



March 20-24, 2023
San Francisco, CA

Next Level Arcade Course Case Study

Jessie Contour
Assistant Professor of Practice, UT Austin

#GDC23



The University of Texas at Austin
School of Design and
Creative Technologies
College of Fine Arts



PROFESSOR JESSIE

Assistant Professor of Practice in Arts and Entertainment Technologies

Technical Art | Physical Computing | Experience Design | Game Development | Immersive Media



Northeastern
University



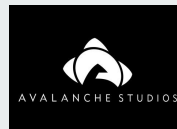
Lesley
UNIVERSITY

THE NEW SCHOOL
PARSONS

HUNTER
The City University of New York



TEXAS
The University of Texas at Austin



AMERICAN
MUSEUM OF
NATURAL
HISTORY



 **BLUESTAMP**
ENGINEERING

1

Why Arcade?

2

Production Methods & Strategies

3

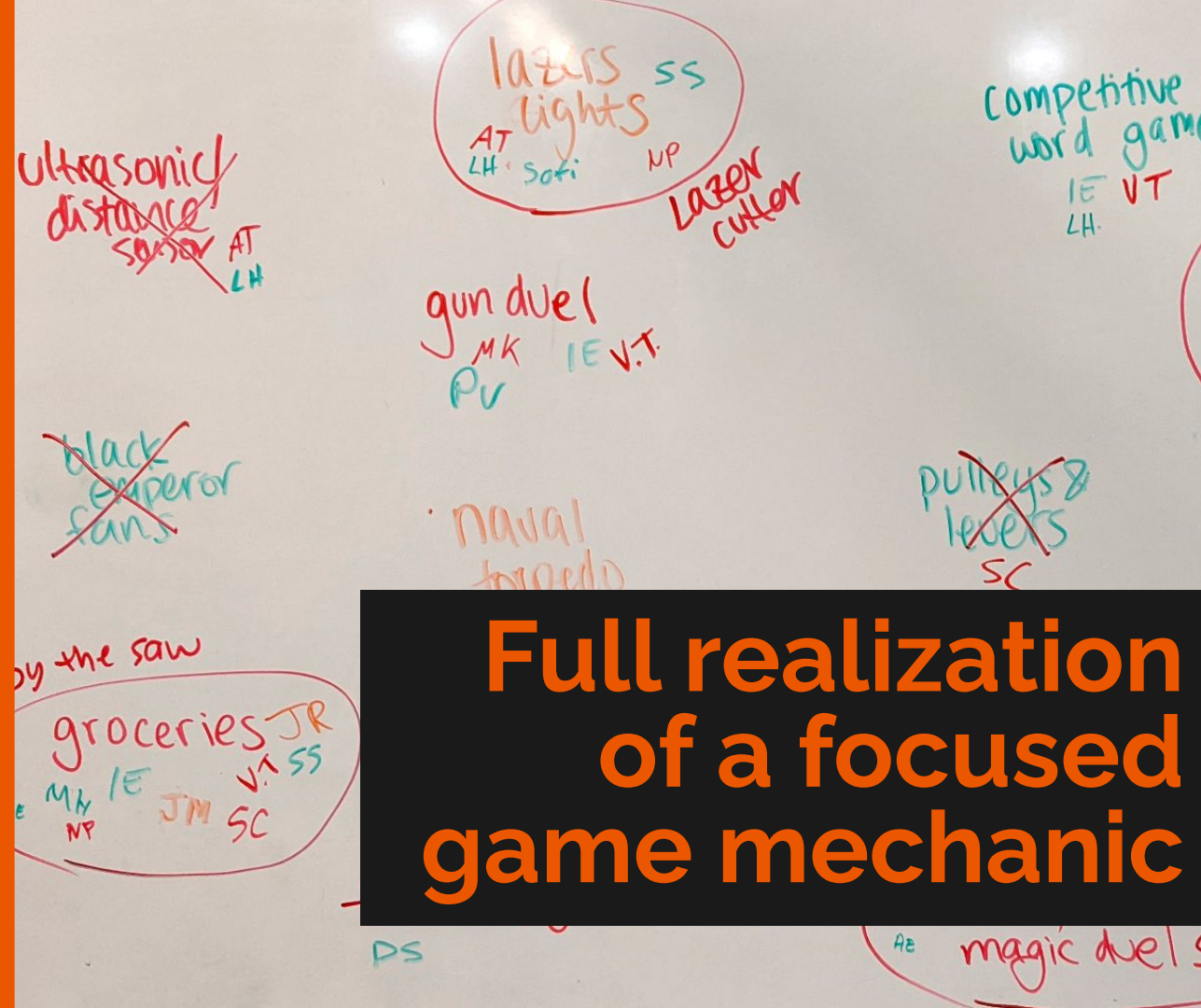
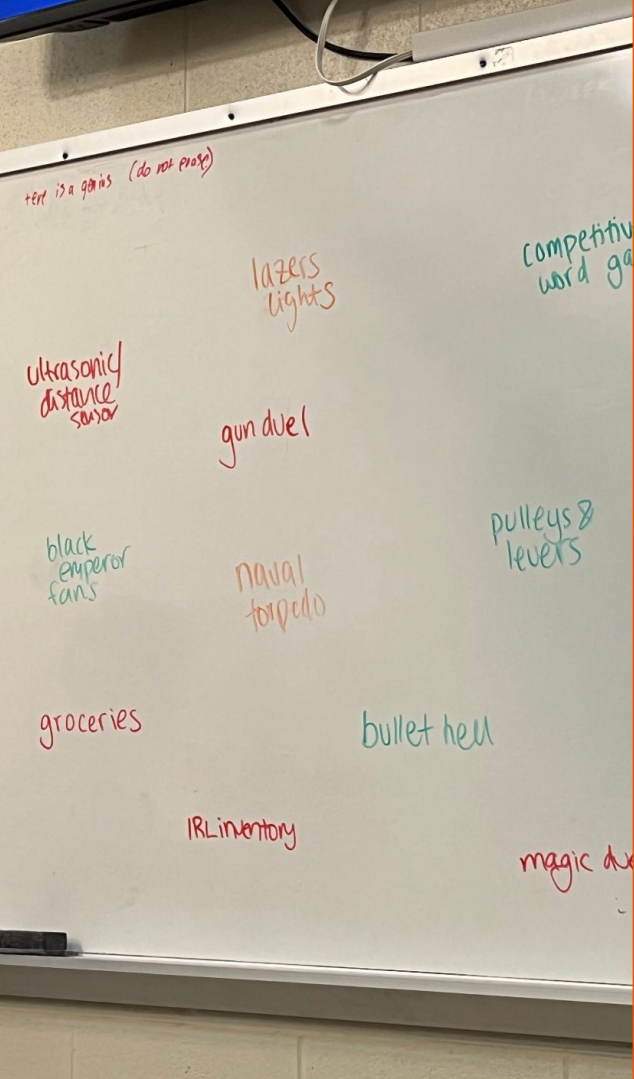
Course Outcomes & Assessment

