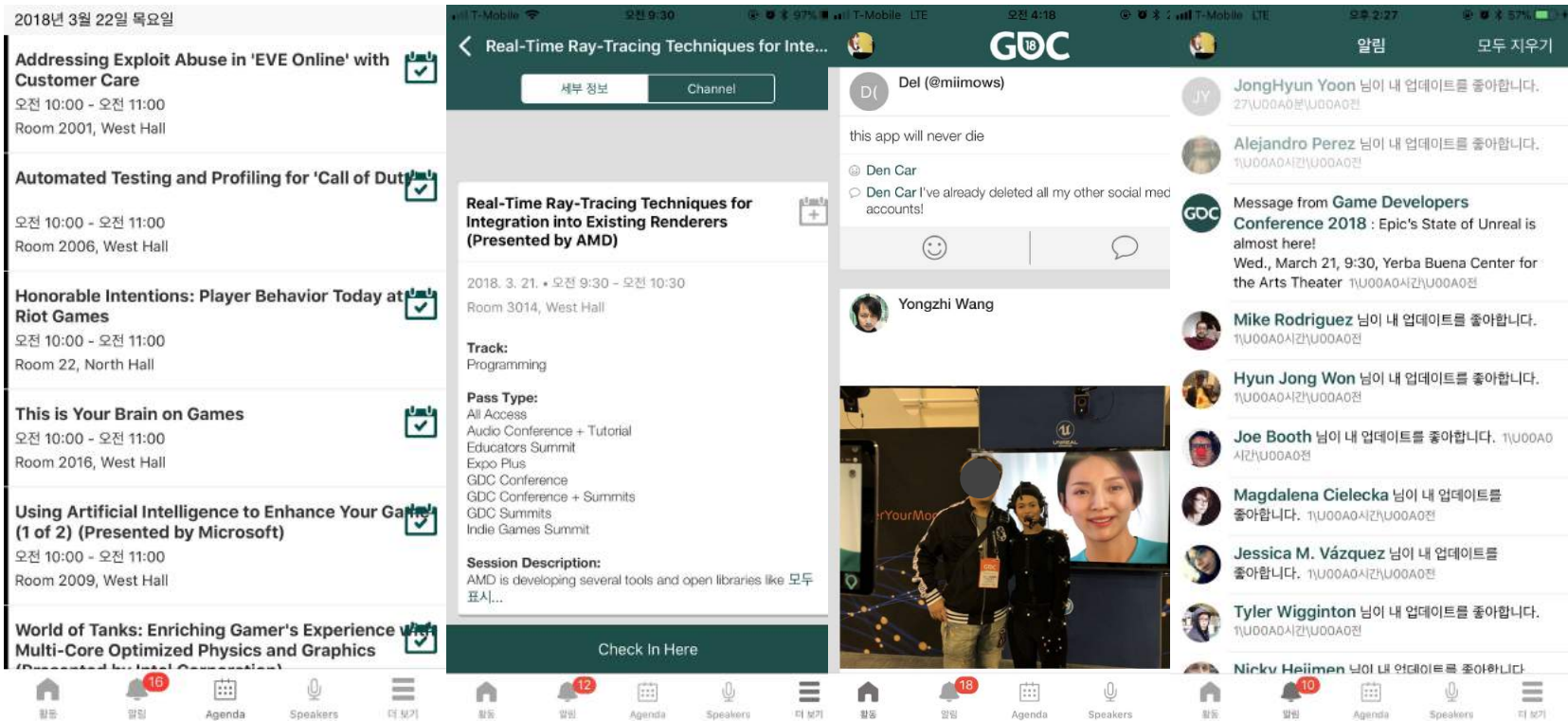
## 유스호스텔 4박

- Ho\*\*ls.com
- USA Ho\*\*els San Francisco
  - 여성 4인 도미토리
  - 전용 욕실 (private bathroom)
  - 2층침대, 아침식사, 금연, WiFi
  - Moscone center 까지 도보 20분
  - 1박 \$96(총 \$384)
- 밤에 초콜릿 나눠먹으며 게임 얘기, 버거 맛집 얘기
- 정보 공유! 친구가 생겨요!





# GDC App



## 세션 선택

<https://schedule.gdconf.com/>

## GDC + VRDC 2019 Session Scheduler

View, browse and sort the ever-growing list of sessions by pass type, track, and format. With this Session Scheduler, you can build your schedule in advance and access it during the show via export or with the GDC Mobile App, once live. Sessions do fill up so please arrive early to sessions that you would like to attend. Adding a session to your schedule does not guarantee you a seat.

