Microsoft

Microsoft at GDC 2019

Dream.
Build.
Launch.
Run.
Repeat.

Microsoft Game Stack.
Achieve More.

Microsoft Sponsored Sessions

Listed in order by date and time

Wednesday, March 20 | Moscone West Hall | Room 2009

Azure PlayFab: New Tools and Services to Take your LiveOps to the Next Level

9:00am – 10:00am | Topic: Production & Team Management

Speaker: James Gwertzman, Chief Strategy Officer, Microsoft Azure PlayFab

If you haven't seen Azure PlayFab recently, now is the time. The PlayFab team has been hard at work adding new tools and services to what's already one of the most powerful platforms in the game industry for operating live games.

Get a first look into the PlayFab roadmap with services like team-based matchmaking, hosted C# CloudScript, data warehousing, multiplayer server orchestration, and some that are so exciting we can't even share them yet.

Improving your LiveOps stack has never been so easy.

Project Acoustics: Fast and Accurate Physically-Based Rendering for Acoustic Design

10:30am – 11:15am | Topic: Audio

Speakers: Hakon Strande, Principal Program Manager, Microsoft
Noel Cross, Principal Software Development Engineer Lead, Microsoft

Project Acoustics does for audio design, what baked physically-based lighting techniques did for graphics, using the power of Azure. Do you want to spend your time designing sounds instead of faking the physics of sound wave propagation? Do you find tuning complex spatial sound environments costly, time consuming, and not feasible to achieve the results you want?

Project Acoustics solves these problems and saves you time. Project Acoustics is a codeless wave physics-based system that – while maintaining designer control and freedom - calculates acoustic parameters for wave propagation effects like portalling, reverb, occlusion and obstruction based on the materials and geometry of your virtual world. Design your acoustics from that detailed starting point without placing reverb volumes or casting rays. Apply the results in microseconds at runtime. Learn how to use this system to improve acoustic quality and save time today!

Spatial Sound: Bringing Immersive Game Audio to Millions of New Devices and New Formats

11:30am – 12:15pm | Topic: Audio

Speaker: Steven Wilssens, Principal Program Manager Lead, Microsoft

Games designed with 360-degree Spatial Sound set the standard for immersion, supported by Dolby Atmos for headphones and home theatre on millions of Xbox consoles and Windows PCs.

This talk includes an announcement by the Microsoft Audio team for how game developers can take advantage of Spatial Sound support expanding to reach even more customers with new form factors and support for new encoding formats, giving gamers and game developers more choice for wrapping their ears in the best gaming audio experiences the world has ever heard.

Xbox Live: Growing & Engaging your Gaming Community Across Platforms

12:30pm – 1:30pm | Topic: Programming

Speakers: Bill Schiefelbein, Principal Program Manager, Team Xbox, Microsoft
Ramsey Khadder, Software Engineer, Team Xbox, Microsoft

Get a first look at the SDK to enable game developers to connect players across platforms.

DirectX: Boost Rendering Performance with Hardware Accelerated Variable Rate Shading (VRS)

2:00pm – 3:00pm | Topic: Visual Arts

Speaker: Shawn Hargreaves, Principal Software Development Engineer Lead, Silicon Graphics & Media, Microsoft

Variable Rate Shading is a new DirectX 12 API that lets developers increase image quality and improve framerates. VRS gives developers fine-grained control of a game's shading rate, making it simple to selectively reduce unnecessary detail with minimal code changes.

It's a powerful, versatile tool that we believe is the next step to unlocking performance for amazing visuals on modern GPUs with native VRS support.

Come see a deep dive on how the API works and hear from our partners who've already had success using it.

DirectX: Variable Rate Shading, a Deep Dive, Deriving Screen Space Shading Rate, Implementation Tips and Sparse Lighting

3:30pm - 4:30pm | Topic: Visual Arts

Speaker: Martin Fuller, Principal Software Engineer, Microsoft

Variable Rate Shading is a new DirectX12 API giving developers fine-grained control over shading frequency, enabling significant frame time savings on modern GPUs. This talk presents a deep dive on VRS and the algorithms used to drive shading rate. Included are integration details, tips and optimizations. Learn how to take VRS to the next level, by exploiting the VRS signal with a new deferred lighting technique, Sparse Lighting.

