

What is a Research Game?

Noah Wardrip-Fruin (UCSC, organizer)
Tracy Fullerton, Michael Mateas, Zoran Popović



GDC EDUCATION
SUMMIT

GAME DEVELOPERS CONFERENCE®
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2012

Games are changing our lives

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Games themselves
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How should higher education
respond?

Games in universities

Games in universities



Games in universities



Games in universities



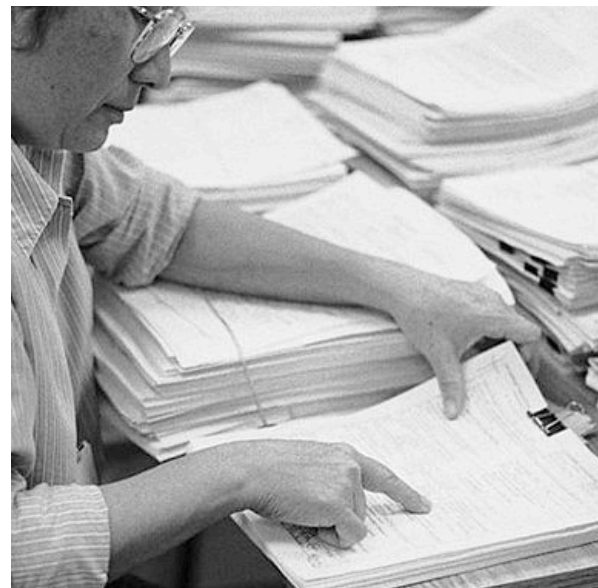
Games in universities



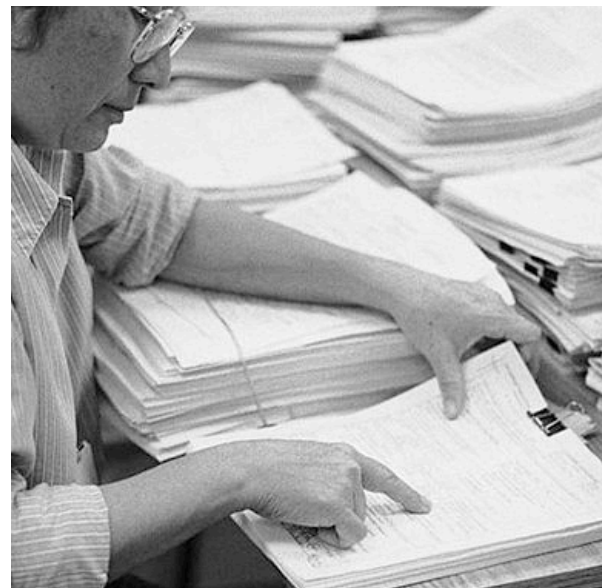
Games in universities



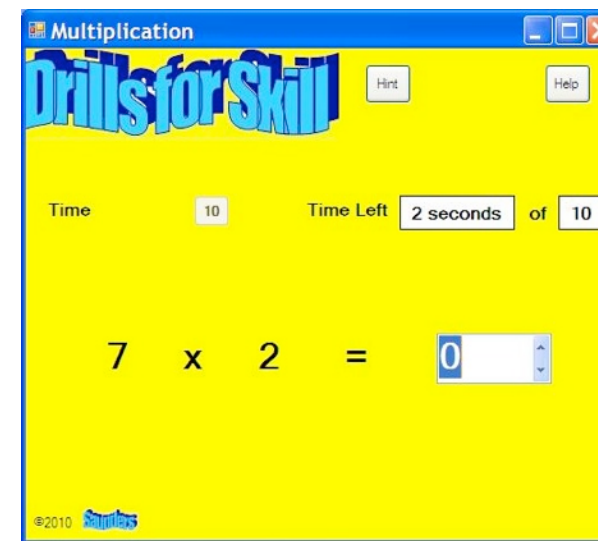
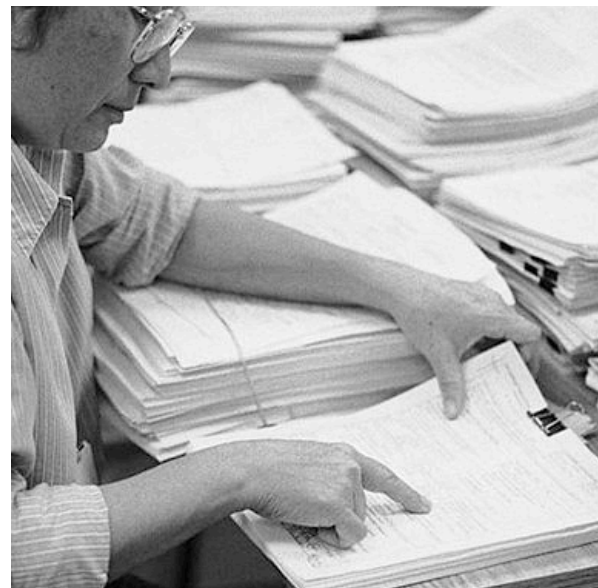
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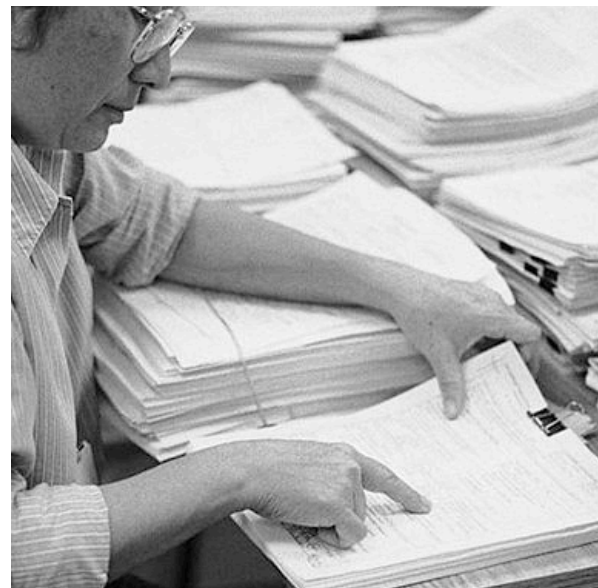
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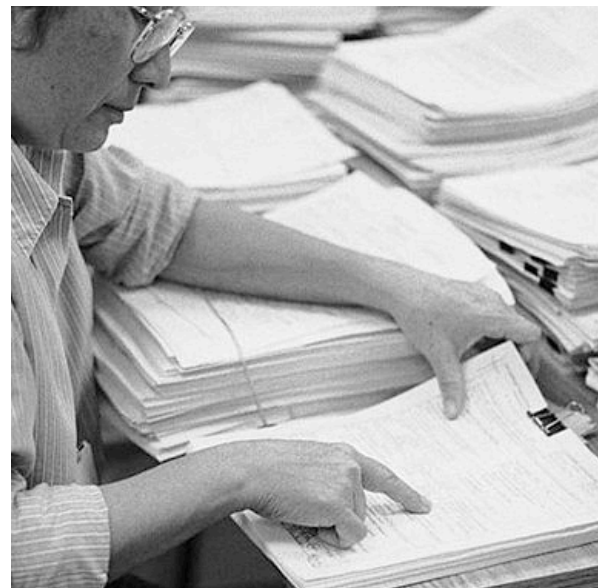
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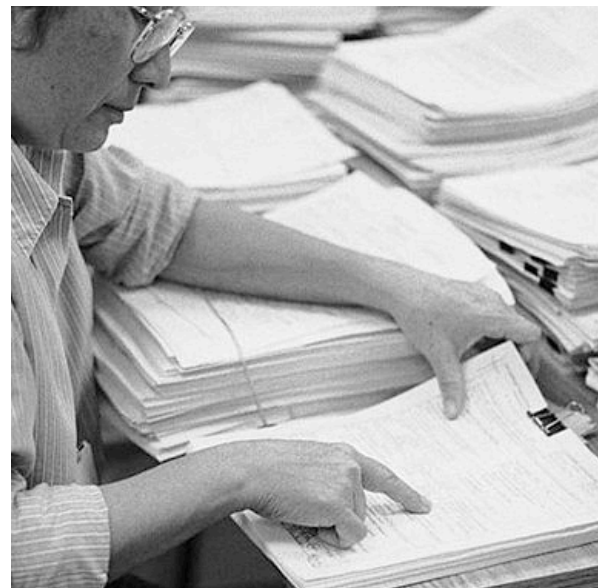
