



# **“They’re Students, not Employees”**

**A student’s perspective on  
Game Development Education**

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# Student experiences & perspectives

- Robin-Yann Storm, NHTV, The Netherlands
- Tina Kalinger, University of Utah, USA
- Joachim Holmér, Futuregames, Sweden
- We do not represent our schools
  - Though some of our professors are in this audience





***“They are students who are still learning,  
not employees with a set path that  
they fully comprehend.”***

Clarify industry terminology



***"They are students who are sometimes very insecure about their work, not employees who are mostly confident in what they produce."***

Ask yourself: Would they ask again?



***"They are students who learn through asking again and again, not employees who cannot ask too many times before they get fired."***

Create communication guidelines



***"They are students who need to make mistakes to learn,  
not employees who need to deliver a product for the studio to survive."***

Grade on learning, not just the final product



***"They are students who work best with feedback, not employees who are set with only a go or no-go."***

Create Post-mortems



***"They are students who can learn from doing something completely new and still fail, not employees who need to succeed for the company to continue existing."***

Nudge students out of their comfort zone

Do not micromanage





***"They're students who wish to learn by sharing, not employees in a lower rank forced to comply."***

Never ever say:

"I have spent 30 years in the industry, so..."

Be okay with saying you don't know



***"They are students who are sometimes hard to teach, not employees who are forced to listen."***

Quality Dev  $\neq$  Quality Teacher

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Balance between Experience and Pedagogy



***"They're students who are exploring, not employees who are tied to a specific theme."***

Have a document that technically specifies what is needed for which grade



None of these issues are fairytales



Game professionals are not  
magical knowledge wizards



They're Students,  
not Employees



# Thank you for listening

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