



Dev 2.0: Paid to Learn

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GDC EDUCATION
SUMMIT

GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015



Entertainment Arts and Engineering @ the University of Utah

Therapeutic Games and Apps Lab

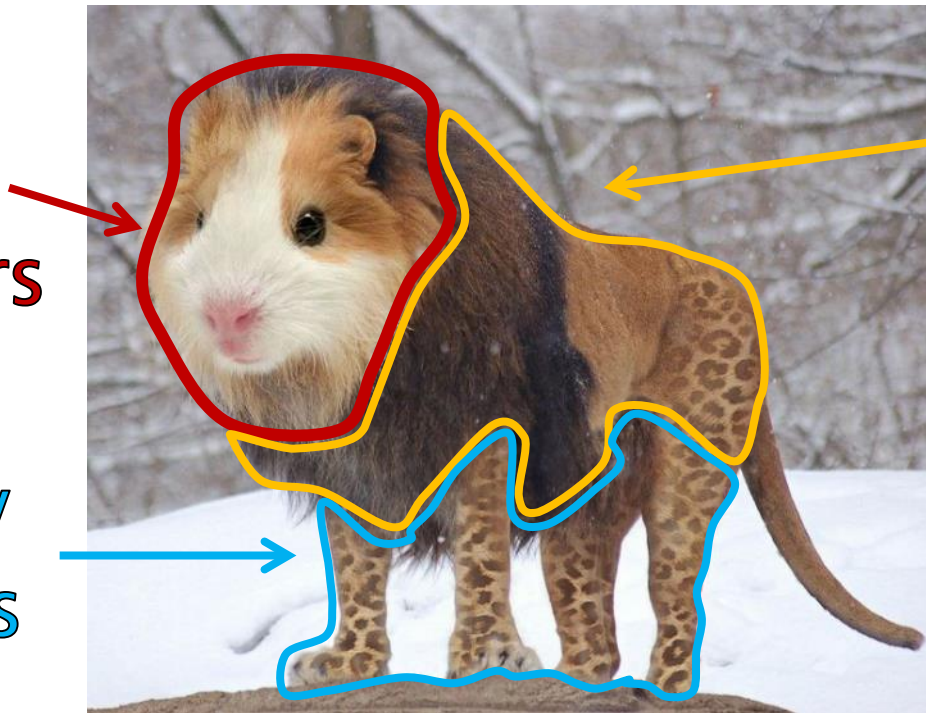
The GApp Lab





What we did @ The Gapp Lab

Student
developers



School &
Academia

Industry
Practices



Projects @ The Gapp Lab





Two semesters @ The Gapp

- 42+ paid, semester internships
- 14 Student Teams
- 14 projects completed on time and in budget
- Mobile, Console and PC development
- Full dev cycles (Pre-production thru Ship)
- Met and often exceeded the expectations of our stakeholders

A background image showing two white gloves against a black background. The top glove is reaching down, and the bottom glove is reaching up. Between them is a vibrant, colorful digital particle effect with streaks of light in yellow, green, blue, and purple, resembling a magical or technological energy burst.

How we did all that @ The Gapp

A collage of images representing various aspects of the gaming industry. In the background, there are several bottles of alcohol, including beer and wine, and some green marijuana leaves. In the foreground, there are several handguns and stacks of US dollar bills. The text "How we did all that @ The Gapp" is overlaid on the center of the image.

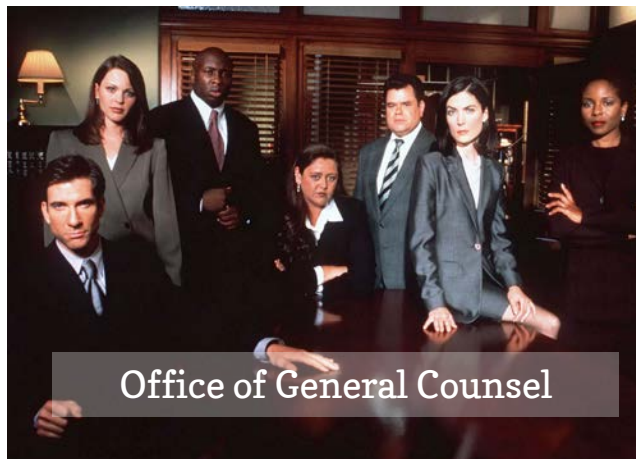
How we did all that @ The Gapp



Inspired, passionate & talented students
...and a bunch of work, too.