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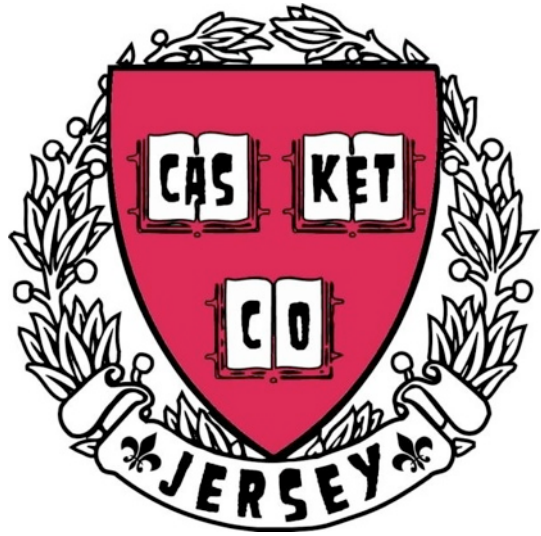
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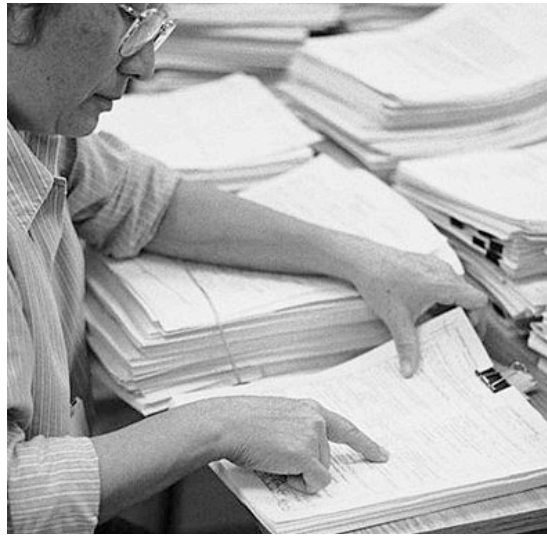
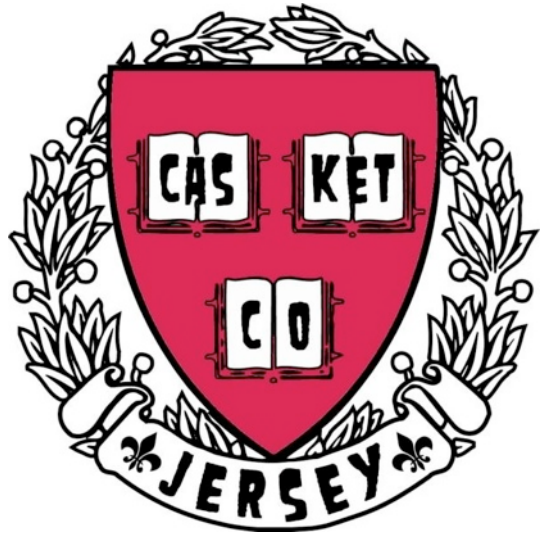
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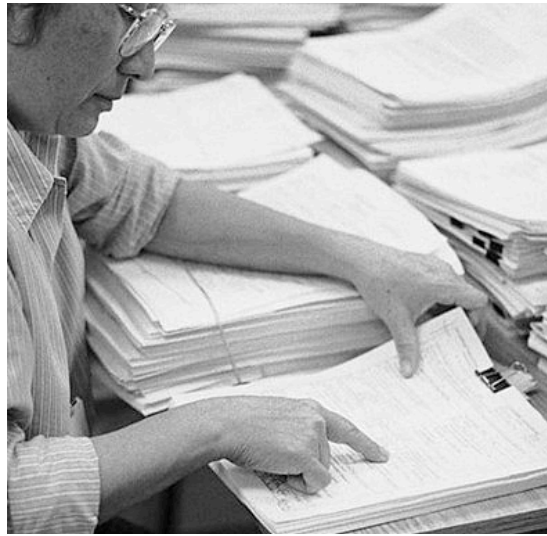
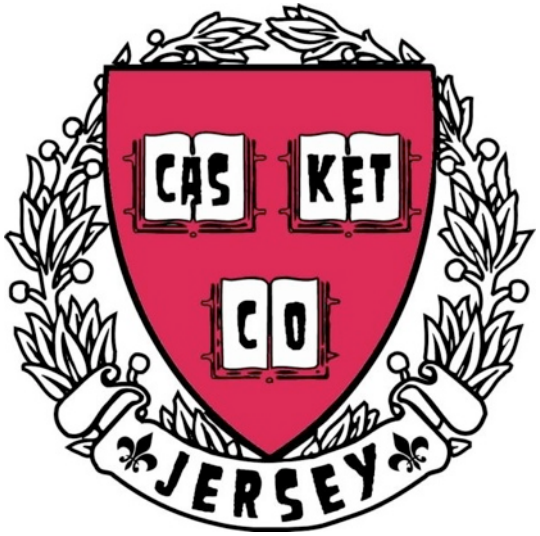
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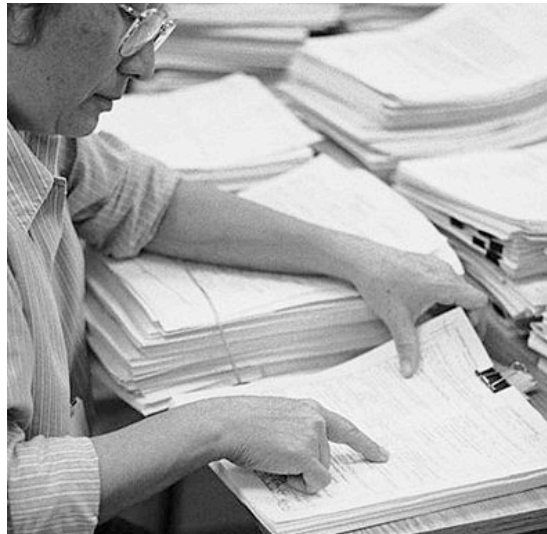
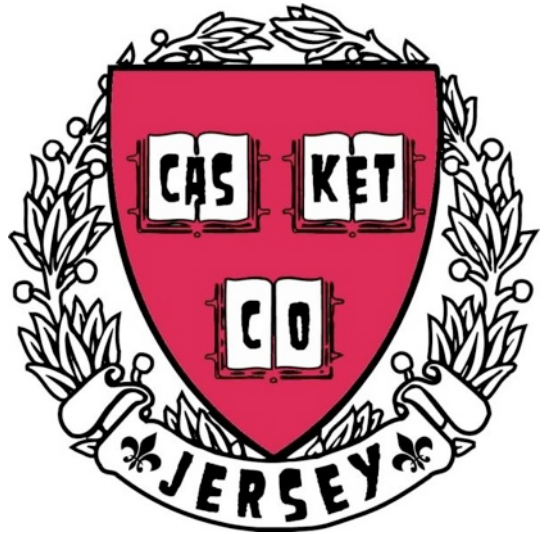
Right?