Project xCloud: The Future of Streaming Xbox Games on Mobile Devices and Beyond

10:00am – 11:00am | Topic: Programming

Speakers: Brandon Riffe, Principal Program Manager Lead, Team Xbox, Microsoft
Shawn Farkas, Principal Software Engineer, Microsoft
Gus Apostol, Principal Program Manager, Team Xbox, Microsoft

Yes, you can play your Xbox games on mobile!

Project xCloud is enabling Console Native games to stream through our Azure-hosted game servers and streaming clients. Any Console Native game currently shipping in the Microsoft Store on Xbox will be capable of streaming to a mobile device. Project xCloud is an open platform with a customizable Client UX where streaming starts with Xbox game developers not having to modify a single line of existing game code.

This talk - brought to you by the Xbox backwards compatibility team – will go deeper into how Cloud Aware games built with the Project xCloud SDK will help games adapt for mobile through the same graphics and input paradigms as Console Native development. You will also learn about the new microservices layer that allow customization such as glass and touch input when a game controller is not available, all outside of the game.

Best Practices for Building Resilient, Scalable, Game Services in Microsoft Azure

11:30am – 12:30pm | Topic: Programming

Speakers: Matthew Snider, Principal Program Manager, Azure, Microsoft
Eric LaPlatney, Principal Cloud Engineer, Wizards of the Coast

Looking to scale your game from 10,000 to 1,000,000 players at launch? Want to focus on building games and let Azure solve the hard distributed systems problems such as reliability, scalability, management, and latency?

Come hear the latest best practices from the Azure team and how Wizards of the Coast built its game services for 'Magic: The Gathering Arena' from the ground up on Azure.

Save Time for Creativity: Unlocking the Potential for your Game's Data with Microsoft Azure

12:45pm – 1:45pm | Topic: Programming

Speaker: Brian Peek, Sr. Cloud Developer Advocate, Azure Gaming, Microsoft

This talk covers how Azure is streamlining Microsoft's many flexible, reliable, and secure data services and solutions for game developers.

Wherever your data is, Microsoft Azure will help you unlock its potential. Support rapid growth and save more time for innovation with a portfolio of secure, enterprise-grade, fully managed database services that support open-source database engines.

Whatever you build, we'll help you get it to market quickly, distribute it widely, and manage it easily and confidently.

Accessibility as a First Class Input for Games

2:00pm – 2:45pm | Topic: Design

Speakers: Evelyn Thomas, Sr. Program Manager, Team Xbox, Microsoft
Bryce Johnson, Inclusive Lead, Microsoft Devices, Microsoft

Xbox has added new options to ensure that accessible technology – software and hardware interfaces that help people adapt to their digital world – can go with them wherever they create, work, and play.

Part 1 of this talk dives deeper into the Xbox Adaptive Controller (XAC) that works with existing games on console and PC and provides endless possibilities for hardware and software partners take full advantage of the XAC to create powerful, personalized experiences. Learn how Xbox Mouse & Keyboard support unlocks access to the thousands of devices from partners such as Razer and Tap Systems, already enabling gamers and game developers with the ultimate flexibility to make gaming, fun for everyone. Stay around for Part 2 that reintroduces speech as an accessible input.

Accessible Voice & Text Chat with Azure PlayFab

3:00pm – 3:45pm | Topic: Design

Speakers: Christopher Palmer, Sr. Program Manager,
Azure PlayFab, Microsoft
Evelyn Thomas, Sr. Program Manager, Team Xbox, Microsoft

Xbox has added new options to ensure that accessible technology – software and hardware interfaces that help people adapt to their digital world – can go with them wherever they create, work, and play.

This talk focuses on in-game communication. Chat can dramatically enhance player experience in multiplayer and social encounters. Pick up Microsoft's tips and suggestions for an accessible in-game chat user experience. Get introduced to new PlayFab communication technology that delivers voice chat with speech-to-text transcription and text to speech to make it easier for gamers with disabilities to play online. Come experience this new tech live in the Microsoft Game Stack booth (GDC Expo Hall).

