

FOUR SPEAKERS CONFIRMED FOR #DICE19 SUMMIT

Leaders in Technology, Design and Storytelling Discuss D.I.C.E. Theme, Trailblazers

December 11, 2018 – LOS ANGELES – The Academy of Interactive Arts & Sciences' 2019 D.I.C.E. Summit (#DICE19) event will take place Monday, February 11 to Wednesday, February 13 at the Aria Resort & Casino Las Vegas. Leading video game executives and creators will gather to participate in the premier industry networking event and listen to key speakers address the conference theme - *Trailblazers* - tackling some of the industry's biggest ideas and trends.

This year's D.I.C.E. theme will explore the idea, *Trailblazers*. At D.I.C.E., game makers will share insights into the groundbreaking principals and tools that drive and empower them, their teams, and the community at large to create better worlds in which to play and a better world in which to live.

Delve into the origin story of Weta Workshop and Magic Leap joining forces on the frontier of spatial computing with **Greg Broadmore**, Writer, Artist and Weta Workshop Game Director. In his talk "Science Fiction off the Screen, and into your Living Room," Broadmore describes the creative and design challenges of making people's real homes the frontlines of a comical science-fiction invasion, and what it was like to be a first developer and working in tandem with Magic Leap to help define an entirely new medium.

For years, videogames have relied on A.I. developments to advance, while A.I. pioneers used games as a benchmark to compare how their algorithm performed against real humans for human level decisions. Today, disruptive changes in both areas have created new ecosystems where they not only accelerate their own developments but a new paradigm has emerged where videogames and A.I. are on the verge of having real world implications to positively impact peoples lives in many significant ways. Join **Yves Jacquier**, PhD and Executive Director of Production Studios Services at Ubisoft, in his talk "A.I.'s Game Changing Impact" to hear if our world is the next open world.

D.I.C.E. attendees have a chance to hear two of our industry's most iconic creators "talk shop" on the D.I.C.E. stage. **Amy Hennig**, Writer and Game Director, and **Tim Schafer**, President and CEO of Double Fine Productions, are long-time friends each with a history of making genre-defining games. Listen in as they trade stories and share their most personal inspirations.

Unmatched networking opportunities are a hallmark of the D.I.C.E. Summit experience. This year's networking events include Topgolf Las Vegas, *Magic: The Gathering*, go-karting, yoga, and poker tournaments, a full day of a single-track speaker program, the popular roundtable discussions, intimate workshop learnings, lunches and happy hours.

To register for the D.I.C.E. Summit and Awards Show, visit www.dicesummit.org for the regular registration rates.

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