[Sign In](#) | [Create Account](#) | [Export](#) | [Need Help?](#)

**Pass Type**  
[Select All](#) | [Clear](#)  
[Passes & Prices](#)  
☐ All Access  
☐ GDC Conference + Summits  
☐ GDC Conference  
☐ GDC Summits  
☐ Expo Plus  
☐ Expo  
☐ Audio Conference + Tutorial  
☐ Indie Games Summit

**Topic**  
[Select All](#) | [Clear](#)  
☐ Advocacy  
☐ Audio  
☐ Business & Marketing  
☐ Design  
☐ Production & Team Management  
☐ Programming

**'09 TO '19: A DECADE OF APPROACHABILITY IN FIGHTING GAMES**  
**Speaker:** Noah Sasso (Iron Galaxy Studios)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference  
**Topic:** Design  
**Format:** Session

ADD

**'CULTIST SIMULATOR': DESIGNING AN EXPERIMENTAL GAME FOR COMMERCIAL SUCCESS**  
**Speaker:** Alexis Kennedy (Weather Factory)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference  
**Topic:** Design  
**Format:** Session

ADD

**'DEVIL MAY CRY 5': CREATING A STANDOUT ACTION GAME**  
**Speakers:** Michiteru Okabe (Capcom), Hideaki Itsuno (Capcom), Matt Walker (Capcom)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference  
**Topic:** Design  
**Format:** Session

ADD

**'LIFE IS STRANGE': MUSIC IN A NARRATIVE DRIVEN GAME**  
**Speakers:** Raoul Barbet (Dontnod Entertainment, Capsule Animation Studio), Sebastien Gaillard (Dontnod Entertainment)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference, Audio Conference + Tutorial  
**Topic:** Audio  
**Format:** Session

ADD

**'MARVEL'S SPIDER-MAN': PROCEDURAL LIGHTING TOOLS**  
**Speaker:** Xray Halperin (Insomniac Games)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference  
**Topic:** Visual Arts, Programming  
**Format:** Session

ADD

**(SUPER)HUMANS OF NEW YORK: MANAGING THE MANY FACES IN 'MARVEL'S SPIDER-MAN'**  
**Speaker:** Noah Alzayer (Insomniac Games)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference  
**Topic:** Visual Arts, Production & Team Management  
**Format:** Session

ADD

**A DEEP DIVE INTO THE 12 MOTIVATIONS: FINDINGS FROM 350,000+ GAMERS**  
**Speaker:** Nick Yee (Quantic Foundry)  
**Pass Type:** All Access, GDC Conference + Summits, GDC Conference

ADD

# GDC 2배 즐기기





# GDC 101

## GDC 101: What we'll cover...

 Be Social (Online)

### GDC 101: Getting Around the Event

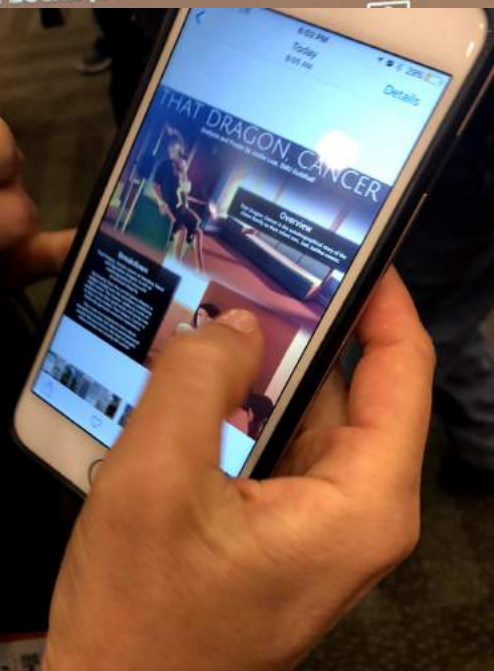
#### • Conference At-A-Glance

- West 3<sup>rd</sup> level
- West 2<sup>nd</sup> level
- North lower lobby



- Travel Time between Sessions
- Typical walk time = 10-12 between buildings

### GDC 101: Getting Around | Other Event Features







# GDCA & IGF





# GDCA & IGF

## 2018 PREDICTIONS

CHOOSE YOUR FAVORITES AND FOLLOW ALONG DURING THE AWARDS CEREMONY



INDEPENDENT  
GAMES FESTIVAL



GAME DEVELOPERS  
CHOICE AWARDS

### BEST STUDENT GAME

- IO Interloper
- Don't Make Love
- Penny Blue Finds a Clue
- We Were Here
- Statue In Your

### NUOVO AWARD

- Getting Over It with Bennett Foddy
- Terotica Voo Doo
- IO Mississippi
- A Mortician's Tale

### BEST DEBUT

- Team Cherry
- Sidebar Games
- StudioMDHR
- Infinite Fall
- Buried Signal

### BEST VISUAL ART

- Persona 5
- Cuphead
- Horizon Zero Dawn
- The Legend of Zelda: Breath of the Wild