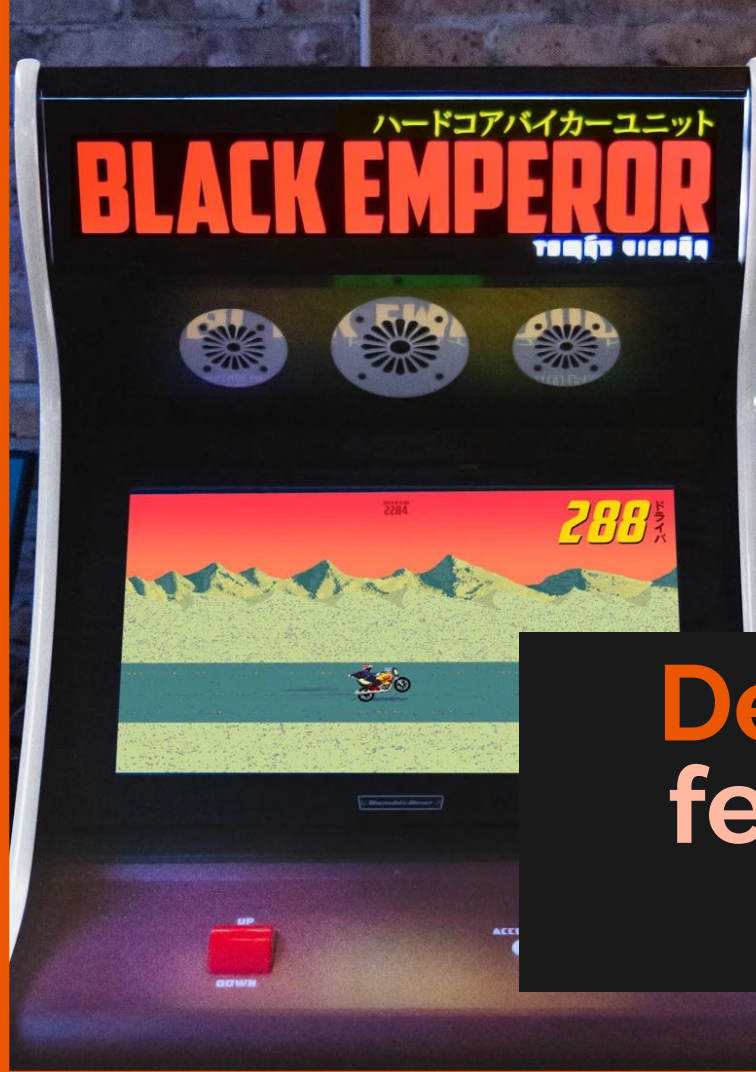
1 WHY ARCADE?