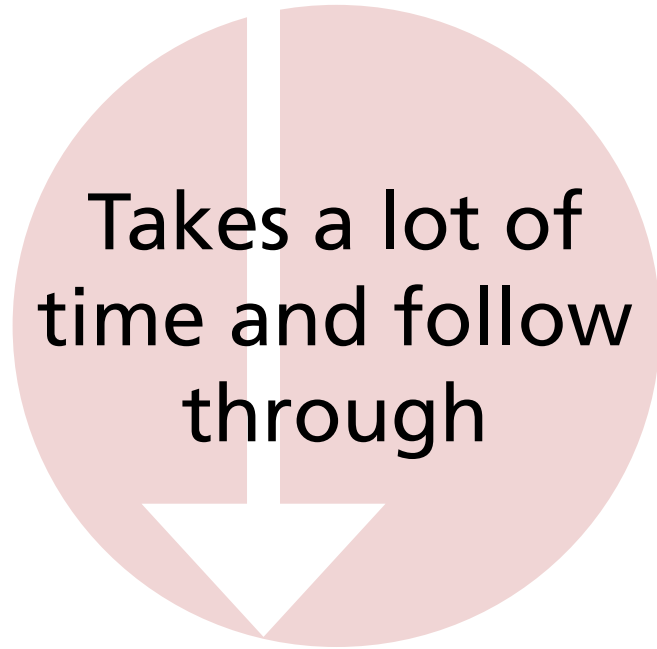


First, we met with university **support departments** for requirements & advice.





First, we met with university **support departments** for requirements & advice.

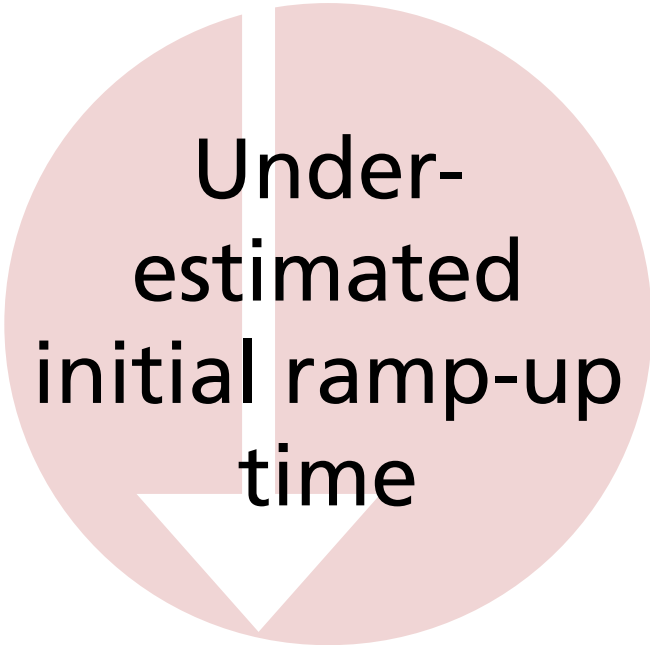




We evaluated our **costs** in terms of dollars, time and other resources.



