



How “Gen Ed” courses make better game developers

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Why do I have to take this class??





What did the English major say to the Software Engineer?

























“Seeing games as intertextual reminds us that no game is an island; like literary texts, every game extends outward from itself in many directions.”

(Jones, S. E., 2008. *The Meaning of Video Games: Gaming and Textual Strategies*)





GameDevs are not one-trick ponies!





- *"The ability to explore new ways of seeing the world and create new mental models is invaluable for understanding how systems work and creating your own."* (David E)
- *"I'd say one of the most useful things I got out of DigiPen's humanities courses was an impetus to improve my cultural literacy."* (Tom V)



"Gen eds are absolutely essential for game designers. They, more than anyone else, need a firm grounding in understanding how to communicate, and how humans work. These classes give good foundations for creating compelling experiences by understanding human motivations and understanding the intrinsic bond between game designers and every other kind of creator." (Kate V)



"Applied classes tend to teach material - techniques and results and how to bridge the gap between them - which is a very important part of education... but Liberal Arts classes expand horizons, improve on perspectives, enhance critical thinking, and foster problem-solving and communication." (Travis G)



"All of the technical classes teach you how to build things a certain way, while the Gen-Eds help you understand why you should build things a certain way. They're not about physics or shaders; they're about the people using those physics and shaders. That's just as important, if not more so." (Sean H)



Yes, these CAN go on your resume...
if you handle them carefully.







