



GDC EDUCATION
SUMMIT

Imagining them Naked

Cultivating Public Speaking Skills for Games Students

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GDC

GAME DEVELOPERS CONFERENCE® | FEB 27-MAR 3, 2017 | EXPO: MAR 1-3, 2017 #GDC17



LIVE

breakyourownnews.com

BREAKING NEWS

MAD SKILLZ NEEDED FOR GAME CRE

12:37

"IS THIS REALLY NEWS?" ASKS COMMENTER | 5 MILLION RETWEETS IN 1 HOUR ALREA



Coding

Coding

Coding

Coding

Coding

Coding

Coding

Coding

Coding

Coding

Coding



Art

Art

Art

Art

Art

Art

Art

Art

Art

Art

Art



Passion
for
games

Passion
for
games

Passion
for
games

Passion
for
games

Passion
for
games



Coding

Technical
writing

Prototyping

Liberal arts

Unreal

Art

Animation

Problem solving

Teamwork

C++

Storytelling

Unity

Production

3-D
modeling

Passion
for
Games

Critical thinking

Java

Design

Writing

Cultural
competency

Communication



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UBM



Top “must have” skills:

- Leadership*
- Teamwork skills*
- Strong verbal communication skills*
- Beer pong**

**According to the National Association of Colleges and Employers (NACE)*

***Nope*





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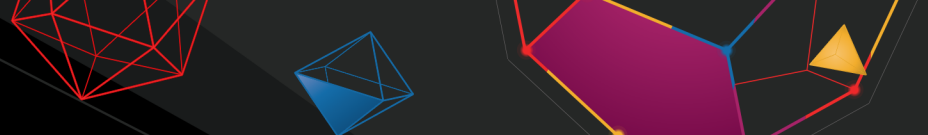
Communication



COMMUNICATION



NOT JUST FOR CORNERS ANYMORE

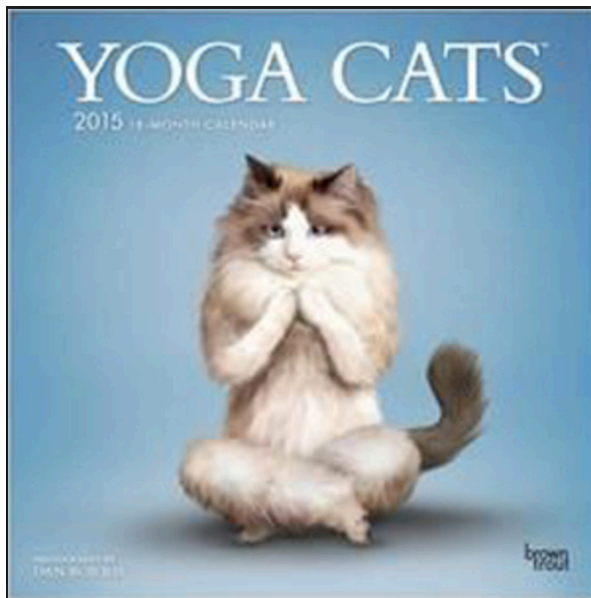


Top 10 Tips for Teaching Public Presentation to Game Students





#1 Do it Early and Often





#2 Create a Culture of Presenting

Coding

Animation

Design

Writing

Technical
writing

Problem solving

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Critical thinking

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Liberal arts

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Storytelling



#3 Do Lots of Low Stakes Exercises

Types of Writing

Writing to learn (low stakes)	Published writing (high stakes)
Short	Substantial
Spontaneous	Planned
Informal	Conventional
Exploratory	Authoritative
Personal	Audience centred
One draft	Drafted
Unedited	Edited
Ungraded	Assessable

Slide courtesy,
Lisa Gilby



#4 Practice in a Variety of Settings



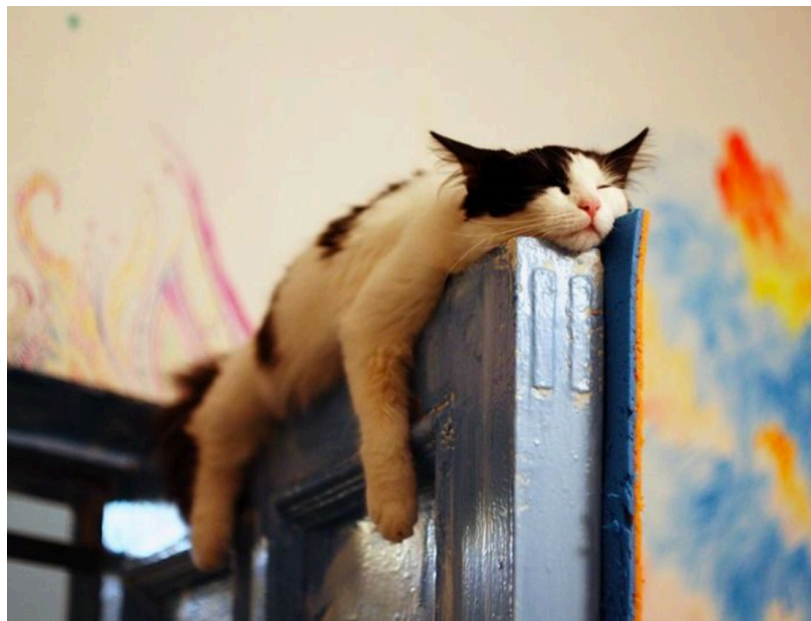


#5 Present Beyond the Classroom





#6 Be Mindful of Student Comfort





#7 But Also Push Boundaries





#8 Iterate, Iterate, Iterate





#9 Be Transparent with Evaluation





#10 Focus on Logic AND Story





#11 Value Different Presenting Styles





Ultimately, it is about building relationships.





Want rubrics, exercises, or tools?

Email me at
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