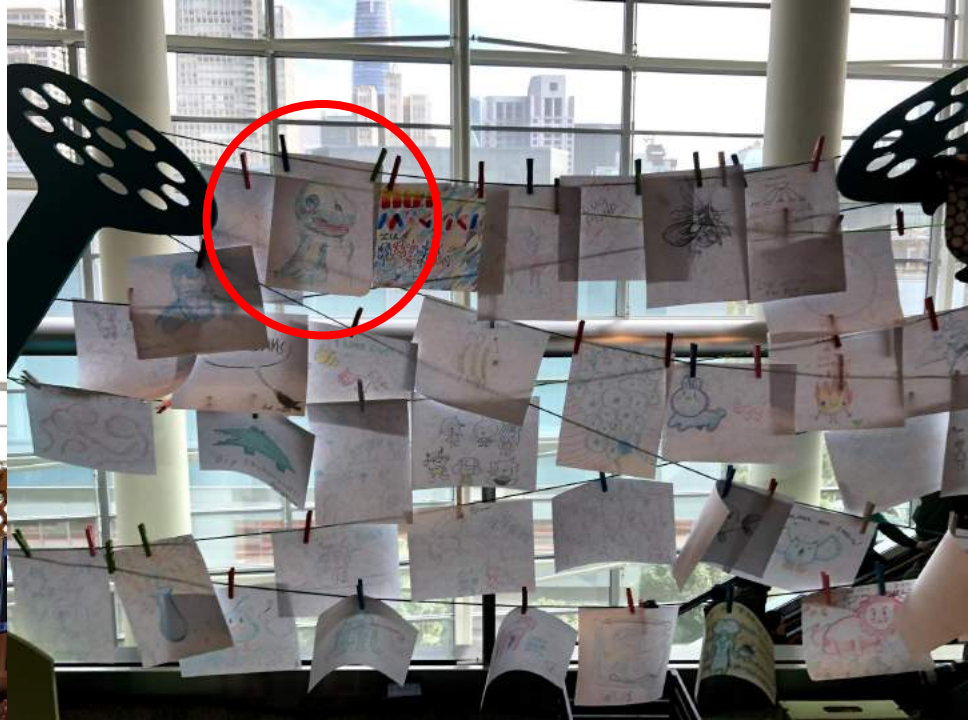


# Indie Megabooth





# Interactive Spaces







Expo





# GDC 굿즈 사세요





# Party vs Unparty

파티? 언파티?





# Unparty party

No alcohol!

