

First, don't worry about "industry," you are industry, as someone who'll be making games, using gaming tools, etc. What the expos don't want is 12-year olds who are just there to try out games and ask questions.

Getting into expos costs money. They're usually good about press, or occasionally for volunteers. I'd recommend you contact your school or local paper and get put "on assignment" to cover gaming events. An expo will want to see things like a signed letter assigning you to the event, or a previous article written by you. This will also help you to interview companies. Just be sure not to tell someone you're interviewing for the paper and then pitch them for a job--keep those two separate. Go to panels as well as visit booths, you'll get invaluable lessons in the production and marketing of games, and what's hot. Look around for other chances to do a short article: does your local TV station use animation for the news, for instance?

Here are some of the expos that have important game aspects:

E3

Game Developers Conference

Consumer Electronics Show

IITSEC--this is the government gaming show in Orlando, it's huge.

Games for Health (June 26, Boston)

SoCalBio Games for Health, June 27, Los Angeles

Games for Change

Mobile Beat (San Francisco, July)

Siggraph, Los Angeles, July 21

Casual Connect Games, San Francisco, July 30

GDC Next, Los Angeles, November 5

Additional conferences at: <http://www.lai.com/blog/?p=188>

It's not a bad idea to go with another student, to share room and gas costs. Remember to have a business card, and if going as press, a card with the paper's name on it. If you want to see what an article looks like, here are a few of the ones I've written over the years, many of which were at shows:

Serious Games Conference: A Booming Business. Harz, C. (April 17, 2007). VFX World.  
<http://www.awn.com/articles/reviews/serious-games-conference-booming-business>

Game Developers Conference 2007: Nowhere to Go But Up. Harz, C. (March 21, 2007). VFX (Visual Effects) World Magazine. <http://www.awn.com/articles/reviews/gdc-2007-nowhere-go>

Consumer Electronics Show 2007: Bigger and Badder Than Ever. Harz, C. (January 23, 2007). VFX World Magazine.  
<http://www.awn.com/articles/technology/ces-2007-bigger-and-badder-ever>

Learning Languages With Games: *Tactical Iraqi*. Harz, C. (Nov. 30, 2006). VFX World Magazine.  
<http://www.awn.com/articles/gaming/learning-languages-games-itactical-iraqii>

Gnomon: The Serious Visual Effects School. Harz, C. (Sept. 29, 2006). Animation World Magazine.  
<http://www.awn.com/articles/machinima/gnomon-serious-visual-effects-school>

Games for Learning: Serious Entertainment. Harz, C. (April 26, 2006). Animation World Magazine. <http://www.awn.com/articles/gaming/games-learning-serious-entertainment>

The Game Developers Conference 2006: Bigger and Badder Than Ever. Harz, C. (April 21, 2006). Animation World Magazine. <http://www.awn.com/articles/gaming/gdc-2006-bigger-and-badder-ever>

Digital Roughnecks: Animation for Intelligent Oilfields. Harz, C. (March 30, 2006). VFX World Magazine. <http://www.awn.com/articles/technology/digital-roughnecks-animation-intelligent-oilfields>

The Holy Grail of Previs (Previsualization): Gaming Technology. Harz, C. (Jan. 31, 2006). VFX World. <http://www.awn.com/articles/machinima/holy-grail-previs-gaming-technology>

IPTV: Boom or Bust? Harz, C. (Jan. 27, 2006). Animation World Magazine. <http://www.awn.com/articles/technology/iptv-boom-or-bust>

Everything Digital at CES 2006. Harz, C. (Jan. 24, 2006). VFX World. <http://www.awn.com/articles/technology/everything-digital-ces-2006>

Serious Games, Take Two. Harz, C. (Dec. 16, 2005). Animation World. <http://www.awn.com/articles/gaming/serious-games-take-two>

Shooting for the Moon with *Magnificent Desolation*. Harz, C. (November 10, 2005). VFX World Magazine. <http://www.awn.com/articles/production/shooting-moon-magnificent-desolation>

A Supernatural Season: VFX for Must-Flee TV. Harz, C. (September 30, 2005). VFX World. <http://vfxworld.com/?atype=articles&id=2642>

A Serious Look at Serious Gaming. Harz, C. (April 28, 2005). Animation World. <http://www.awn.com/articles/reviews/serious-look-serious-gaming>