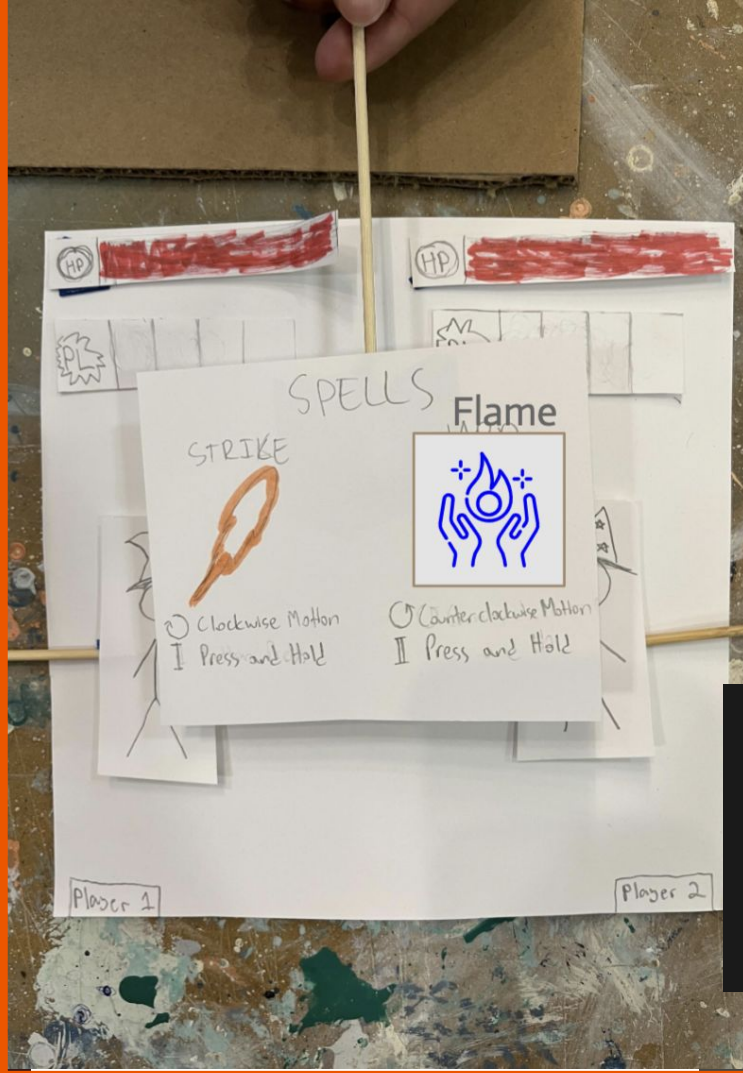
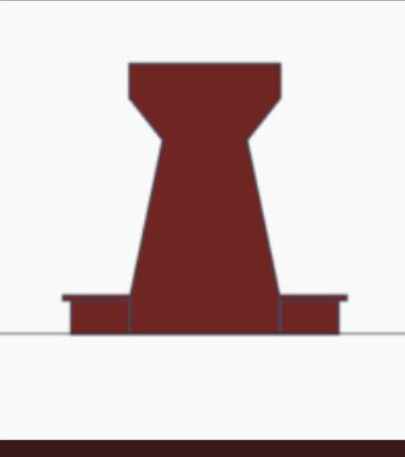
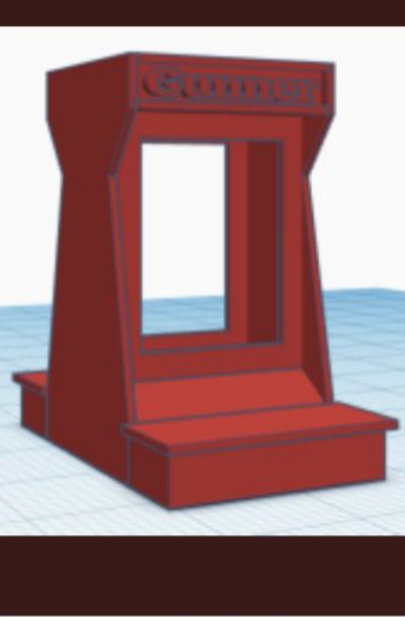