T-Mobile LTE오후 6:5356%

< 🔍 검색



3월 22

Unparty at GDC 2018

Charles Hans Huang · 공개

체크인

☆ 관심 있음

✓ 참석함

➦ 공유하기

⋮ 더 보기

👤 참석 185명 · 관심 있음 376명 · 공유 3회

🕒

2018년 3월 22일 목요일 오후 7 - 오후 11 PDT

한 시간 내에 시작 · 11° 구름 조금

📍

505 Natoma St, San Francisco, CA 94103-2800, United States

정보

토론

 그쓰기

📄

👥

🔔 1

☰



# Unparty party





# GDC Closing party

Folsom Street Foundry

eSports





# 인상깊었던 것들





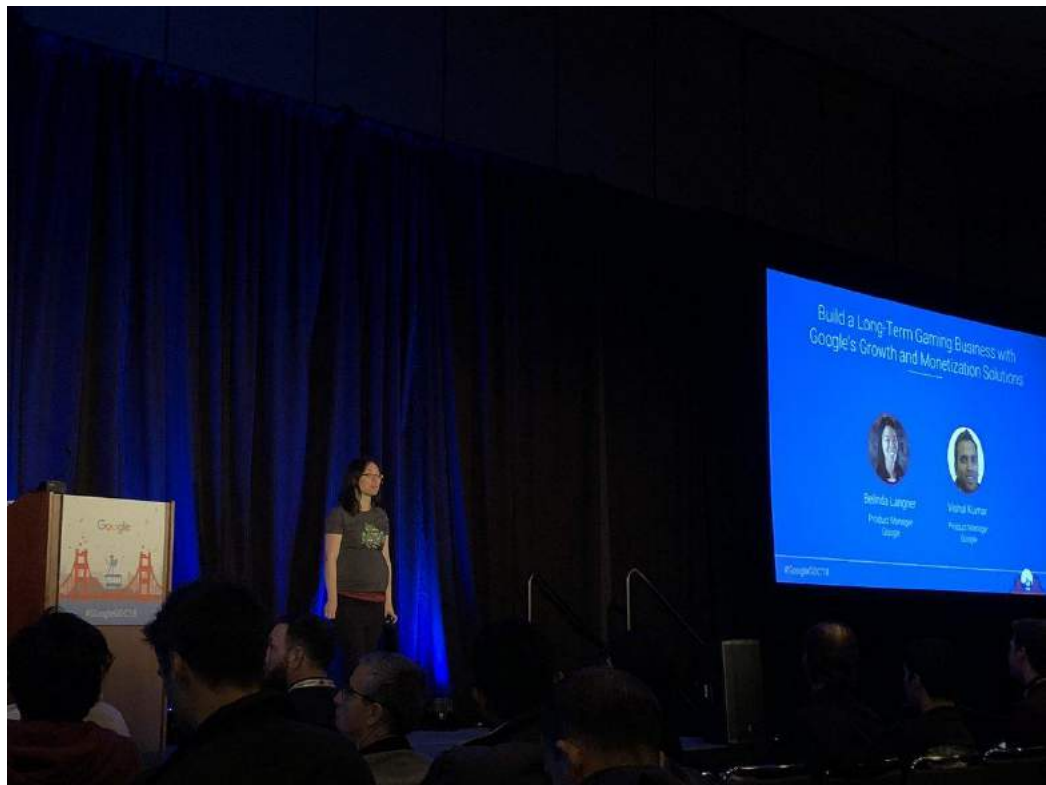
## 게임개발자에 대한 문화





# Code of Conduct

- 구글 세션의 만삭 개발자



# Code of Conduct

## Code of Conduct

Please report incidents immediately to the GDC Show Office  
(Room 156, Esplanade Ballroom, South Hall) or by calling (415) 978-3500.

**We have a zero tolerance policy for harassment of any kind, including but not limited to:**

- Stalking
- Inappropriate physical contact
- Intimidation or threats
- Unwelcome physical attention
- Offensive or lewd verbal behavior
- Harassing photography or recording
- Physical assault

**In relation to but not limited to:**

- Race
- Gender presentation
- Disability
- Color
- Sexual orientation
- Religion
- National origin
- Age
- Citizenship
- Gender
- Body size
- **Pregnancy**
- Gender identity

GDC believes our community should be truly open for everyone. As such, we are committed to providing a friendly, safe and welcoming environment for all. This code of conduct outlines our expectations for all sponsors, conference associates, speakers, attendees, media, exhibitors and any other participant.

All determinations of appropriate or inappropriate behavior are in GDC's sole discretion and the decision(s) of the GDC representatives will be final.