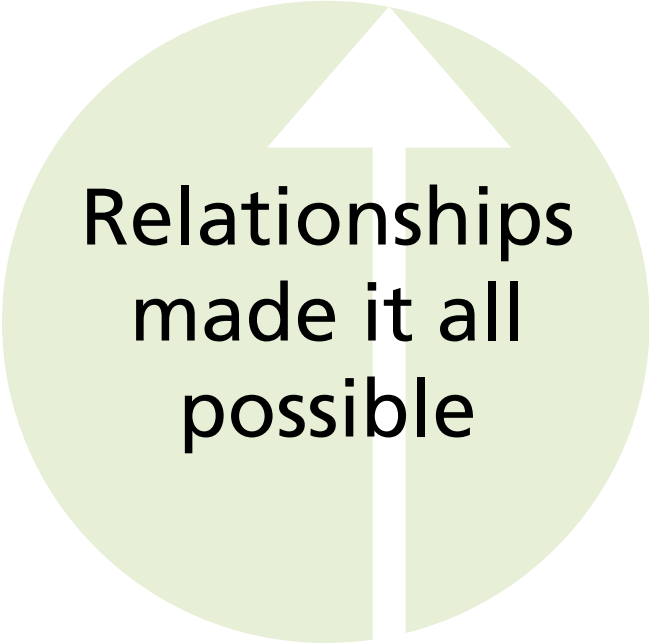
Clear picture of
our road ahead



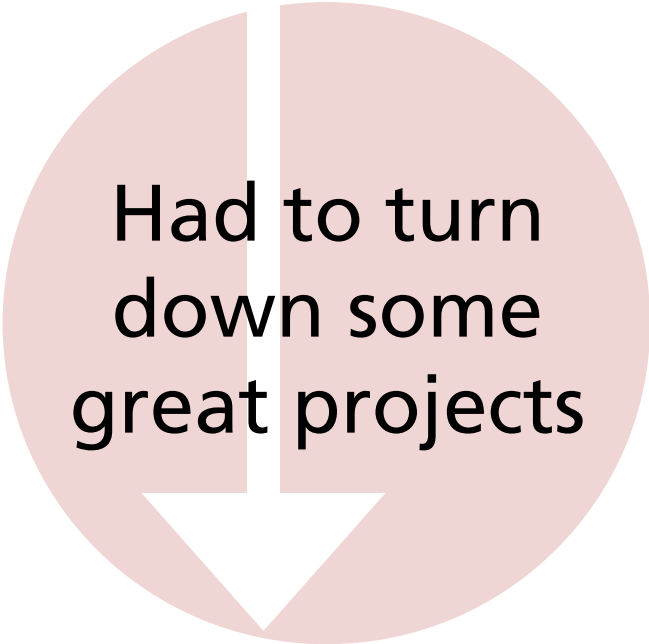
Under-
estimated
initial ramp-up
time



We built **strategic relationships** very early on,
and met with anyone who showed interest.



Relationships
made it all
possible



Had to turn
down some
great projects



We were very transparent with our potential stakeholders & partners

Project Proposal: New Patients Toolbox

Deliverable: New Patient Toolbox App- iOS Native (or perhaps CB, using Xamarin forms for cross platform)

Generator: Spring Semester 2015

Team: 4 person dev team (1 prod, 1 eng, 1 art, 1 TDD depending on design)

Timeline: 20 weeks

Project Proposal
outlining high level features, resources, key dates and total cost

Additional Possible Features (depending desired outcomes, new designs and total scope)

Features: Other Features TBD

Proposed Budget: \$34,778.12

Key Dates:

Date	Event
Monday, January 05, 2015	Start Date
Friday, January 30, 2015	Green Light Design Doc (Style Guide)
Friday, April 10, 2015	Alpha Approval
Friday, May 01, 2015	Beta Approval
Friday, May 15, 2015	Final
TBD- iOS Approval	Publish

* Approval Dates based on Jan 5 start date. Bid does not include post-release support, or necessary beta.
* Final Date is date for completed project. Publish date is TBD pending approval from Apple Store Etc.