Student-led,
experiential
definition of genre





Develop game
feel instead of
game size



**Collaboration
is a must!**



Interaction between
physical & digital
is the future

2

Production Methods & Strategies



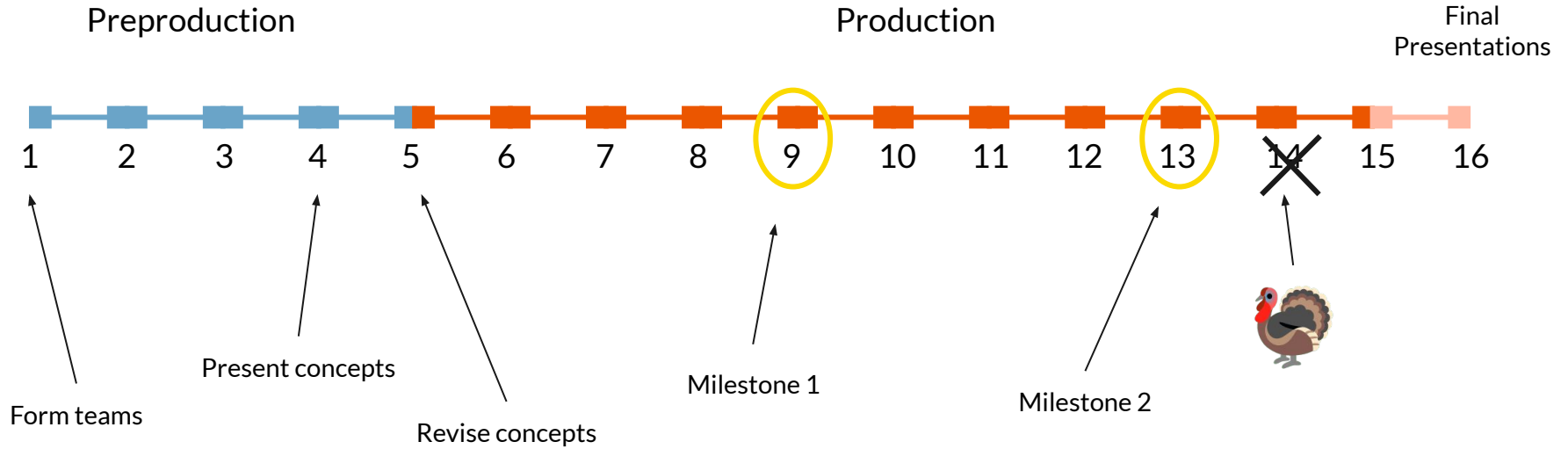
Team Skill Management / Project Design

Potential areas of expertise for my students:

- 2D Artist
- 3D Artist
- Technical Artist
- UI Designer
- Game Designer
- Narrative Designer
- Game Programmer
- Hardware Developer
- Fabricator

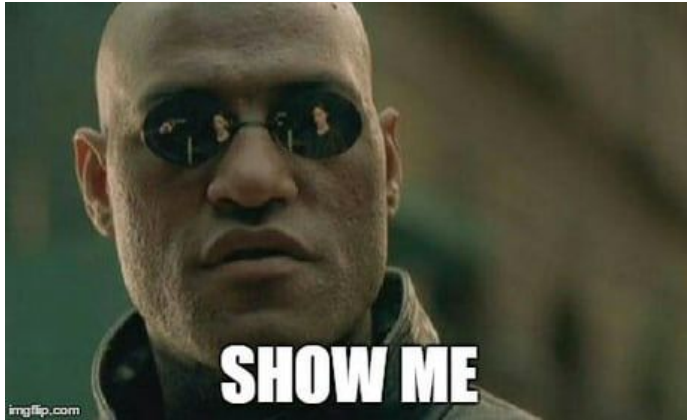


Anatomy of a semester



Milestone 1

Proof of Concept



Goal: Demonstrate they know how to complete all elements of project concept

Milestone 2

Content Lock



*Goal: All content “done”
No **new** work after this point*

Self Promotion as a Practice

& Using Tweets to Trick Students into Performing Weekly Standups



Next Level Arcade
@AETArcade Follows you

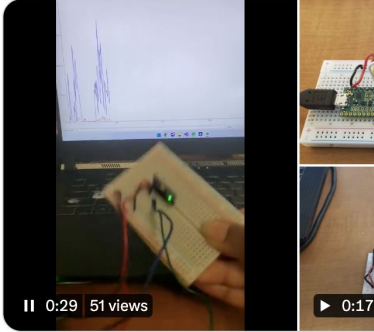
University of Texas at Austin
Arts and Entertainment Technologies
👤 👤 Next Level Arcade 👤 👤

📍 austin, tx 📅 Joined October 2021

Profile banner images: a witch, a raccoon in a spacesuit, and a man singing into a microphone.

Next Level Arcade @AETArcade · Dec 13, 2022

Looking back at how far Spellslingers' magic wand alt-ctrl controller has come! From concept, to prototype, to finished product! [#indiedev](#) [#arcade](#)



0:29 51 views 0:17

1 2 3

[Show this thread](#)