## Filming Notice

By being taken at this event. By giving your voice, you are giving your voice in





# GDC Microtalks

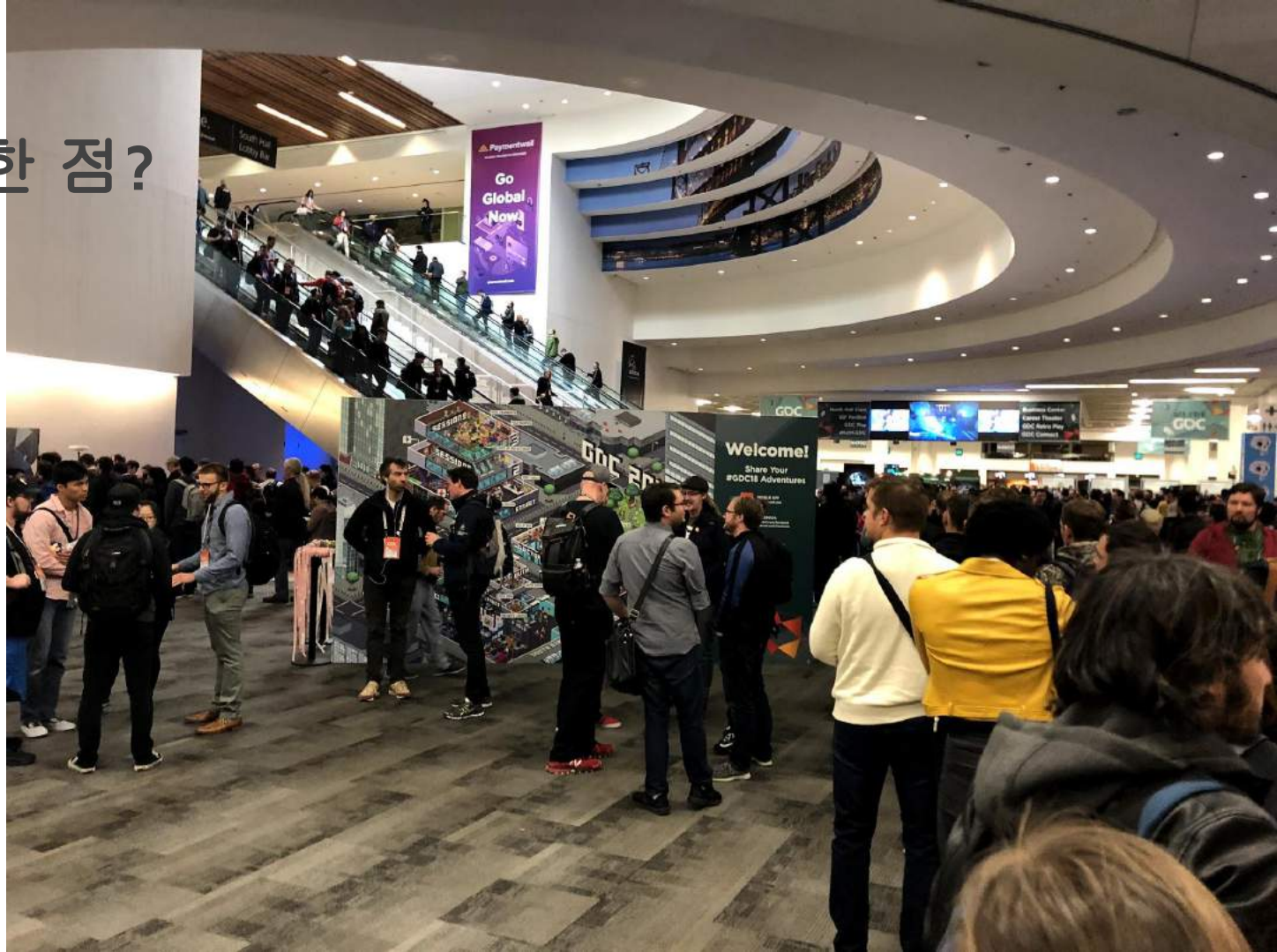


20 slides  
× 16 seconds  
=

🔥 🔥 🔥 GDC Microtalk 🔥 🔥 🔥



이상한 점?



# Who's making/playing games?

## Who's making

68% White/Caucasian/European  
18% East/South East Asian  
5% Hispanic/Latino(a)  
3% Pacific Islander  
2% Arabian or West Asian  
2% Aboriginal or Indigenous  
1% Black/African American

## Who's Playing Games

### Appendix B: Detailed tables

#### Demographics of those who play video games

*% of all adults who play video games on a computer, TV, game console, or portable device like a cellphone*

Play video games	
Total	49%
Men	50
Women	48
White, non-Hispanic	48
Black, non-Hispanic	53
Hispanic	51
18-29	67
30-49	58
50-64	40
65+	25

Pew Research report from 2015 with a demographic breakdown by ethnicity, age, gender and education level of who is playing Games.