Introducing DirectML: How to Move Machine Learning from Research into Production

4:00pm – 5:00pm | Topic: Programming

Speakers: Adrian Tsai, Sr. Software Engineer,
Silicon Graphics & Media, Microsoft
Kevin Cogger, Sr. Software Engineer, Team Xbox, Microsoft

Innovation with machine learning in gaming creates a demand for real-time inferencing, capable of integrating well with high performance applications. Do you have a machine learning model? Do you need machine learning for your rendering workloads, tooling, game engine or content pipeline?

This 401-level session will cover how DirectML, a fast and powerful DirectX library that meets game developers' needs by providing hardware-accelerated operators to take your neural networks from research to production. For this demo we will show how to achieve super-resolution with a DirectML engine plug-in and bring our collaborators on stage to walk through examples of using DirectML to power their machine learning workloads.
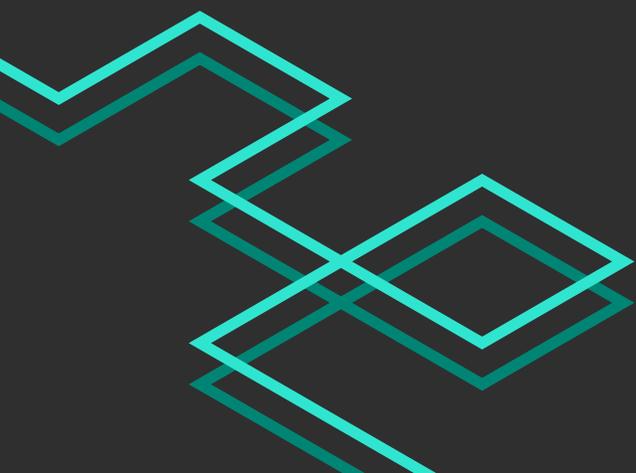
Microsoft at GDC 2019

Microsoft Game Stack Expo Booth

Microsoft is here to empower game developers to achieve more as they create fantastic new experiences, regardless of device, and helping reduce the risk and frustration in game development. Our booth is packed with dozens of games, technical demos, theatre sessions, industry partners, and hundreds of Microsoft experts who are here at GDC 2019 for one reason: to help you build your best game.

- **The Game Development Loop.** Need some help in developing your game? Or maybe you're looking for some assistance in operating your title now that it's out in the wild? Start your journey in our developer loop at whichever phase you need: Design, Build, Test, Publish, Monetize, Measure, Engage, or Grow. Get hands-on with the technologies announced at GDC and hear firsthand from other partners about how they're using everything from Azure cloud gaming services, PlayFab LiveOps, accessible input, and DirectX innovations. Our products and services are being used to unblock their creativity and do the hard work for them.
- **Techspert Lounge.** Still have questions? We've got your back. In our newest exhibit, we have brought hundreds of Microsoft technical experts to GDC with answers to the problems you need to solve for your game. Sit down, relax, and let us find the experts you need.
- **Game Stack Theatre.** Have 30 minutes? Browse the Theatre Guide at http://aka.ms/gdc2019 or on any of our digital signage to catch succinct talks on the latest trends in LiveOps or catch new technology talks covering an array of topics that are all designed with one purpose: to aid you on your journey to create the best game you can.
- **ID@Xbox Alley.** Microsoft loves independent developers and we are celebrating another amazing year of success with an exhibition of a dozen of our ID@Xbox partners. Come meet the ID@Xbox team and enjoy a 100% accessible, seated experience so you can rest, play, and learn from fellow game developers how Microsoft is investing in their success.
- **Xbox Ambassadors.** The Xbox Ambassadors Program is a community of passionate Xbox gamers who are causing waves in gaming culture by confronting toxicity head on. Whether they are welcoming newbies to Xbox, friending different gamers worldwide, or simply spreading positivity across Xbox Live, they are helping make Xbox fun for everyone. Look for our sign in the booth, between the ID@Xbox Avenue and the Game Stack Theatre.
- **And more.** Help us help you by sitting down with one of our researchers who would love to hear how we can make even more of an impact to make your development experience efficient and easy.