Project terms, definitions and expectations for deliverables and approvals


Development Cycle	Time Frame	Key Deliverables/Milestones	Description
Concept Pitch	Pre-Project	Brainstorming, Concept Approval	The project begins with key project stakeholders participating in brainstorming sessions which are directed by the game development team. The game theme, genre, platform, demographic, major game play features, and overall creative direction are discussed. Following brainstorm sessions(s) and based upon the discussions, the game development team determines the final theme, creative direction and major gameplay features for the game and presents the final concept of the game to the key project stakeholders for approval. Once the theme, creative direction and major gameplay features for the game are approved by the key stakeholders, pre-production begins.
Pre-production	Weeks 1-2.5	DD Creation, Style Guide, Pitch Plan, Prototype	
Production	Weeks 2.5 - 14.5	Play/test, Alpha (Feature Complete), Beta (Game Complete), Final Approval, Publishing	
Post-Production	Weeks 14.5 - 16	Live testing/ Support	

Bid with all resources and costs clearly outlined

# Students	Title	Weeks	Hours/wk	Hours per Plan	Project Hours	Salary	Benefits	Subtotal
3	Grad Stud	20	20	400	1200	\$6,752.00	\$945.28	\$23,091.84
1	Grad Stud	20	10	200	200	\$3,376.00	\$472.64	\$3,848.64
#	PREP/F&A	Title	Rate	Benefits	Subtotal			
1	PI		\$1,000.00	\$327.00	\$1,327.00			
1	EP		\$500.00	\$163.50	\$663.50			
0	Fac/Staff		\$0.00	\$0.00	\$0.00			
						Personnel Total		\$25,082.34
						Overhead		Subtotal
						U of U F & A		\$0.00
						TheGapp		\$0.00
						CMU		\$0.00
						PROJECT TOTAL		\$25,082.34



We were very **transparent** with our potential stakeholders & partners




Everyone is
invested in the
process




Almost
everyone thinks
dev costs
around \$5000



We **paid the students** working on our projects (salary + tuition benefits)



Money is nice,
& employment
is a good
motivator



Takes a lot of
time and effort
to manage the
process



We created a **studio** & behaved as employees/developers

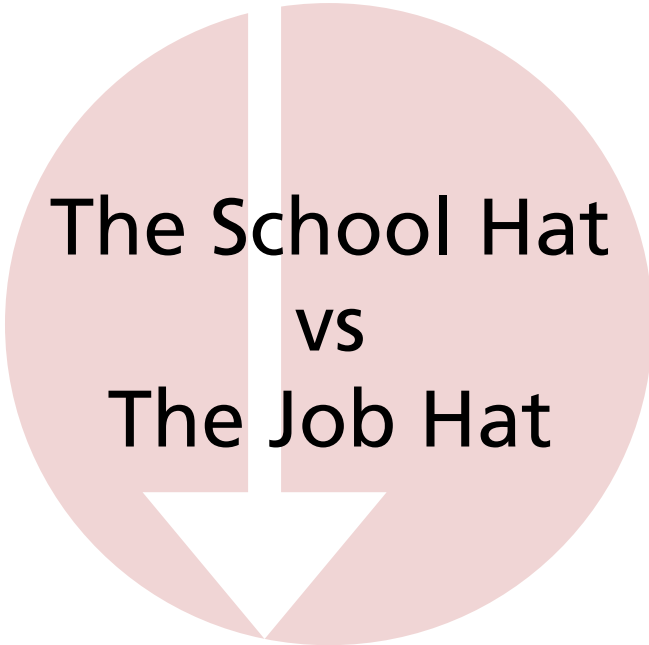




We created a **studio** & behaved as
employees/developers



Daily work
experience in a
studio setting



The School Hat
vs
The Job Hat




We used industry processes & practices to provide stability & predictability

The collage displays several key documents used in the game development process:

- Table of Contents**: A document listing the structure of the Game Design Doc, including sections like I. Game Overview, II. Game Design, III. Collectible Data, IV. Art Style, V. Mechanisms, VI. Development Kit, and VII. Looking Forward.
- Game Design Doc**: A document detailing the game's design, including sections like I. Game Overview, II. Game Design, III. Collectible Data, IV. Art Style, V. Mechanisms, VI. Development Kit, and VII. Looking Forward.
- Sprint Schedule**: A document showing the timeline of sprints, including dates, sprint names, and team members.
- Backlog**: A document listing tasks and issues, categorized by priority and status.
- Bug Tracking**: A document tracking bugs, including their description, priority, and resolution status.
- Alpha Checklist**: A document listing tasks and issues, categorized by priority and status.
- End of Day Emails**: A document summarizing daily work, including tasks completed, pending tasks, and team updates.
- Style Guide**: A document defining the visual style of the game, including color palettes, typography, and iconography.