White, non-Hispanic 48%

**Black, non-Hispanic 53%**

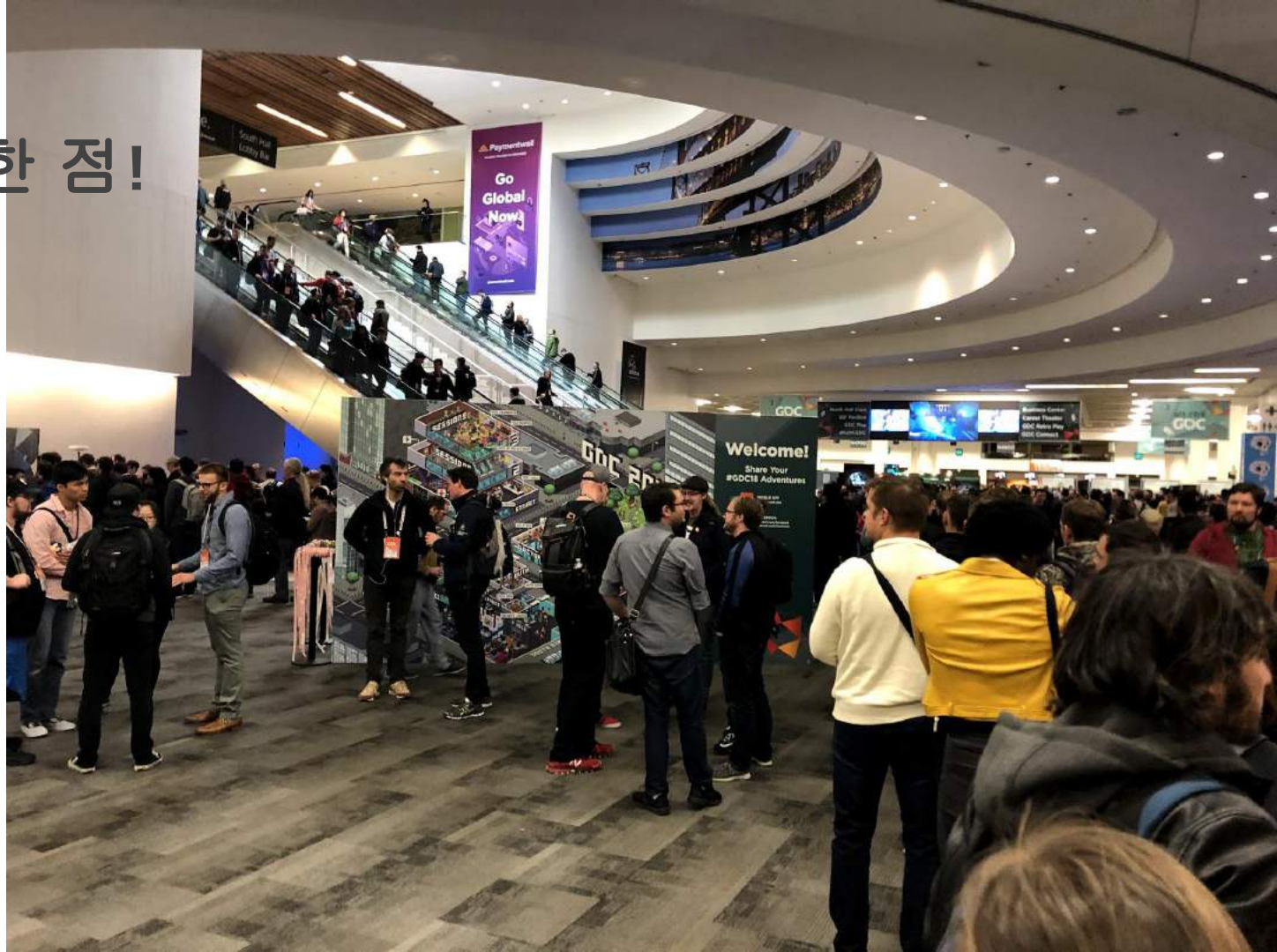
Hispanic 51%

30-49 Years old = 58%

50-64 Years old = 40%



이상한 점!



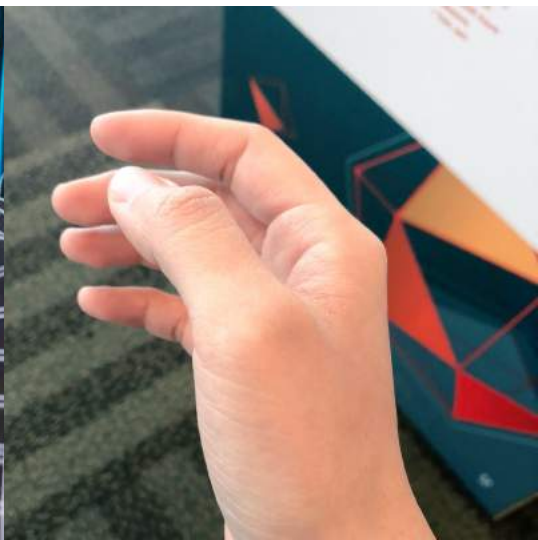
# GDC에서 만난 사람들





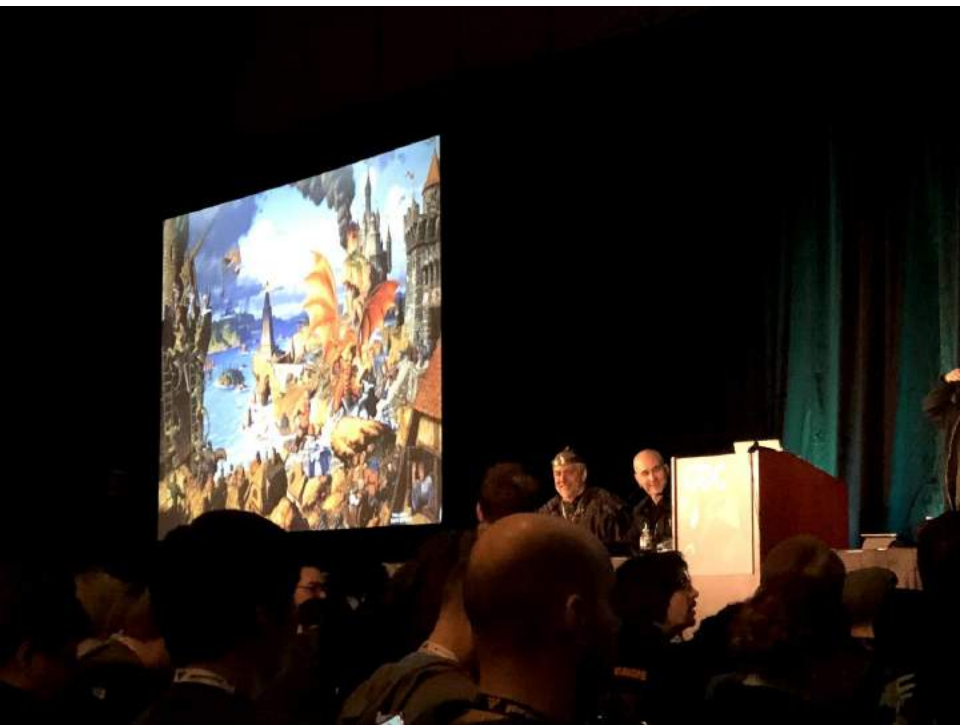


# 이건 꿈인가요





## 세션 후 Q&A



## 책에서만 보던 개발자들



Oh, NEXON!

