Small vs. Big Audio
* ‘Growth’ from large to small
* Portables are becoming ‘mobiles’
* - Nintendo DS is getting VoIP
* - PSP has hackable WiFi
* Share games via WiFi for free
* Many mobile games already ports

Game Audio Returns to its Roots
* Limited specs for mobile audio
  * Similar to classic consoles
  * Compare PC, PS2, PSP...
  * 70kb for a game total—~10% audio
  * Mobile tech 2 steps behind times
  * - 1st = PC, 2nd = consoles

Synthesis vs. Sampling
* Synthesis:
  * - Pros: Small RAM, dynamic
  * - Cons: Heavy on CPU, more code
* Sampling:
  * - Pros: Easy to code, hi-fi
  * - Cons: RAM use, brittle

Challenges for Mobile Audio
* Small speaker(s)
* No surround sound (no sub)
* Noisy listening environments
* Using headphones can be dangerous
* Many mobile phone configs
* Poor API support for audio

Options for Mobile Audio
* Utilize older console tricks
* Use every bit of RAM
* Utilize synthesis
* Update with server/bluetooth
* Utilize realtime speech analysis
* Enjoy lo-fi aesthetic

Future of Game Audio
* Synthesis, samples, fx & code
* Compose using real-time Max/MSP
* Audio rendered realtime like gfx
* Physical modelling, FFT effects
* Composers need to rethink audio
* Keep in mind for mobiles