We used **industry processes** & practices to provide stability & predictability



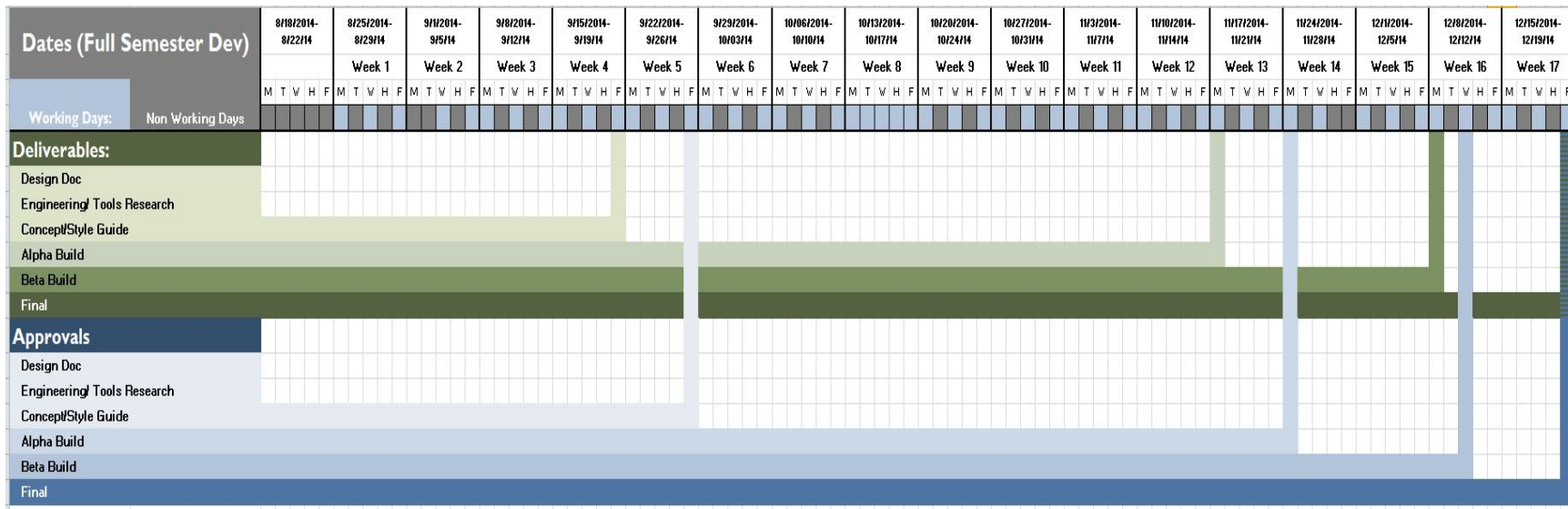
Confidence &
clarity for
stakeholders &
developers



Flexibility must
sometimes be
sacrificed




We made **hard decisions** in the interest of completing projects on time and in budget






We made **hard decisions** in the interest of completing projects on time and in budget




Requests &
priorities seen
within the big
picture



Sometimes felt
rigid and overly
process
oriented



We continually **involved stakeholders** in the development process



They helped
manage their
own
expectations



Created a few
stress-inducing
dependencies



We documented and formalized several processes to maintain continuity

Orientation Checklist

Table of Contents

1. Welcome
2. Core Hours / Holidays
3. Take a Tour
4. Get a Gapp Lab Key
5. Set Up Your Workstation
6. Fill in Your Information
7. Obtain Access to The Gapp Lab Assets
8. Get Your Picture Taken
9. Learn About End-of-Day Emails (EDEs)
10. Create Your Gapp Lab Badge
11. Arm Yourself with A Nerf Gun
12. Wrap-Up

1. Welcome

Welcome to The Gapp Lab! You have been chosen to work in a medical software development lab in the world.

Let's begin by getting you all set up with things you need in the lab. Run through this checklist, read all the information in each section.