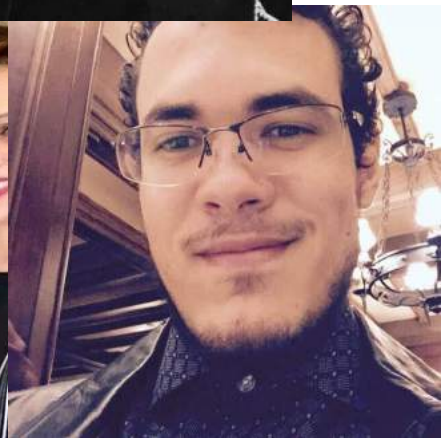
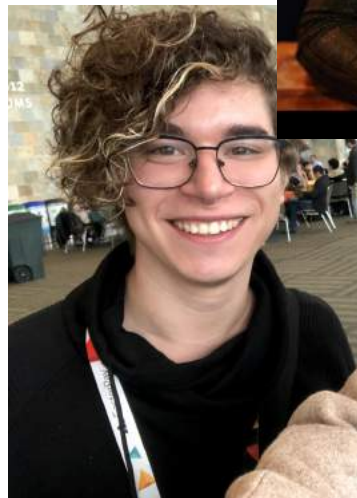
JJ

TJ

1994,  
MUD mailing list,  
Usenet,  
옛날에 우리가...









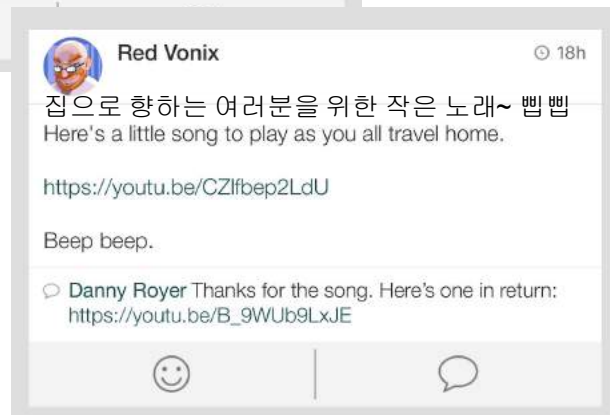
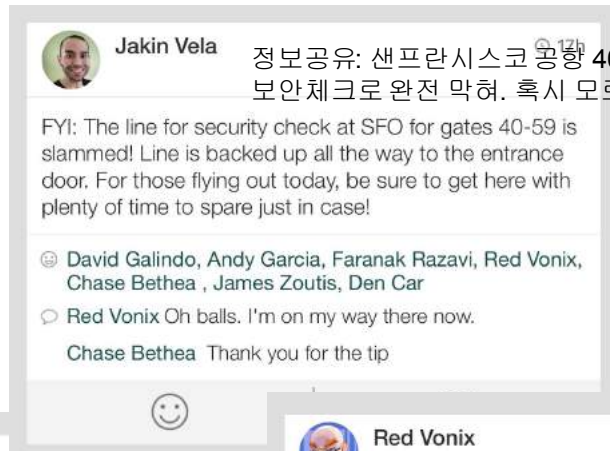
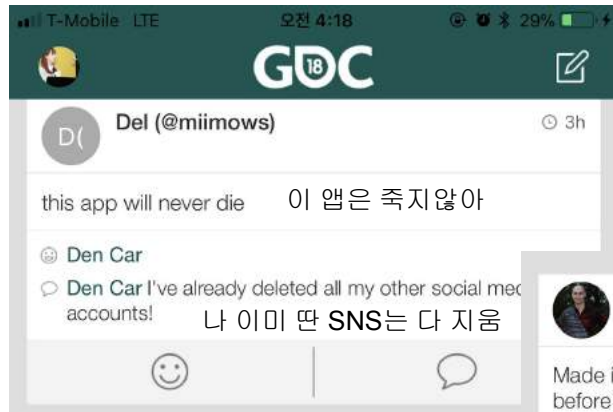
# 못다한 이야기

- 두유노 듀랑고?(글로벌 출시 전) -> 아이노우!
- 메이플스토리의 위엄
- 미국의 게임 문화. 누가 nerd 라고?
- 우리집만 콘솔 없어
- 의외로 게임 강국 브라질
- 좋은 데이팅 게임 디아블로
- 1994년 그 해... JJ님은
- Lyft 기사가 게임업계 20년차

보너스



# App will never die





# Replay

## - GDC Vault

- <https://www.gdcvault.com/>
- `All Access` Pass
- Membership(\$550)

## - GDC Youtube

- [https://www.youtube.com/channel/UC0JB7TSe49Iq56u6qH8y\\_MQ](https://www.youtube.com/channel/UC0JB7TSe49Iq56u6qH8y_MQ)

**GDC Vault**

Filter Sessions  
Browse  
Sponsored Sessions →

Events

- GDC
- VRDC/XRDC
- GDC Austin/Online
- GDC Europe
- GDC China
- GDC Next
- GDC Canada
- ADC

