

AME Audio for Visual Media Guest Lecturer Series

Composing and Designing Dynamic Game Audio Content

Becky Allen (PopCap/EA Games)

Wednesday, November 30, 2016

5:00 - 6:00 PM

Computer Studies Building, Room 523



Open discussion about Composing and Designing the dynamic music system of Plants Vs. Zombies Heroes

Becky Allen is composer and audio director of the most recent release of a Plants Vs. Zombies game “Plants Vs. Zombies Heroes”. She received her MFA in electronic music at California Institute of the Arts, where she studied with Morton Subotnick. Shortly thereafter, she worked at Microsoft in audio for games and multimedia and has been working in the industry ever since. Some of her more recent credits include: composer of Fairy music for Peggle 2, Audio lead on Bejeweled Blitz, Plants vs. Zombies 2 and Solitaire Blitz. She has lectured at IGDA, DigiPen Institute and USC School of Fine Arts. She also collaborates with visual artists, Sharon Lockhart and in her past, Bill Viola. Her work has been heard at Sundance film festival, Berlin film festival, New York film festival and many others.

- FREE pizza and soft drinks will be provided! •