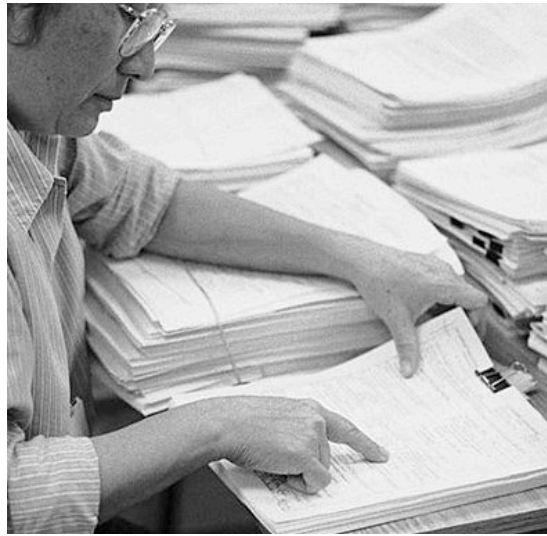
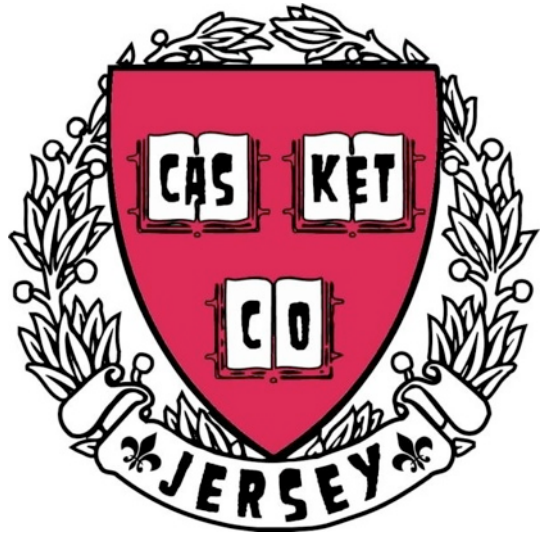
Wrong.