How to Bug a Bug

Example bug

BALL: HALLWAY: PHYSICS: Ball bounces diagonally when the player walks past it

Expected: Ball on level 3 bounces up and down regardless of external factors. It clips in the sides of the hallway and does not damage player.

Actual: Ball bounces diagonally any time the player walks past it. The ball clips the walls and can damage the player.

Severity: B

Repro Steps:

1. Launch debug build 0.772
2. Spawn the player character before the hallway in level 3.
3. Enter "Long_hallway_4"
4. Walk past the bouncing ball
5. Position the camera to observe the ball movement and clipping

Occurrence: (6/8)

User Path: Unavoidable

Notes: N/A

Related: 32, 21, 5

Version: 0.772

Submitted By: Amy Adkins

Assigned To: Brenton Walker

Status: In Progress

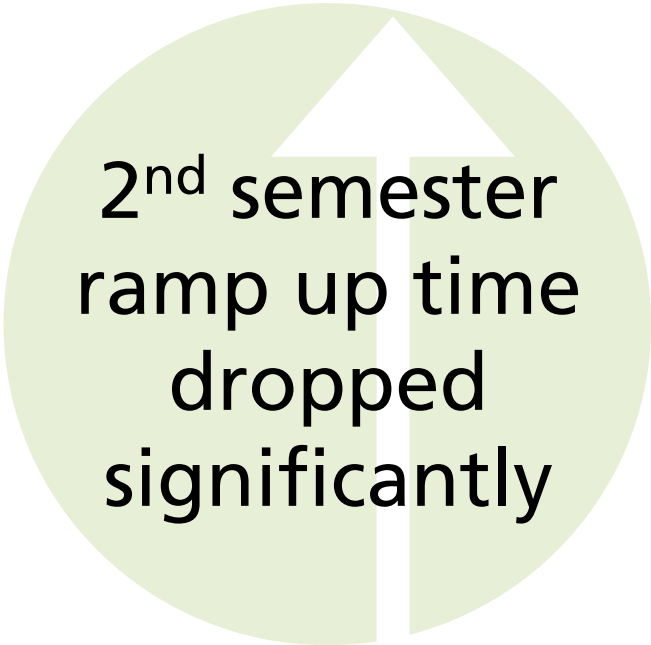
Bioinformatics Wrap Kit

My Drive > The GAPP Lab > Bioinformatics > Bioinformatics Wrap Kit


<input type="checkbox"/>	TITLE	
<input type="checkbox"/>	★ About Drawing Health	Shared
<input type="checkbox"/>	★ Art_Assets	Shared
<input type="checkbox"/>	★ Backlog	Shared
<input type="checkbox"/>	★ Design_Document	Shared
<input type="checkbox"/>	★ Graphic_Designer_Primer_Images	Shared
<input type="checkbox"/>	★ Miscellaneous_Notes	Shared
<input type="checkbox"/>	★ Screenshots	Shared
<input type="checkbox"/>	★ Style_Guide	Shared
<input type="checkbox"/>	★ Tool_Creation_Research_Document	Shared
<input type="checkbox"/>	★ Bioinformatics_Schedule.xlsx	Shared
<input type="checkbox"/>	★ Copy of Drawing_Health_User_Guide_1.0	Shared
<input type="checkbox"/>	★ Copy of Drawing_Health_User_Guide_1.0.docx	Shared
<input type="checkbox"/>	★ Drawing_Health_User_Guide_1.0.docx	Shared
<input type="checkbox"/>	★ Flow_Version_1(Outdated).PNG	Shared



We **documented** and formalized several processes to maintain continuity




2nd semester
ramp up time
dropped
significantly




This is not
“the fun” part
of game
development



We “**post-mortemed**” our experience and made changes to align with our big picture.



Every semester
is a new
beginning



Constantly
evolve to fit our
current needs
and priorities



Dev 2.0 @ the Gapp Lab means that we pay our students for the work they do.

They learn a ton, they gain “real studio” experience, their projects are delivered on time & in budget, & our stakeholders are happy.

You ~~can~~ should do it too!



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