Filter by Media

Filter by Category

Select All | Select None

Apply Filter

- Advocacy
- AI
- Audio
- Business & Marketing
- Community Management
- Design
- eSports
- Game Career / Education
- Independent Games
- Localization / QA
- Monetization
- Other
- Production
- Programming
- Serious Games
- Smartphone / Tablet Games
- Social / Online Games
- Virtual / Augmented Reality
- Visual Arts

Watch top-rated videos on the GDC YouTube Channel

**YouTube**

Search

GDC 2018

Home > Free Content > GDC 2018

**GDC 2018**

- GDC 2018  
"Advances in Real-Time Voxel-Based GI" & "Temporal Super-Resolution" (Pr...  
by Alexey Panteleev (NVIDIA)  
Programming
- GDC 2018  
"Real-time Raytracing for Interactive Global Illumination Workflows in F...  
by Alexey Panteleev (NVIDIA)  
Advocacy
- GDC 2018  
"Welcome to Facebook Developer Day" & "Instant Games: The Platform Awa...  
by Mike Weingert (Facebook)  
Monetization
- GDC 2018  
#1ReasonToBe  
by Ramri Ismail (Vlambeer)  
Advocacy
- GDC 2018  
#1ReasonToBe  
by Ramri Ismail (Vlambeer)  
Advocacy
- GDC 2018  
\$0 to \$1 Million: The Raw Numbers Behind Indie Success  
by Tanya X. Short (Kiffo Games)  
Business & Marketing
- GDC 2018  
"A Mortician's Tale": A Different View on How Games Treat Death  
by Gabby DaRienzo (Laundry Bear Games)  
Independent Games Summit
- GDC 2018  
"A Mortician's Tale": A Different View on How Games Treat Death  
by Gabby DaRienzo (Laundry Bear Games)  
Independent Games Summit
- GDC 2018  
"ARMS": Building "Mario Kart 8" Insights into a Showcase Nintendo Switch...  
by Kosuke Yabuki (Nintendo)  
Design
- GDC 2018  
"Assassin's Creed Origins": Monitoring and Validation of World Design Data  
by Nicholas Roullet (Ubisoft Montreal)  
Design
- GDC 2018  
"C.A.T.S.: Postmortem: Concept Development through the Eyes of a Designe...  
by Eugene Yalenko (ZeptoLab)  
GDC Mobile Summit

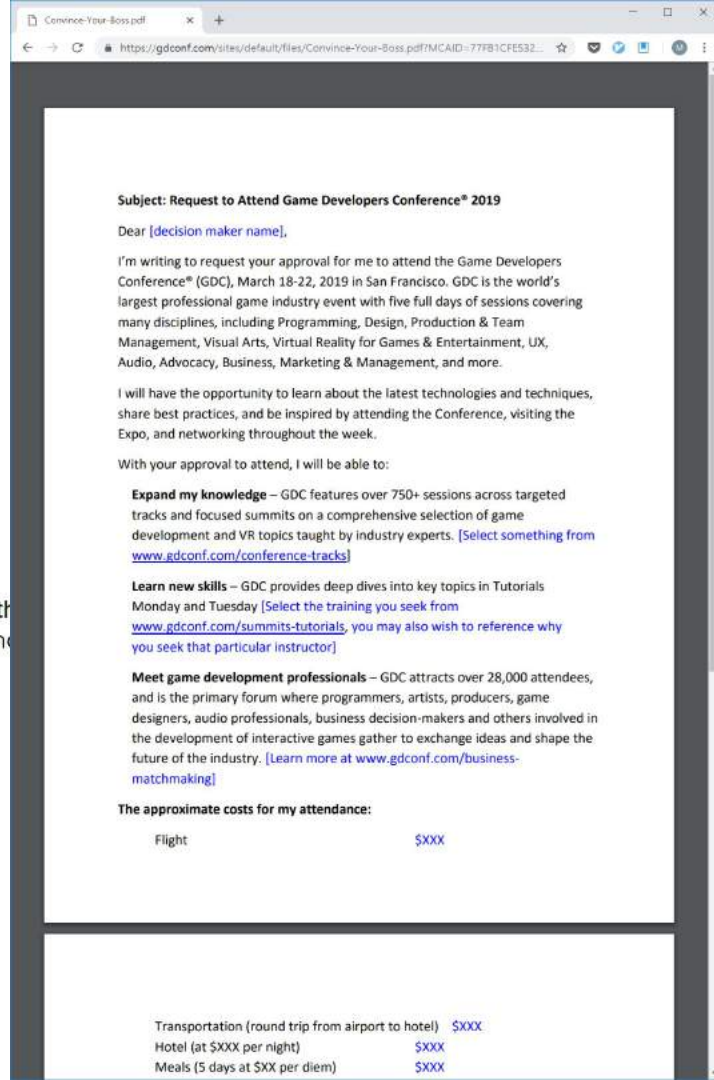


# Convince your boss

<https://www.gdconf.com/convince-your-boss>

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