



IEEE Signal Processing Society Summer School on Game Audio

September 3-6, 2012 METU Ankara TURKEY



IEEE Signal Processing Society Summer School on Game Audio, METU Graduate School of Informatics, Ankara, Turkey, 3-6 September 2012 PROGRAM

	03.09.2012 (MON)	04.09.2012 (TUE)	05.09.2012 (WED)	06.09.2012 (THU)
09:00-09:30	REGISTRATIONS	REGISTRATIONS	REGISTRATIONS	REGISTRATIONS
09:30-10:00		Sonic Interactions for Game Audio (I) Dr Cumhur Erkut (Aalto)	Sonic Interactions for Game Audio (II) Dr Cumhur Erkut (Aalto)	Sonic Interactions for Game Audio (III) Dr Cumhur Erkut (Aalto)
10:00-10:15	Opening Remarks			
10:15-10:30		Coffee Break		
10:30-11:30	Spatial Hearing and 3D Audio Prof Jens Blauert (RUB)	Spatial Hearing and 3D Audio Prof Jens Blauert (RUB)	Perceptual Audio Coding Mr James (jj) Johnston (IEEE SPS DL)	Sound Synthesis for computer games Dr Xavier Serra (UPF)
11:30-11:45	Coffee Break			
11:45-12:45	Spatial Hearing and 3D Audio Prof Jens Blauert (RUB)	Spatial Hearing and 3D Audio Prof Jens Blauert (RUB)	Perceptual Audio Coding Mr James (jj) Johnston (IEEE SPS DL)	Sound Synthesis for computer games Dr Xavier Serra (UPF)
12:45-14:15	LUNCH			
14:15-15:15	Room Acoustics and Artificial Reverberation Dr Hüseyin Hacıhabiboğlu (METU II)	Spatial Audio Object Coding Dr Banu Günel (METU II)	Game Audio Programming with Wwise Mr Simon Ashby (Audiokinetic Inc.)	Sonic Interactions for Game Audio (IV) Dr Cumhur Erkut (Aalto)
15:15-15:30	Coffee Break			
15:30-16:30	Room Acoustics and Artificial Reverberation Dr Hüseyin Hacıhabiboğlu (METU II)	Spatial Audio Object Coding Dr Banu Günel (METU II)	Game Audio Programming with Wwise Mr Simon Ashby (Audiokinetic Inc.)	Parallel Programming with GPUs Dr Alptekin Temizel (METU II)
16:30-16:45	Coffee Break			
16:45-17:45	Room Acoustics and Artificial Reverberation Dr Hüseyin Hacıhabiboğlu (METU II)	Spatial Audio Object Coding Dr Banu Günel (METU II)	Game Audio Programming with Wwise Mr Simon Ashby (Audiokinetic Inc.)	Parallel Programming with GPUs Dr Alptekin Temizel (METU II)