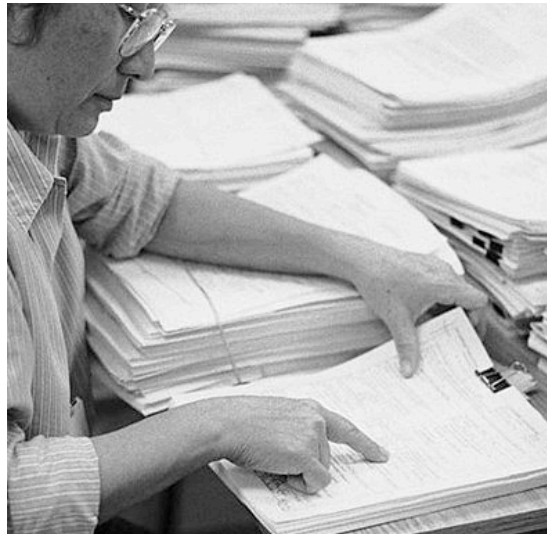
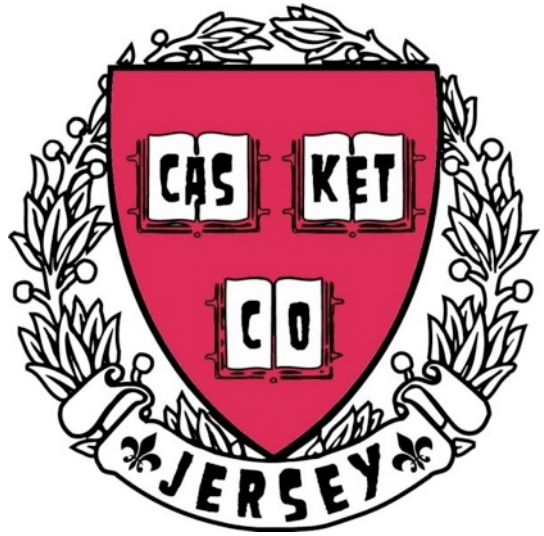


