AIAS ANNOUNCES STELLAR ADDITIONS TO 2013 D.I.C.E. SUMMIT LINE-UP

Industry Insiders from Telltale Games, OUYA, Sledgehammer Games and Qualcomm Discuss Creative Collaboration, Disruptive Technology

CALABASAS, Calif. – Jan. 17, 2013 – The Academy of Interactive Arts & Sciences (AIAS) today revealed additional speakers for the 2013 D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit (#DICE2013), which will be held at the Hard Rock Hotel and Casino Las Vegas, Feb. 5-8, 2013. This line-up of well-respected interactive entertainment industry leaders will expand an already impressive group of scheduled speakers, discussing topics ranging from sources of inspiration to the next frontier in disruptive technology to gameplay philosophy. Speakers at the annual D.I.C.E. Summit have historically set the tone for what's to come in the interactive entertainment industry, and the 2013 lineup extends that legacy.

The AIAS, in conjunction with Penske Media Corp, will make the 2013 D.I.C.E. Summit Sessions available through YouTube channels ENTV and Variety. Keynotes for each day will be live streamed on Variety, while other sessions will be available in highlight versions on ENTV, and in their entirety on Variety.

Recently confirmed speakers for the 2013 D.I.C.E Summit include:

- **Dan Connors**, CEO and co-founder of Telltale Games, the creators of 2012's award-winning *The Walking Dead* game series. He will be speaking on "Appointment Gaming: How Telltale's Episodic Model is Changing the Way People Play" where he will discuss the company's philosophies on interactive storytelling in the world of multi-platform, digital-first publishing.
- **Glen Schofield**, co-founder and studio head of Sledgehammer Games, co-developer for Activision's *Call of Duty: Modern Warfare 3,* and former vice president and general manager of EA Visceral Games where he was executive producer of *Dead Space*. Schofield will speak on "The Art of Inspiration" to discuss how he derives inspiration from anything and anywhere, and how these sources of inspiration have influenced his work as a video game developer on a daily basis.
- **Julie Uhrman**, founder and CEO of OUYA. Uhrman's presentation, "The Revenge of the TV," will provide insight into the future of console gaming on the television - not as the last bastion of video games, but as the next great opportunity for publishers and developers.
- **Raj Talluri**, senior vice president of product management of Qualcomm CDMA Technologies, Inc. Talluri will present on "Mobile Gaming, Today and Tomorrow" where he will talk about technology trends and challenges and their impact on gaming.

These speakers join previously confirmed speakers: **Gabe Newell**, president and co-founder of Valve Corporation and upcoming 2013 AIAS Hall of Fame inductee; **David Cage**, CEO of Quantic Dream; **David Ting**, general manager of eSports at IGN Pro League (IPL); **Randy Pitchford**, co-founder, owner and president of Gearbox Software; **Matt Lee Johnston**, video game designer and producer; **Phil Larsen**, CMO of Halfbrick Games; **David Edery**, CEO of Spry Fox; **Julian Farrior**, CEO of Backflip Studios; **Amir**

Rao, studio director for Supergiant Games; **Xavier Poix**, managing director of Ubisoft France; **Jenova Chen**, creative director and co-founder of thatgamecompany; **Jesse Schell**, CEO of Shell Games and distinguished professor of the Practice of Entertainment Technology at Carnegie Mellon University; Microsoft Game Studios/343 Industries' Executive Producer **Kiki Wolfkill** and Franchise Development Director **Frank O'Connor; Warren Spector**, veteran electronic game designer/producer at Junction Point Studios, a division of Disney Interactive; **Petri Järvilehto**, executive vice president of games at Rovio; **Mark Stern**, president of SyFy; **Nick Beliaeff**, vice president of production at Trion Worlds, Inc.; and **Victor Kislyi**, CEO and founder of Wargaming.net.

For more information about the Summit, the 16th Annual D.I.C.E. Awards (#DICEAwards) or to register, visit www.dicesummit.org.

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About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization whose mission is to promote, advance and recognize the outstanding achievements in the interactive entertainment industry worldwide. The Academy conducts its annual awards show, the D.I.C.E. Awards, to celebrate and honor creative accomplishments in the field. To further enhance awareness of the Academy's vision, the organization created the D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit in 2002, a once yearly conference dedicated to exploring approaches to the creative process and artistic expression as they uniquely apply to the development of interactive entertainment. With more than 22,000 members, including Electronic Arts, Microsoft, Sony, Nintendo, Google, Bethesda Game Studios, Ubisoft, Epic Games, Double Fine, Gearbox Software, Nexon and Insomniac Games, among others. More information can be found at http://www.interactive.org and http://www.dicesummit.org. Follow the Academy on [Twitter](#), [Facebook](#), [LinkedIn](#) or [Google+](#).

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