We are also switching things up in 2019 to bring you surprises that you will have to see to believe. Join us at the Microsoft booth.

Game Stack Expo Booth Location
Moscone South Hall | Lower Lobby

Game Stack Expo Booth Hours
Wednesday, March 20	10:00am – 6:00pm
Thursday, March 21	10:00am – 6:00pm
Friday, March 22	10:00am – 3:00pm

Microsoft Game Stack Lobby Lounge

Looking for a place to chill out and try something new? Eyes need a rest from all the great digital experiences you've been... experiencing? Come join us at the Microsoft Lobby Lounge where you'll have a chance to go hands on with a new game that challenges you to do what you do best. And maybe walk away with a copy.

Game Stack Lobby Lounge Location
Moscone South Hall | Upper Lobby

Game Stack Lobby Lounge Hours
Monday, March 18	10:00am – 6:00pm
Tuesday, March 19	10:00am – 6:00pm
Wednesday, March 20	10:00am – 6:00pm
Thursday, March 21	10:00am – 6:00pm
Friday, March 22	10:00am – 3:00pm

Gaming for Everyone Events

Listed in order by date and time

Gaming for Everyone is our commitment that Xbox is a place where everyone has fun.

Gaming & Disability Community Reception

Monday, March 18 | 6:00pm – 10:00pm
Children's Creativity Museum | Track: Advocacy

Xbox is proud to host the second annual Gaming & Disability Community Reception in partnership with the Gaming Accessibility Conference. Join us to connect and network with other game creators, developers, writers, artists, and more who are striving to make gaming a more accessible medium.

Women in Gaming Rally

Tuesday, March 19 | 11:00am – 3:00pm
Terra Gallery | Track: Advocacy

Across the industry, women are using gaming to build a better world for everyone. Join Xbox for an inspiring afternoon featuring a moderated panel of leading women who are pushing the world forward through diversity, accessibility and inclusion. Mark your calendars and follow @WomeninGaming on Twitter and Instagram for updates.

Gaming for Everyone Community Nexus

Tuesday, March 19 | 4:00pm – 7:00pm
Terra Gallery | Track: Advocacy

Come to the Nexus to get the most out of your GDC with professional development resources, organizations that serve our communities, and find a place for all of our underrepresented developer communities to come together and build stronger ties.

Celebrating Latinx in Gaming

Wednesday, March 20 | 10:00am – 1:00pm
Minna Gallery | Track: Advocacy

Xbox celebrates diversity and recognizes the impact of Latinx individuals in the gaming industry. Come share your story with other Hispanic and Latin American professionals of the industry in this fun-filled and enlightening event.

LGBTQIA in Gaming

Wednesday, March 20 | 2:00pm – 5:00pm
Minna Gallery | Track: Advocacy

Xbox brings you the 3rd annual LGBTQIA in Gaming event. This casual get-together brings together LGBTQIA+ gaming industry professionals for an afternoon of networking and connection. Come find your community with us and celebrate our unique impact on gaming.

The Xbox + Blacks in Gaming Green Room

Wednesday, March 20 | 6:00pm – 9:00pm
Minna Gallery | Track: Advocacy

Xbox is excited to welcome you to the 14th annual Xbox + Blacks in Gaming event at GDC. Join us to connect and network with other Black game creators, developers, writers, artists, researchers, and more.

ID@Xbox and the IGF Awards

Independent Games Festival (IGF) Awards Ceremony

Wednesday, March 20 | 6:30pm – 8:30pm
Moscone West Hall | GDC Ballroom

ID@Xbox is proud to sponsor this year's IGF. Be sure to attend the awards show Wednesday night, immediately preceding the GDC Choice Awards!

ID@Xbox enables awesome game developers to unleash their creativity by self-publishing digital games with full Xbox Live capabilities on all Microsoft platforms, including Xbox One and Windows.

See what we're up to at www.xbox.com/id

Conference Lectures, Summits, Tutorials and Boot Camps

Featuring Microsoft speakers; listed in alphabetical order by title.
Check the GDC website for current session list including session date, time and location.

