

## **Top Ten Frequently Asked Questions around Speaker Submissions:**

### **What if my info changes between now and then?**

No stress – as long as we have your email, we can always work on fixing things up together. Generally, we like everything sorted by the time the schedule goes out, but we know that life can come at you fast, so just keep communicating with us so we can keep on top of the situation. The earlier we know, the easier we can manage!

### **What's an actionable takeaway?**

Imagine if you would, that you're giving your talk, and after it concludes there is going to be a test. Actionable takeaways are what you think your audience should be taking down as notes. If they had to sum up one of your slides to review and work on later, what would they be writing down? If it was a question on a test, are you providing an answer?

### **I'm under NDA right now but want to submit a talk about it.**

Submitting a heavily redacted talk with a comment about how we will know more once the NDA lifts is totally okay, as long as the NDA will be lifted before the public schedule goes live, which is usually toward the end of July. If it hasn't, contact us directly to discuss next steps.

Even with the project redacted, we'll still need to know the basics of the talk, what area of your track you're discussing and what the takeaways will be, even if we can't know what they relate to yet.

### **How do I know which track to best fit into?**

We're seeing more and more cross disciplinary talks coming up as devs mix, match and remix their skillsets. The best rule of thumb is make sure it's not a beginner talk, and then put it into the track that it is MOST catered too – if your audio talk touches a bit on the tech, you'd put it in audio. If it was a tech talk with a bit of audio focus, then you'd pop it into the tech track instead.

If it doesn't really fit with anything yet, like a UX/UI talk, try to find the track it would most align with. Is it the design side of UX? Or is it the art sign for how the UI is displayed?

### **What if I want to do something weird/niche/never seen?**

I love getting weird. But, were I to follow my dreams and submit a talk on cryptozoology, that wouldn't get through most likely. Were I to submit a talk on folklore in games, now that's a little more relevant to our audience. You're welcome to get weird and do some

funky things – we’ve had entirely animated talks, talks with dogs, talks about medieval snails – they were all relevant, and they certainly broke the mold. Don’t be afraid to bring outside experience into games as well – you never know what might end up relevant.

### **What kind of content are you looking for?**

We pop together mission statements for this, that gives you an idea of some goals we’re looking to hit, but broadly, it’s up to you. You’re in the industry and in the weeds of it all, so you are going to know if a talk is relevant and interesting to the people around you.

### **Why can’t I submit a panel?**

Panels are fun, certainly. But they’re quite difficult to go beyond an introductory level. Sometimes that’s fine – if we’re wanting to quickly cover off different types of funding across state or levels and things, panels are a great way. For more in-depth topics however, it’s much harder to get into the nitty gritty and focus on the technical.

### **Can I run my idea past you first?**

Of course! It always comes with the caveat that I can’t give you a direct yes or no, as we must go through our subject experts for curation, but I’m always available to bounce ideas off.

### **What are the subject experts?**

The subject experts are a team of curators helping us to ensure that the talks we provide at GCAP are relevant, meet a certain level of information (i.e. are not a 101), and help us to identify the immediate needs of the industry. Essentially, the people on the ground, in the fields making sure we are giving you the best possible talks for GCAP to help enhance your knowledge and even solve some of your work-related problems.

### **You said you were looking for talks to fit in X track – does that mean I shouldn’t submit mine in a different track?**

You should absolutely still submit yours! Usually, we make requests to ensure we’re getting a good and even spread across submissions, but that doesn’t mean we don’t want to hear from you too!