

**THE ACADEMY OF INTERACTIVE ARTS & SCIENCES LAUNCHES “THE GAME MAKER’S NOTEBOOK”  
PODCAST**

*Season One Hosted By Ted Price with Interviews from PLAYERUNKNOWN, Hermen Hulst, Robin Hunicke,  
Among Others*

LOS ANGELES – November 15, 2017 – The Academy of Interactive Arts & Sciences (AIAS) is pleased to announce the launch of The Game Maker’s Notebook, a new podcast featuring a series of in-depth, one-on-one conversations between game makers. Hosted by Ted Price, Board Member of the Academy of Interactive Arts & Sciences and Founder & CEO of Insomniac Games, this podcast will provide a thoughtful, intimate perspective on the business and craft of interactive entertainment.

“I’m excited to host the ‘The Game Maker’s Notebook’ because I think developer-to-developer conversations can reveal perspectives, truths, ideas and stories that often remain untold,” said Price. “My hope is that other developers and even prospective developers can learn a lot from the industry leaders who are on the show. And for me personally, having candid conversations with many of the people I respect most in this industry is a lot of fun and incredibly fulfilling.”

“This is the perfect medium for the Academy to delve deeper into the inner workings of game makers and game making,” said Meggan Scavio, President, Academy of Interactive Arts & Sciences. “We plan on having a wide-ranging series of conversations with renowned and emerging voices. We want this to be a fun, informative conversation for everyone that loves games to participate in and shape over time.”

Episode one from The Game Maker’s Notebook is available to listeners starting today on [The Academy website](#), [iTunes](#), [RSS feeds](#), [Google Play Music](#), and most podcast applications. Subsequent episodes will be published on a bi-weekly basis, featuring interviews with prominent individuals from different disciplines within interactive entertainment.

The Game Maker’s Notebook Season One includes interviews with Brendan Greene aka Playerunknown of PUBG, Robin Hunicke, designer, producer and CEO at Funomena, and Hermen Hulst, Managing Director at Guerrilla, just to name a few.

Future seasons will be announced at a later date. For more information please visit [www.interactive.org](http://www.interactive.org), or follow The Academy on [Facebook](#), [Twitter](#) or [Google+](#).

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