A House Built on Sand: Engineering Stable and Reliable AI

Format: Session | Topic: AI Summit

Speaker: Ben Sunshine-Hill, AI Team Lead, Havok

Through the course of developing a game, AI systems often go from good ideas, to compelling implementations, to complicated frameworks, to monstrosities which are brittle and difficult to debug. This session will show you how to engineer AI systems which remain stable and robust even in the face of changing requirements, and how to use specifications and automated testing to maximize your flexibility throughout the development cycle.

Being Pro at Being a Noob

Format: Session | Topic: Game Career Seminar

Speakers: Andrew Witts, Senior Game Designer, 343 Industries
See GDC website for a complete list of session speakers.

A new developer appears! Entering the world of game development is exciting, especially you're full of passion and drive. But being a new developer can also be daunting, confusing, and full of uncertainty on how to harness all of that energy.

While a myriad of resources exist to learn the various tools, languages, processes, and other aspects of a particular discipline, it's also important to practice a variety of soft skills. Learning how to successfully navigate professional relationships and becoming a well-rounded individual can help you quickly level-up your career.

Evolving Mixed Reality: Designing on the Real World

Format: Session | Topic: Game VR/AR

Speakers: Ran Gal, Principal Research Engineer, Microsoft Research
See GDC website for a complete list of session speakers.

The mixed reality community sees a future where apps react to the user's surroundings in a meaningful way. To enable these complex and adaptive experiences, development tools must evolve: developers will shift from designing experiences for a known virtual world, to instead thinking in terms of rules, conditions, and fallbacks. Developers need to be able to create games and apps that cannot just run in, but really interact with, the user's home, office, bus, city street, or empty field. Flexible layout and rich understanding of the user's surroundings are vital. Simultaneously, these tools must be accessible not just to hardcore procedural content programmers, but also to 3D artists, game designers, architects, advertisers, and 2D app developers new to 3D and MR.

In this talk, toolsmiths from Unity, Magic Leap, and Microsoft Research discuss the challenges of enabling this MR future and debate the approaches to overcoming them.

GDC Main Stage: The Developer's Journey

Topic: Special Event

Speakers: Laralyn McWilliams, Creative Director, Microsoft
See GDC website for a complete list of session speakers.

New to GDC, The GDC Main Stage is a space for larger discussions on the state of game development. This year's presentation, The Developer's Journey, is a first-of-its-kind combined talk that kicks off with Media Molecule's Siobhan Reddy presenting opening remarks on how her team's upcoming title, 'Dreams' plans to unlock player creativity in unprecedented user-generated detail, following a special musical performance using the game. Next up, Hello Games' Sean Murray takes us behind the scenes during the intense and dramatic launch of one the biggest selling new IPs in recent years, 'No Man's Sky'. He will demonstrate how his team found the grit to deal with releasing an innovative and polarizing game into an increasingly vocal gaming landscape. Finally, game development veteran Laralyn McWilliams then draws on 15+ years of dev experience to close out the session with a talk about finding resolve and inspiration in a stressful environment. Using practical tools and techniques, she'll describe how to stay optimistic and inspired through unforeseen challenges.

How Do You Make VR for Everyone?

Format: Session | Topic: Game VR/AR

Speakers: Kat Harris, Designer and Developer, Microsoft
See GDC website for a complete list of session speakers.

In October 2018 a group of VR designers, researchers, and creators met to try and answer the question 'How do we make VR for everyone?'. This meeting, hosted by the Fallingwater Institute, included game engine researchers, academics, game designers, and others. The group spent four days in the woods together focusing on a variety of issues including: accessibility, representation, and diverse content and voices. This panel explores the outcomes of those conversations for the participants, their companies, and the industry.

Killer Portfolio or Portfolio Killer Part 2: Portfolio Reviews

Format: Session | Topic: Game Career Seminar

Speakers: Darren Bacon, Lead Concept Artist, 343 Industries
See GDC website for a complete list of session speakers.