*Valiant* Takes Off . Harz, C. (August 19, 2005). Animation World Magazine. [http://mag.awn.com/index.php?ltype=search&sval=valiant&article\\_no=2598](http://mag.awn.com/index.php?ltype=search&sval=valiant&article_no=2598)

*The Battle of the Bulge*: Take Two. Harz, C. (May 31, 2005). VFX World. <http://www.vfxworld.com/index.php?atype=articles&id=2511>

Military Gaming: Hollywood Meets the Pentagon. Harz, C. (March 31, 2005). Animation World. <http://www.awn.com/articles/gaming/military-gaming-hollywood-meets-pentagon>

The Game Developers Conference: Alive for 2005. Harz, C. (March 21, 2005). VFX World. <http://www.vfxworld.com/index.php?atype=articles&id=2430>

Size Matters at the 2005 Consumer Electronics Show. Harz, C. (January 24, 2005). Animation World Magazine. [http://mag.awn.com/index.php?ltype=search&sval=Harz&article\\_no=2364](http://mag.awn.com/index.php?ltype=search&sval=Harz&article_no=2364)

It Can't Be Done? Let Previs Do it. Harz, C. (January 31, 2005). VFX World. <http://www.awn.com/articles/production/it-can-t-be-done-let-previs-do-it>

*Alexander* Conquers the Discovery Channel. Harz, C. (November 22, 2004). VFX World. <http://vfxworld.com/?atype=articles&id=2302>

Games Turn Serious at the Inaugural Summit. Harz, C. (November 17, 2004). VFX World.  
<http://vfxworld.com/?atype=articles&id=2295>

Collaboration Without Chaos: Alienbrain Studio 7. Harz, C. (August 31, 2004). VFX World.  
<http://vfxworld.com/?atype=articles&id=2210>

How to COVER the World With Animation. Harz, C. (August 31, 2004). VFX World.  
<http://www.awn.com/articles/technology/how-cover-world-animation>

Growing Possibilities: Mobile Gaming 2004. Harz, C. (March 31, 2004). Animation World.  
<http://www.awn.com/articles/gaming/growing-possibilities-mobile-gaming-2004>

Serious Games: Applications Outside Entertainment. Harz, C. (July 29, 2004). VFX World,  
<http://vfxworld.com/?atype=articles&id=2176>

London Calling: Mega-VFX, Financing and Cultural Fusion. Harz, C. (May 19, 2004). VFX World.  
<http://www.awn.com/articles/production/london-calling-mega-vfx-financing-and-cultural-fusion-update>

The Serious Games Summit: Game Developers Conference 2004. Harz, C. (April 9, 2004). VFX World.  
<http://www.awn.com/articles/gaming/serious-game-summit-game-developers-conference-2004>

3D Animation: Emerging Dimensions. Harz, C. (December 31, 2003). VFX World.  
<http://vfxworld.com/?atype=articles&id=1958>

Digital Design: The Borders are Blurring Fast. Harz, C. (October 31, 2003). Animation World.  
<http://www.awn.com/articles/technology/digital-design-borders-are-fading-fast>

The Influence of Animation and Gaming on Previsualization. Harz, C. (Sept. 26, 2003). VFX World Magazine.  
<http://vfxworld.com/?atype=articles&id=1875>

Mobile Gaming Gets Un-Wired and Cuts Loose. Harz, C. (August 22, 2002). Animation World Magazine.  
<http://www.awn.com/articles/technology/animation-gets-un-wired-and-cuts-loose>

Machinima: Gaming Meets Hollywood Cinema. Harz, C. (March 25, 2004). Animation World.  
[http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article\\_no=2045](http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article_no=2045)

Gadgets and Geeks at the Consumer Electronics Show. Harz, C. (January 29, 2004). Animation World  
[http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article\\_no=1986](http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article_no=1986)

Small Screen, Big Possibilities. Harz, C. (July 31, 2003). Animation World Magazine.  
[http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article\\_no=1824](http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article_no=1824)

Blitz Digital Studios: Doing What Works. Harz, C. (July 23, 2003). Animation World.  
[http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article\\_no=1814](http://mag.awn.com/index.php?ltype=search&sval=Christopher+Harz&article_no=1814)

Hope this helps, feel free to share with classmates who are interested.

Cheers,

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