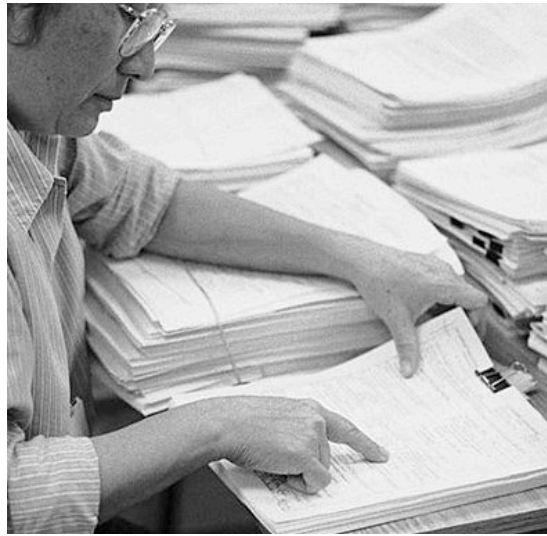
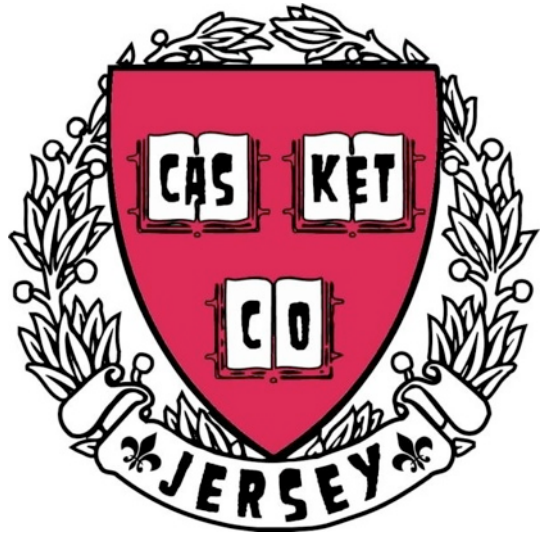






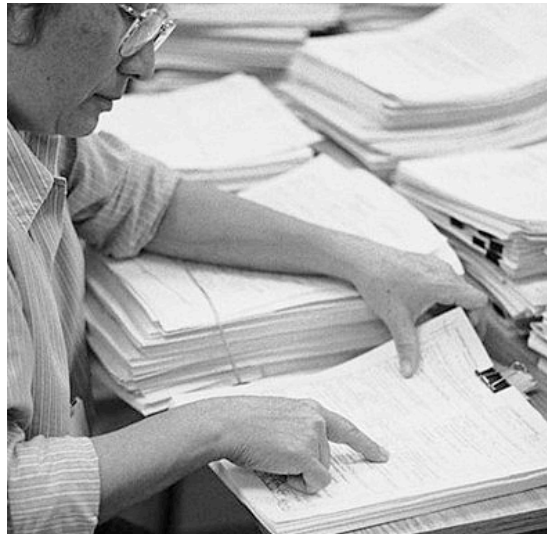
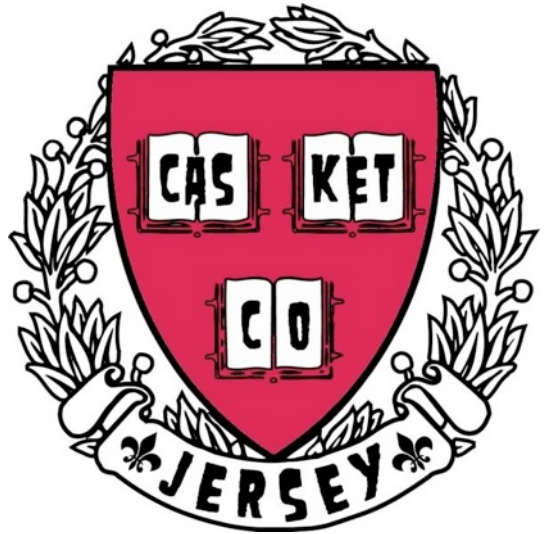