Whether it is your first job in the industry or you are looking to switch jobs, getting a job as an artist in games has never been more competitive. This session follows the 'Killer Portfolio or Portfolio Killer' panel discussion and will focus on one-on-one portfolio reviews from the panelists. Participants will receive constructive critiques and advice to give their portfolios an edge in this competitive market without the pressure of an interview.

Math for Game Developers: Generating and Using Navigation Meshes

Format: Tutorial | Topic: Programming

Speaker: Ben Sunshine-Hill, AI Team Lead, Havok

Navigation meshes form the basis of nearly all modern games' navigation systems. This talk will provide a detailed overview of the process of automatically generating a navigation mesh, and then using it for pathfinding.

Micro Postmortems

Format: Session | Topic: Game Career Seminar

Speakers: Tim Staton-Davis, Designer, 343 Industries
See GDC website for a complete list of session speakers.

What better way to improve your own games than by building on the successes and failures of those who have come before you? This session highlights the development of three games from three different approaches. Tim Staton-Davis will discuss the triple-A title 'Middle-Earth: Shadow of War', specifically from his perspective as designer. William Pugh and Jan Stroetmann will take a decidedly unique approach when dissecting their indie nightmare adventure comedy 'Accounting+' (you'll have to see it in person). Lastly, students Kai Nyame and Milo Smiley will demonstrate their unique live-action game 'Ideal Meal', which allowed them to showcase at E3 and Indiecade.

Rules of the Game 2019: Five New Techniques from Especially Astute Designers

Format: Session | Topic: Design

Speakers: Deborah Hendersen, Senior Design Research, Microsoft
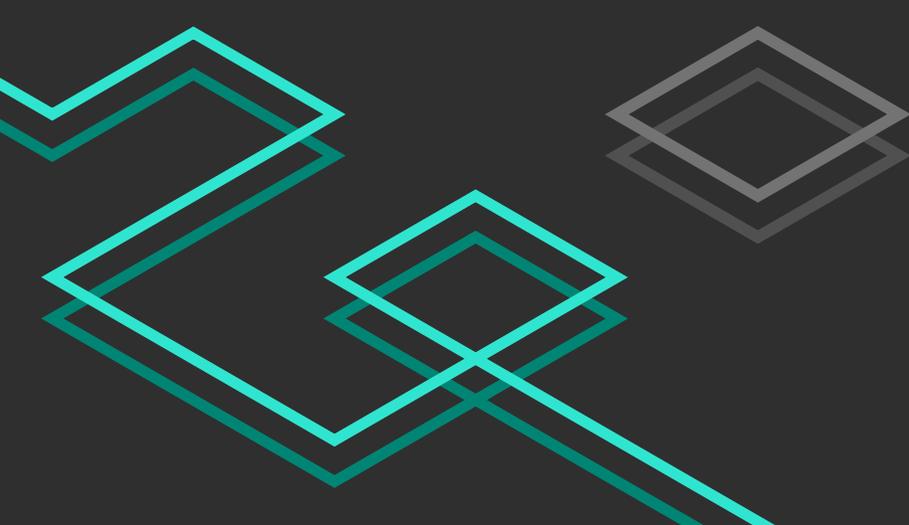*See GDC website for a complete list of session speakers.*

Are there rules for designing games that no one has told you yet? As the craft of game design matures, there's a lot of established best practices that most people agree on. But some of the most unique designers have their own sets of game design techniques that are not common knowledge. In this talk you get to find out what they are. The popular Rules of the Game session returns for GDC 2019 to invite five more veteran designers to talk for ten minutes each about a technique they use that sets them apart from common design practices. The aim of this session is to keep each lecture as advanced and technical as possible, diving right into the details of what makes a given 'rule' work. Whether you agree or disagree with the techniques presented, they're sure to get you thinking about game design in entirely new ways.

The Gangs Bite Back: Music and Sound of 'Crackdown 3'

Format: Session | Topic: Audio

Speakers: Kristofor Mellroth, Head of Audio,
Microsoft Studios Global Publishing
See GDC website for a complete list of session speakers.

