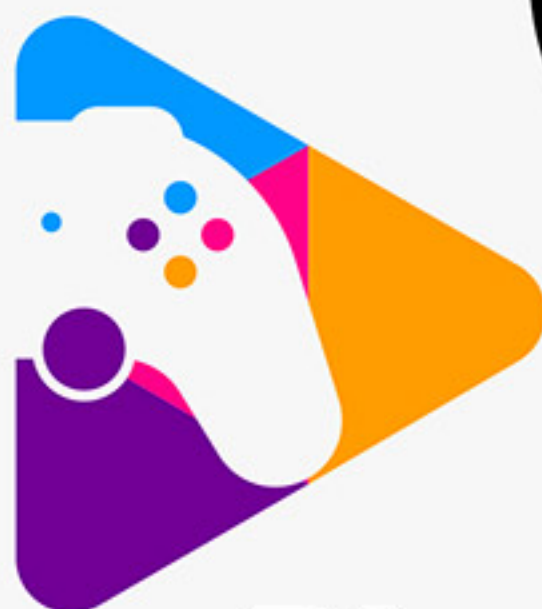


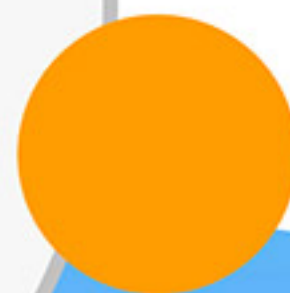
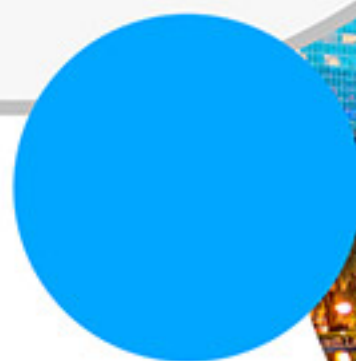
[ OFFICIAL PROGRAM ]



SATURDAY,  
**JAN 11**  
2020



**PressPlay**  
CONFERENCE



# LEVEL UP DOWNTOWN

Level-Up Downtown is a free one-day event at the new UCF Downtown Campus aimed at informing the local community students and parents of the opportunities in the video game and technology industries.

**# PRESSPLAYCONFERENCE**



# SCHEDULE OF EVENTS ↓

**9:00 am - 10 am**

Guests and parents sign-in

**10:00 am - 10:45 am**

Keynote Speaker -  
Dr. Sylvester James Gates, Jr.

**12:30 PM - 1:00 PM - LUNCH** (CMB182)

**1:00 PM - 1:45 PM - PANEL DISCUSS** (CMB182)

Capping off 2020 Press Play Conference, the moderated panel will discuss the latest trends in technology industries including the size of the industries, its culture, career paths, education needed and how to create a successful creative career.

**2:00 PM BOOK SIGNING BY DR. GATES** (CMB LOBBY)

"Proving Einstein Right: The Daring Expeditions that Changed How We Look at the Universe"

## KEYNOTE SPEAKER

**DR. SYLVESTER JAMES GATES, JR.**



Sylvester James "Jim" Gates, Jr., (born December 15, 1950) is an American theoretical physicist. He received two B.S. degrees and a Ph.D. degree from the Massachusetts Institute of Technology, the latter in 1977. His doctoral thesis was the first one at MIT to deal with supersymmetry.

In 2017, Gates retired from the University of Maryland, and is currently the Brown Theoretical Physics Center Director, Ford Foundation Professor of Physics, an Affiliate Mathematics Professor, and a Faculty Fellow, Watson Institute for International Studies & Public Affairs at Brown University.



# PRESS PLAY SESSIONS

Attend one session during each of the time slots

## **THE ART & SCIENCE OF MOTION CAPTURE** (STUDIO 500)

Have you ever seen the animation process called motion capture? Come see the silver dots and cameras in action, with a demonstration in FIEA's Motion Capture studio; and learn more of how the technology was developed.

## **THE MANY ROLES OF PROGRAMMERS & ENGINEERS** (ZELDA CLASSROOM, CMB 115T)

Are you thinking about becoming a game developer? Think programmers just code? Join the programming session to learn more about what it takes to be a software engineer. This session covers the many domains of engineering that make up software development as we share the variety of tasks programmers do every day; including tools analysis and testimonials about how today's engineers make their careers.

