# A 'Mod'est Approach to Teaching Game Development

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**(**channeled by **Jesper Juul)**
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GDC EDUCATION SUMMIT

GAME DEVELOPERS CONFERENCE
SAN FRANCISCO, CA
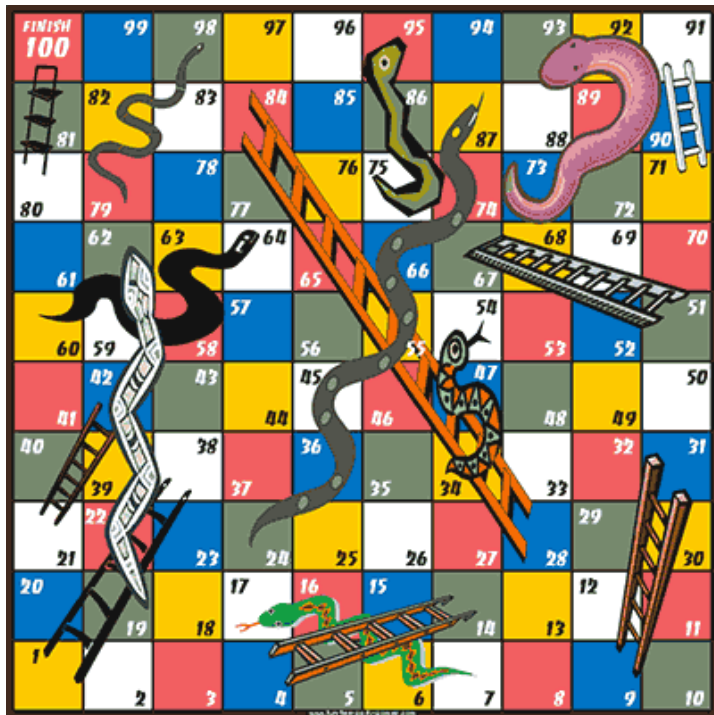MARCH 5-9, 2012
EXPO DATES: MARCH 7-9
2012

# NYU Game Center

- Situated in Tisch School of the Arts, New York University
- Games as a cultural form and game design as creative practice.
- Undergraduate minor with students from across NYU and NYU-Poly.
- 2-year MFA program launching fall 2012.

gamecenter.nyu.edu

# Teaching Game Design

# Teaching Game Development

# Game Development: Studio

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# Game Development: Studio
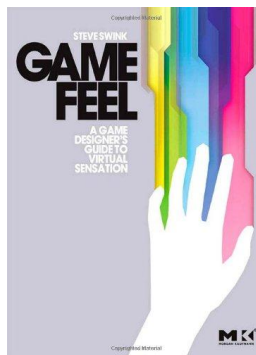
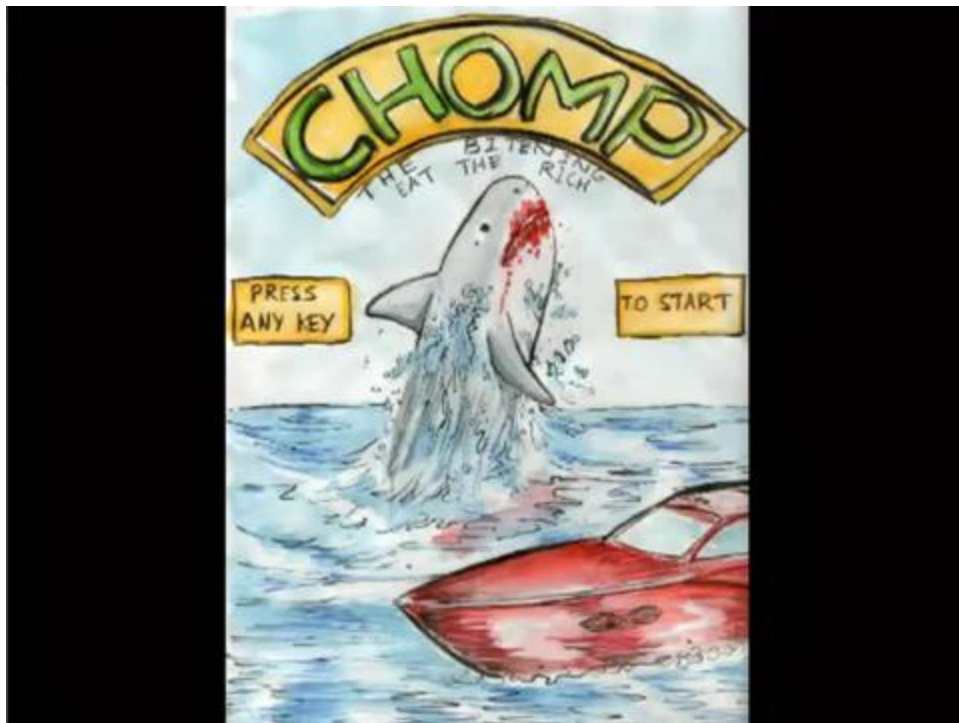# Game Development: Modding

# Sample Mods: Alice's Dream Platformer

# Sample Mods: Antz Platformer

# Sample Mods: Chomp Racer

# Sample Mods: Tron Ball MP

# Sample Mods: Fruit Farmer Faces

# Sample Mods: Tides of War

# Pros and Cons

- Pros
  - Increasing grace at scoping, delivering, and presenting.
  - Increased skill assessing each other's abilities and working within them.
  - Exposure to multiple genres and their challenges and opportunities.
  - At least one who then took Studio pointed out how much he felt it helped him to thrive.

# Pros and Cons

- Cons
  - Programmer bottleneck much more extreme.
  - Wistfulness about polish and short cycles.
  - Quickly moved from 'modding' to full scale development (perhaps needed more heavily framed modding assignments).

# Conclusions

- Worthwhile approach with some tuning.
  - Length of cycles
  - Assignment framing
  - Skill building
- For our intro grad class, we'll use this approach plus exposure to multiple game engines.

# Thanks!

- Questions: [katherine.isbister@nyu.edu](mailto:katherine.isbister@nyu.edu)