Join Kristofor Mellroth (Head of Audio, Microsoft Studios Global Publishing) and composing team Brian Trifon & Brian Lee White (aka Finishing Move) as they take a deep dive into the advanced sound, dialog and music systems of 'Crackdown 3', the highly anticipated third installment of Microsoft's iconic future-crime franchise. Topics include: composing/implementing interactive music for a large open world, effectively organizing assets and systems across multiple teams, achieving detailed audio physics, unique mixing strategies for enhanced clarity across dialog/sfx/music, and more!

The Making of the Xbox Adaptive Controller (XAC)

Format: Session | Topic: Advocacy, Vision

Speakers: Bryce Johnson, Inclusive Lead, Microsoft Devices
See GDC website for a complete list of session speakers.

The Xbox Adaptive Controller (XAC) required a new development approach that was drastically different from how the Microsoft Devices team typically runs a program. To intentionally bring more people with limited mobility into gaming, the team needed to challenge their biases and assumptions, rethink how they designed and engineered controllers, and move the goalposts on how they measure a program's success. This session will share their experiences and give you tips on how you can design better control schemes or input for people with limited mobility in your hardware or games.

Tools Tutorial Day: The System of Tools: Reducing Frustration in a Daily Workflow

Format: Tutorial | Topic: Programming

Speaker: Laura Teeples, Workflow UX Designer, 343 Industries

Tools developers are always pushing to make the best tools that they can, but at some point they need to make a few compromises. On a case by case basis this isn't a big issue, but what happens when you only concentrate on one tool at a time instead of looking at the bigger picture of how they interact with each other? Over a 40-hour development week, those small compromises from each tool start to compound on each other, resulting in a frustrating user experience. In this talk, Workflow UX Designer Laura Teeples will walk through how to develop tools as a system rather than a set of individual features and how to maintain balance without always needing to introduce new tools. She will also walk through some practical exercises for evaluating the effectiveness of your systems so you can make bigger improvements, better compromises, and a more cohesive tool set.

Turing Tantrums: AI Devs Rant!!

Format: Session | Topic: AI Summit

Speakers: Ben Sunshine-Hill, AI Team Lead, Havok
See GDC website for a complete list of session speakers.

Sometimes things just need to be said. Saying them out loud in a room filled with (hopefully) like-minded people just makes it all the more interesting and cathartic. In a perennial favorite AI Summit session, AI developers from all corners of the industry will deliver quick, to-the-point tirades about what's on their mind. Sometimes they are informative. Sometimes they are funny. Sometimes they are inspirational. Some of them are all of the above! But they are always "ranty!"

Women/Marginalized Genders in Game Audio Roundtable Day 1: Navigating the Workplace

Format: Roundtable | Topic: Audio

Speakers: Becky Allen, Senior Audio Producer, 343 Industries
See GDC website for a complete list of session speakers.

The Women/Marginalized Genders in Game Audio Roundtable welcomes people of all marginalized genders working in game audio, inviting women, non-binary, transgender, intersex and their allies to attend a session to discuss the current topics of today that face these intersectional groups in the game audio industry. Moderators Becky Allen, Amanda Rose Smith, and Carlye Nyte will guide discussions on two different days. The first day will focus on issues faced in the work environment, how to navigate them as an introvert or extrovert, and the second day's focus will be on community building and how to foster a more diversely-gendered presence in the industry at large. All are welcome.

Women/Marginalized Genders in Game Audio Roundtable Day 2: Online Presence in the Context of Gamer Culture

Format: Roundtable | Topic: Audio

Speakers: Becky Allen, Senior Audio Producer, 343 Industries
GDC website for a complete list of session speakers.

The Women/Marginalized Genders in Game Audio Roundtable welcomes people of all marginalized genders working in game audio, inviting women, non-binary, transgender, intersex and their allies to attend a session to discuss the current topics of today that face these intersectional groups in the game audio industry. Moderators Becky Allen, Amanda Rose Smith, and Carlye Nyte will guide discussions on two different days. The first day will focus on issues faced in the work environment, how to navigate them as an introvert or extrovert, and the second day's focus will be on community building and how to foster a more diversely-gendered presence in the industry at large. All are welcome.