GCAP Speaker Submission questions:

If you prefer to review the questions beforehand, please find a list of the questions below.

Speaker Details

1. Full Name
   What would you like us to call you?

2. Pronouns
   Select all that apply - if you use Neo-pronouns or a different form of pronouns, please include them in the write in section.

3. Best Contact Email
   This will be the email we use for all further correspondence, so make sure it's one you check frequently.

4. Company Name
   If self-employed or not with a company, simply write your name again.

5. Job Title

6. Social Media handles
   We promote talks on Bluesky, Instagram and LinkedIn - please provide any handles you'd like us to tag below.

7. Phone Number
   Please include area codes.

8. Current State:

9. If selecting 'Outside of Australia': What Country are you in?

10. Will you be able to attend the Melbourne Event?
    GCAP runs from October 6th – October 8th, at Melbourne Convention and Exhibition Centre. Speakers are required to attend in person at their talk.

11. Do you have any accessibility needs?
    Please detail requirements below.

12. Speaker Bio
    Speaker bio must be under 150 words.
    This will be used on our public schedule and potential promotional material.

13. Speaker History
    Tell us when and where you have spoken before (being a first-timer will not affect whether your talk is accepted).

Any other additional material to support your submission (Game credits, websites, etc) may be placed here.

14. Speaker Headshot

If you are accepted as a speaker, we require a headshot for all our schedules and social media. Please provide a link in either Dropbox, Google Drive or Sharepoint to a 1000x1000px speaker headshot, either in .png or .jpg format.

15. Bank Details
    We pay all speakers $200AUD per slot after the conclusion of the conference. Please provide bank details below. If you are international, please provide your SWIFTCODE as well as a bank address.

    Note: If you have two speakers, please nominate one speaker to be paid and split the payment privately.

16. Do you have a second speaker?
    We do not accept panel suggestions, so will not be able to facilitate more than 2 speakers per slot.
    Please note that speakers will be compensated $200 AUD per talk slot, NOT per speaker.

    If yes, the speaker detail section will be repeated for the second speaker. After this, it will jump to question 17.
    If no, it will jump to question 17.

17. Are you the speaker or a PR Representative?
    If PR, it will jump to a section that asks for the PR representative's name, pronoun, contact email, company, phone number, and preference for contact between PR and the speaker.
    If Speaker, it will jump to question 18.

Talk Details

18. Session Title
    Session titles must be under 50 characters.

19. Public Description
    Public Description must be between 300 - 500 words.

    This is where you can outline to the audience WHY they want to come to your talk. Please provide detail in this section.

    Upon acceptance of your talk submission, these details will be used for the talk description that is publicly displayed for the schedule and any marketing. While we do provide some opportunity for accepted speaker to tweak the details outlined here, it is not recommended to submit something here under the guise that it will be "updated later".

20. Session Outline
    Session outline must be under 600 words.

    This is where you should tell us your key talking points, data, and audience outcomes.

    This is what the curation team primarily reviews when assessing your talk. We encourage you to spend time writing it. Some suggestions of things to include are what will the audience take away from this? What is the background and data backing up your point? What practical examples will you use to illustrate your point? If it's specific to a particular platform/software, please include which one.

21. Have you given this talk before?
    If you have submitted it to another conference or event and it has yet to be accepted, please select 'other' and provide details.

22. If you select Yes to 42: Where and when have you given this talk?

23. What track does your talk primarily fit into?
    In order to ensure our attendees are able to walk away from a session with practical take aways for their respective fields, our content curation team will preference submissions that primarily focus on a singular, deep dive topic.

    Please indicate which track best describes the audience you are focusing on.

    Note: If you are unsure which track is most suitable for your talk, please reach out to Sav@igea.net

24. Engine Focus
    If your talk focuses on particular game engine(s), please select below.

25. Software Focus
    If your talk focuses on particular software(s) (Jira, FMod, etc), please list below.

26. Platform Focus
    If your talk focuses on particular platform(s) (PlayStation, Switch, etc) please select below.

27. Games Funding Focus
    For talks that focus on particular funding types, please select below.

28. Business Focus
    For talks that focus on business areas, please select below.

29. Additional Tags
    If you'd like to highlight an aspect of your talk to be tagged in the schedule, please enter them below, separated by a comma.

Video upload and further comments:

30. Video Upload Permission

Talks at GCAP 2025 may be recorded. Please carefully read the below:

I (the 'Speaker') in consideration of my engagement as a model, authorise the Interactive Games and Entertainment Association (the 'Photographer', henceforth 'IGEA'), to use:

1. *motion picture footage*
   2. audio recordings

   of me (the 'Materials') in accordance with the following terms:

   THEME OF MATERIALS
   The Materials were recorded and will be used with the understanding that the content or theme thereof is the following: GCAP 2025 talk recordings for public distribution

   SCHEDULE
   The approximate time during which the Materials are recorded will be: October 2025

   REPRODUCTION AND USE
   IGEA has the unrestricted right and permission to copyright and use, re-use, publish, and republish the Materials in all forms of media (including printed materials) for art, promotional purposes (including, but not limited to, advertising, publicity, commercial, or display use), illustration, exhibition, editorial, trade, or any other purpose whatsoever. This right extends to both domestic and foreign markets.

   RELEASE OF CLAIMS

   By selecting 'I Agree' on this form, I hereby relinquish any right that I may have to examine or approve the completed Materials or their use(s).

   Further, I hereby release and discharge IGEA and all persons functioning under his/her permission or authority (including, but not limited to, associates, affiliates, officers, agents, advertising agencies, designated directors, employees, and customers) from any claims. This includes claims related to blurring, alteration, distortion, or use in composite form that may occur or be produced in the process of recording, processing, or publishing the Materials, including any claims for libel or invasion of privacy.

   By selecting 'I Agree' on this form, I hereby affirm that I am over the age of majority and have the right to contract in my own name. I have read the above document and I fully understand its contents. This agreement shall be binding upon me and my heirs, legal representatives and assigns.

31. Do you agree to give the Interactive Games and Entertainment Association permission to distribute the recordings of your GCAP 2025 talk?

32. Do you have any further comments, requirements or issues?