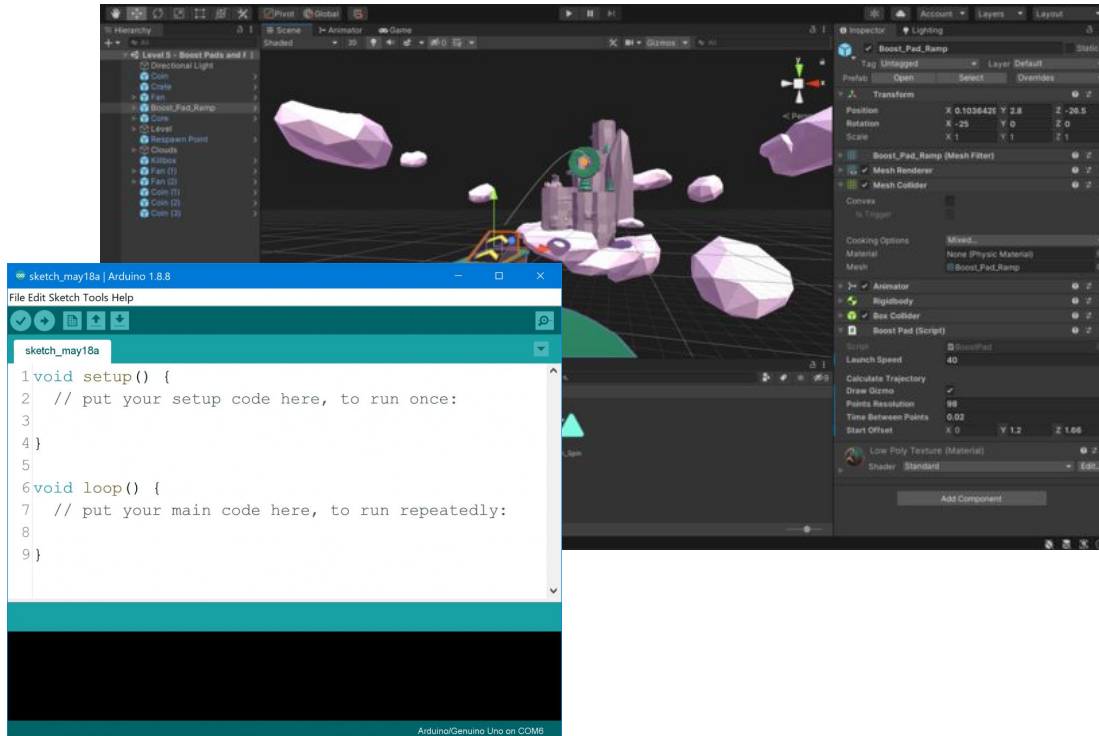
Next Level Arcade @AETArcade · Dec 11, 2022

With one last update to the main menu, I can't wait to for people to playtest our game. I hope they're ready cause it's gonna be out of this world 🚀 🧙 🛸 ⭐ [#indiedev](#) [#gdc23](#)



2 1 1 1

Software Used



Unity

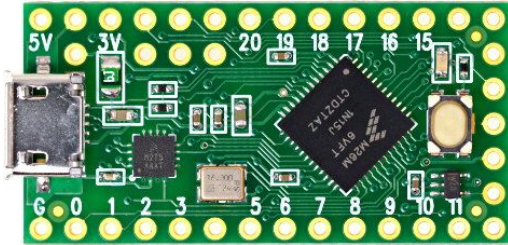
You've probably heard of this game engine

