

# **Game Design Education 10+ Years In:** Where to take the field from here

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# Origins

- **2000**: IGDA Special Interest Group on Game Education formed.
- **2003**: Education Committee formed. First deliverable that year: IGDA Framework: The Study of Games and Game Development (version 2.3 beta).
- **2008**: Curriculum Framework 2008:  
<http://wiki.igda.org/images/e/ee/Igda2008cf.pdf>

# Today

- Many excellent degree programs at all levels.
- Regular Summit here at GDC.
- Thriving Game Education SIG within IGDA  
<https://www.facebook.com/IgdaGameEducationSig>
- Many academic venues for talking about our work with games (maybe too many conferences!)
- A far stronger set of ties between 'industry' and academe (internships, game competitions, job placements, professors and endowed chairs, *some* research funding).

# Yet...

- Success has the potential to isolate us from one another, overemphasizing competition at the risk of losing the benefits of collaboration.

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17. [Sacred Heart University](#) (Fairfield, CT)
18. [Full Sail University](#) (Winter Park, FL)
19. [University at Buffalo](#) (Buffalo, NY)
20. [University of Pennsylvania](#) (Philadelphia, PA)
21. [Parsons The New School for Design](#) (New York, NY)
22. [Trinity College Dublin](#) (Dublin, IRL)
23. [University of North Texas](#) (Denton, TX)
24. [University of Miami](#) (Coral Gables, FL)
25. [St. Mary's University](#) (San Antonio, TX)

Questions?

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# A Modest Proposal

- Let's keep working together well on challenges that matter to all of us.
- Here are a few to consider...

# Diversity

- Most programs still struggle with this at the student and faculty levels.
- These are systemic, complex issues that benefit from cross-talk among us.

## **Take action:**

Roundtable--*Enrolling Women in Game-Related Degree Programs*, hosts Celia Pearce and friends  
Friday 10-11 a.m., Moscone North, Room 121

# Teaching

- How do we share best practices as we develop them?
- Can we address pros/cons of field-wide issues together such as use of online learning, class size...

## **Take action:**

- Attend many of the talks tomorrow(!)
- Revisit origins of this group (standards/position papers/formal case studies like Harvard Business School).

# Design Competitions

- There are many existing venues for student work, but most cost money (IGF, Global Game Jam, Indiecade).
- Do we want to encourage more sponsorship of student competitions (like Microsoft's Imagine Cup) for a wider range of platforms/genres?

## Take action:

- Approach sponsors as a group, with a concept in mind.



# School Rankings

- Right now *Princeton Review* is the 'only game in town'.
- Are their criteria appropriate for all programs?
- Do we want other ranking bodies?
- Do we want to create our own ranking criteria as a group?

## Take action:

- Work together to discuss this, approach *Princeton Review* and other ranking bodies with additional criteria.
- Form our own standards/best practices review of programs.

# Tenure and Promotion

- Game faculty do not always neatly fit disciplinary standards for promotion and tenure.
- We are a relatively new field, harder for higher academic officials to understand how to evaluate.
- Salaries vary widely, depending upon academic host department.

## **Take action:**

- Develop common standards for best venues, publication/production expectations.
- Support one another in tenure case preparation.
- Work together to determine salary standards for the field.

# Defining Game Research

- Are we an application or research field? Or both? This has big implications for funders, university administrators and conference organizers/professional organizations.
- What is 'pure game research' and where is it published and funded?

## **Take action:**

- Co-defining what we mean by research, and educating funders, university officials, and professional organizations about best practices.
- Continuing to create strong peer-reviewed venues for game research, and setting standards for 'top tier' that we communicate across the university.

# Building Centers

- Great game education (and research) requires multiple disciplines.
- It's hard to build multi-department/school, stable collaborations.
- Universities recognize Centers as a way to do this, when research is part of what takes place.
- There are now centers being founded around games (e.g. NYU's new MAGNET Center). How can we share and spread best practices for taking advantage of this university mechanism?

## Take action:

- Share best practices for Center building.
- Collaborate to raise funds for cross-university Centers.

# Game Educators, Unite!

- Should we work through the IGDA Game Education SIG?
- Should we create a forum within this Summit?
- Do we need other ways to collaborate/coordinate?

**Let's talk about this! Come see me (or email me) if you want to continue the conversation...**

# Thanks!

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