## **HOW TO BECOME A DIGITAL ARTIST** (MARIO CLASSROOM, CMB 116)

Ever wonder how the characters and worlds from your favorite video games or movies are made? Come join us for an introduction into the visual track of digital art creation. We will show you how art is created in CG including the different avenues available for careers and what you need to study to prepare for a successful art career.

## **COMPOSING GREAT VIDEO MUSIC** (THEATER)

You've got a killer game, CG film or animation in production - make sure you get killer original music too! The trick is knowing how to work with composers. This session explores how to build a successful working relationship between producers and musical composers.

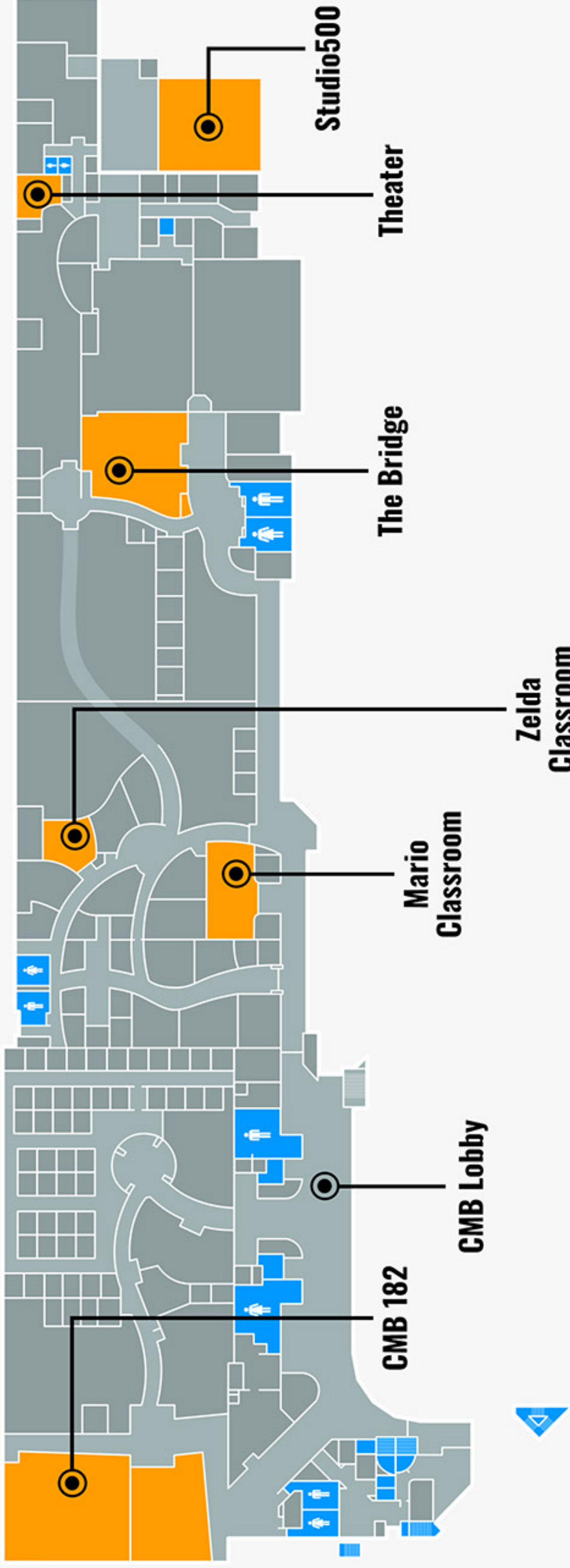
## **WHAT IS A PRODUCER?**

(THE BRIDGE, CMB 127)

Interested in designing digital products or leading a team of talented developers? This session will focus on the technical and creative skills utilized in the various roles that make up game production including game design, leadership and management. It will highlight the tools and techniques utilized by today's talented producers.



# Communication & Media Building









## Florida Interactive Entertainment Academy

500 W. Livingston St, Orlando, FL 32801 | 407-235-3580

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