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Lowest rates, new dates for Georgia Game Developers Association's SIEGE
Professional development track available for gaming professionals

ATLANTA, GEORGIA – (Aug. 19, 2019) – The Georgia Game Developers Association announced that on-line registration is now open for the 13th annual Southern Interactive Entertainment and Game Expo (SIEGE, www.siegecon.net), set for October 13 -15 in Atlanta, Georgia. SIEGE is the largest professional game development conference in the South, with tracks addressing game design, programming, art, audio, business, and serious games. Online prices are valid through Oct. 4 at www.siegecon.net.

“SIEGE attracts seminal leaders in the game industry,” said Andrew Greenberg, SIEGE conference director. “Innovative game thinkers such as Atari founder Nolan Bushnell, EA Chief Creative Director Richard Hilleman, Myst creator Rand Miller and others have shared their experiences and industry knowledge at SIEGE. The lineup for this SIEGE is shaping up to be just as exciting.”

Student tickets are \$44.95 for student members and \$54.95 for non-member students. Professional passes are \$74.95 for GGDA members and \$104.95 for non-members.

“We are making a point of holding the line on prices this year,” said Greenberg. “A number of other conferences have been forced to raise their prices, but we are ensuring that our members get the greatest value for their money.”

Taking place in Atlanta, SIEGE is the largest professional game development conference in the Southern United States. Since 2007, SIEGE has featured leading figures from the industry and has hosted panels reflecting a wide spectrum of the game production industry, including artists, programmers, designers, investors, writers, teachers and business executives. The event also showcases a College Fair for high school students and a Digital Media Investment Conference.

SIEGE sessions cover game art, audio, business, design, programming and more. Featured sessions include analyses by some of the world's leading virtual reality game developers, concept art sessions with renowned artist, in-depth discussions on how to reach and best serve new customers, workshops on livestreaming, panels on how to break into the industry and more.

Other highlighted events include the IndieGame Extravaganza and Portfolio Review, Ian Schreiber's renowned game design improve, the Excellence in Indie Game Development Awards, the Game Developer Rants, and the Game Developer Smackdown. This year also includes the first Career Fair and Esports Day.