Arduino

An IDE for programming microcontrollers

Hardware Used

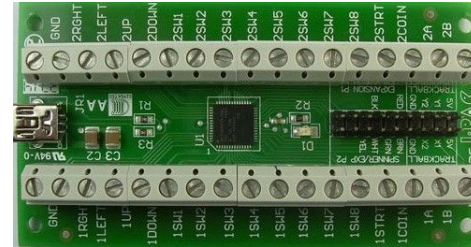
Teensy LC from PJRC



~\$13

*Programmed in Arduino, emulates
keyboard/mouse/joystick*

IPAC2 from Ultimarc



\$40

No code, plug and play solution

Hardware Used

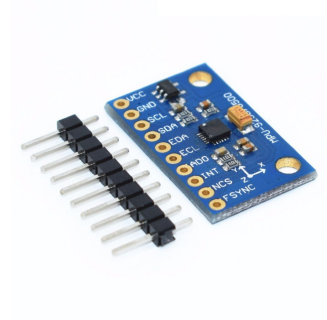
Buttons



Joysticks



Analog Sensors



3 COURSE OUTCOMES & ASSESSMENT

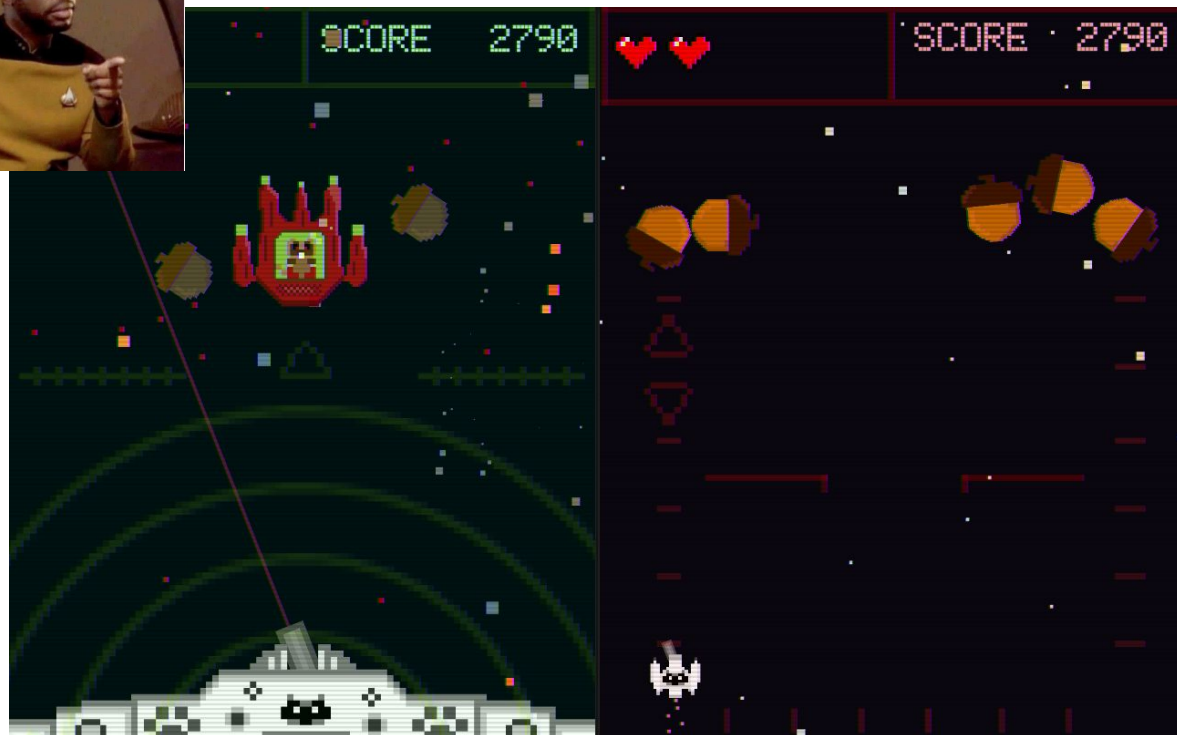
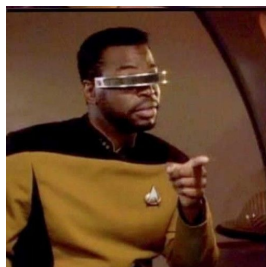


Starlight Scrappers



Starlight Scrappers

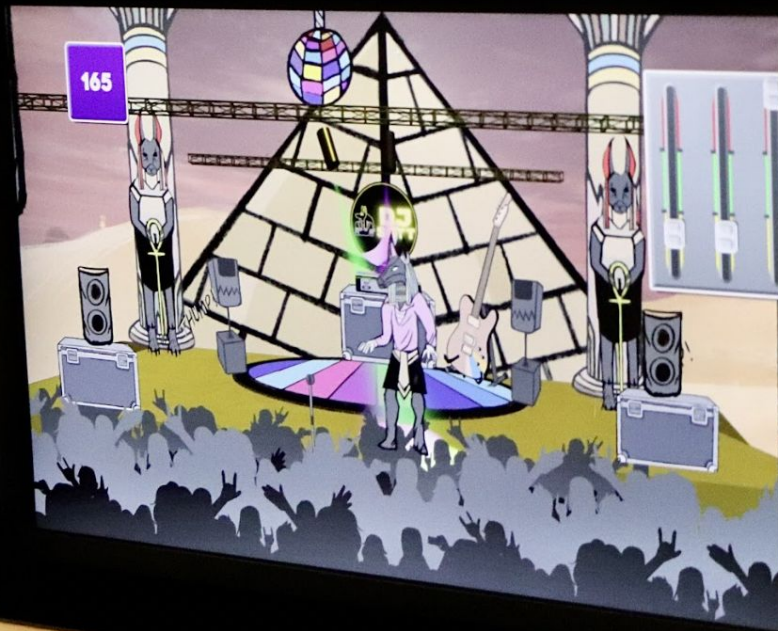




Starlight Scrappers



C.R.E.W.



