

2024 AES 6th International Conference on Audio for Games



Senju Campus, Tokyo University of the Arts
Tokyo, Japan
April 27 - 29, 2024

Audio for Games returns to Tokyo.

Game audio began with simple beeps just a few decades ago, but it has undergone dramatic changes quickly. Today, it continues to evolve as a cutting-edge form of audio expression that incorporates all kinds of audio technology.

The immersive sound in games extends beyond the limitations of multi-channel audio. It is an essential element of immersion that combines various factors, such as emotive, realistic, and interactive sounds, to create a truly immersive experience. Moreover, interactive sound expression is the essence of gaming and has evolved while being inherited.

This conference aims to explore the fundamental nature of interactive sound expressions that have been passed down from the past and propose innovations that connect the present and future.

Join us in Tokyo and immerse yourself in the world of game audio and rediscover its traditions, share your experiences with many colleagues, and witness innovations for a hopeful future.

Topics Specifically Desired in Game Audio:

Immersive Sound Design for Games / Interactive Sound /
Examples of Automation and Efficiency in Implementation /
Sound Production Techniques for Remote Work /
Haptic Feedback/Audio for Immersive Gameplay /
Machinery Learning, Deep Learning, and Artificial Intelligence for Audio /
Future Game Audio Production Workflows

Topics Related to Game Audio:

Immersive and Interactive Audio Over Networks /
Game Engines in Audio Production and Post-Production / Spatial Audio /
Binaural Audio Rendering / Acoustic Simulation of Immersive Audio
Environments / Music Composition / Sound Effects Production /
Recording Technology & Practices / Mixing, Remixing, and Mastering /
Virtual Reality, Augmented Reality, and Mixed Reality /
Perception in Mixed Reality / Perception & Subjective Evaluation of
Audio Signals and Spatial Audio /
Perceptual Effects of Cross-modal Interaction between Sound, Image and Haptics /
Multimodal and Interaction Influences on Sound /
Audio for Mobile and Handheld Devices /
Auditory Display / Loudspeakers & Headphones /
Audio Signal Processing / Audio Analysis and Synthesis / Audio Codec

**INTERACTIVE AUDIO INNOVATION,
REDISCOVERING THE HERITAGE**



audio
For games

Conference Co-Chairs

Kazutaka Someya SONA Corporation

Steve Martz THX Ltd.

Erisa Sato TEAC Corporation

Conference Consultant

Michael Kelly DTS

Become a Sponsor

Sponsorships are with unique benefits. Please contact us for customized packages.

GOLD 1,000,000JPY (+VAT)

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BRONZE 150,000JPY (+VAT)

- Display Board
- Logo on Conference Website
- Branding on-site during Convention
- Inclusion with promotions

✉ 2024_afg6_sales@aes.org

Key dates:

Note: This is an in-person event only, there will be no online presentations.

Extended
Oct. 27th ▶ Nov. 3rd, 2023

Nov. 20th, 2023

Extended
Oct. 27th ▶ Nov. 3rd, 2023

Dec. 8th, 2023

Dec. 8th, 2023

Dec. 8th, 2023

Feb. 2nd, 2024

Feb. 2nd, 2024

Peer Reviewed Paper (Category 1) Submission Deadline

Extended Summary (Category 2) Submission Deadline

Workshops/Tutorials/Master Classes Submission Deadline

Peer Reviewed Paper (Category 1) Acceptance Notification

Extended Summary (Category 2) Acceptance Notification

Workshops/Tutorials/Master Classes Acceptance Decision

Papers Final Manuscript Deadline (Categories 1)

Papers Final Manuscript Deadline (Categories 2)

Submission Guidelines

The Audio Engineering Society is committed to diversity, equity, and inclusion in the audio community. We encourage submissions to AES events from all audio professionals. We welcome diverse genres, embrace emergent audio fields and research, and strive to radiate inclusiveness to all. Proposals covering a wide range of technologies and knowledge applicable to video games, in addition to game-specific content, are invited for inclusion in the sessions of the Audio for Games Conference. Please refer to the detailed list of proposed topics provided below. Prior to submission, we recommend reviewing the AES Convention and Conference Author Guidelines.

Call for Papers

Papers Chair: **Gavin Kearney**

Peer Reviewed Papers (Category 1)

Authors are asked to submit a complete manuscript of 8-10 pages to the submission site by **November 3rd, 2023**. These complete manuscript papers will be reviewed by at least two experts in the field and the authors will be notified of acceptance by **December 8th, 2023**. Final manuscripts with revisions requested by the reviewers have to be submitted before **February 2nd, 2024**.

If rejected as Category 1, it may still be accepted as Category 2.

We will be using blind reviews for this Conference.

Extended Summary Proposal (Category 2)

Authors are asked to submit an extended summary of 300-750 words by **November 20th, 2023**. These proposals will be reviewed by at least two experts in the field and the authors will be notified of acceptance by **December 8th, 2023**. The complete paper will not be peer reviewed.

Final manuscripts of 4-8 pages have to be submitted before **February 2nd, 2024**.

✉ 2024_afg6_papres@aes.org

Publication

Accepted papers will be included in the conference proceedings. The papers will be published in the AES E-Library

Open Access

Authors will have the option of submitting Open Access papers. For further information see <http://www.aes.org/openaccess/>

Call for Workshops/Tutorials/Master Classes

Workshops Chair: **Tomoya Kishi**

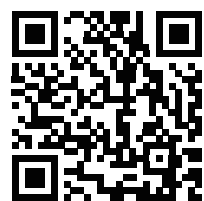
We are seeking experts and professionals involved in game audio as well as those engaged in other areas of professional audio to participate in workshops, tutorials, and masterclasses. These sessions aim to cover a range of topics related to game audio, including production techniques for creating immersive experiences, specific methods for crafting interactive sound, and both direct and indirect knowledge and technologies that will likely be applied to game audio in the future.

Proposals should include a title, an abstract (60-120 words), and a description (up to 500). Additionally, the submission should include the number and names of presenters, presentation format (single presenter, panel discussion, etc.), preferred presentation duration, and a list of topics and technical requirements (sound requirements during the presentation, such as stereo, multichannel, etc.). The deadline for workshop submissions is **November 3rd, 2023**. Notifications regarding acceptance will be sent no later than **December 8th, 2023**.

✉ 2024_afg6_workshops@aes.org



Website



Location