VS



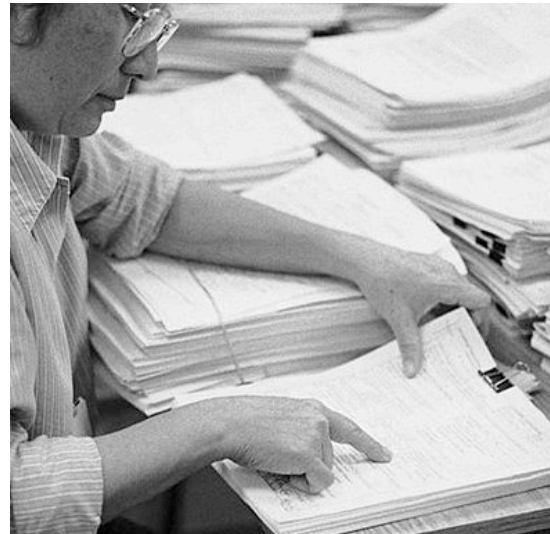
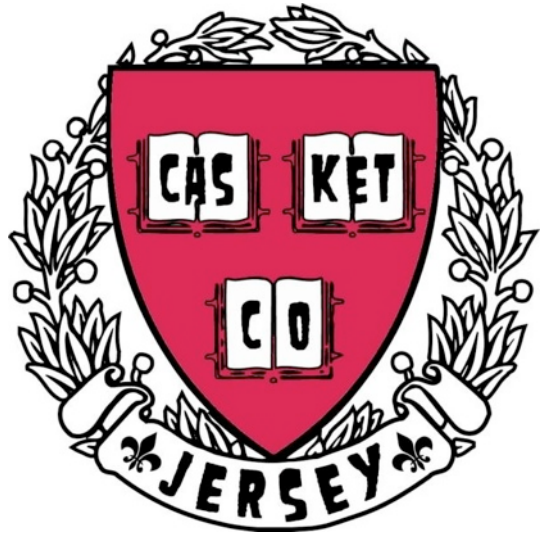


VS



Tracy Fullerton
University of
Southern California





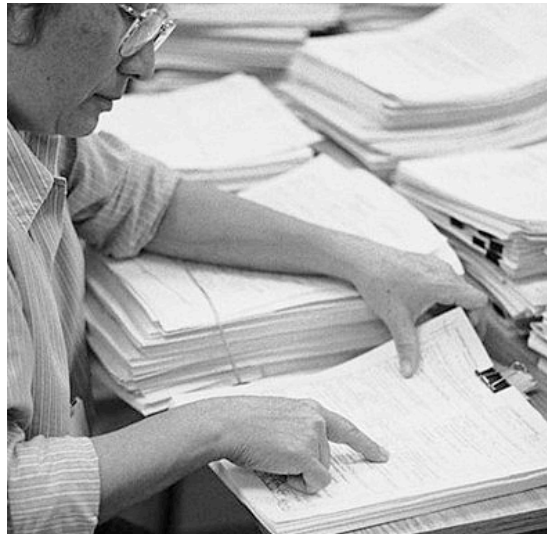
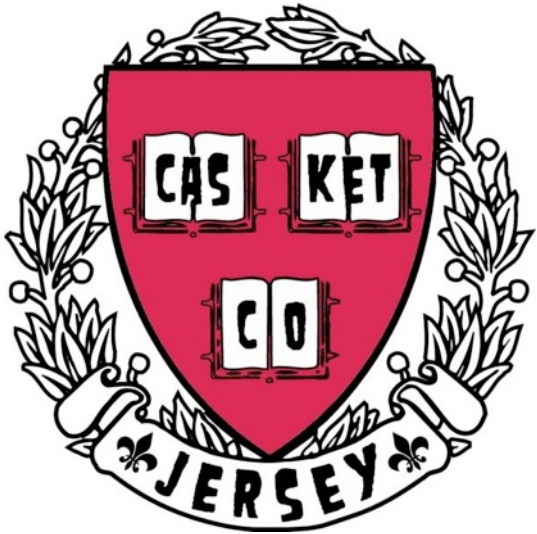
Tracy Fullerton
University of
Southern California



VS

Michael Mateas
University of California,
Santa Cruz





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University of
Southern California



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University of California,
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Zoran Popović
University of Washington



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- Aren't industry and indie game devs already exploring the full design space?
- Aren't the chances of convincing funders and deans of the necessity too small?

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- The role of the university is to take smart *risks* that other's can't (economics, culture)
- The role of the university is to *shift* the game space, what it is possible to make
- The role of the university is to understand gameplay and its potentials *rigorously*

What's next

- Tracy Fullerton
- Michael Mateas
- Zoran Popović
- My question
- Your questions
- Fill out email evaluation to encourage/prevent us talking again!