C.R.E.W.



Spellslingers

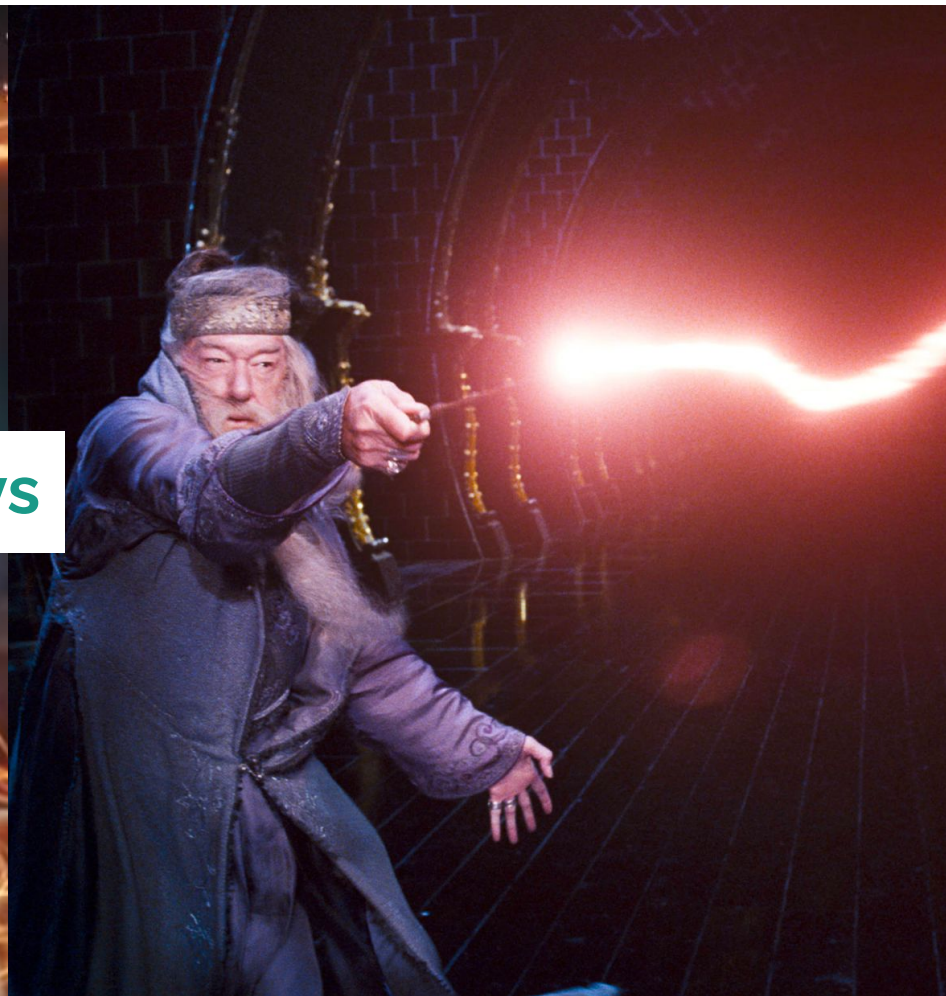


Spellslingers





VS



Spellslingers





March 20-24, 2023
San Francisco, CA

Next Level Arcade Course Case Study

Jessie Contour

[linkedin.com/jessiecontour](https://www.linkedin.com/jessiecontour)

jessiecontour@utexas.edu

twitter @kamegameha_

#GDC23