So, you want to create a game degree program....

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Undergraduate Game Degree Programs in the United Kingdom and United States: A Comparison of the Curriculum Planning Process

- Explanatory Research Method
  - Survey institutions in US and UK meeting criteria:
    - Public or Private not-for-profit
    - Bachelor degree (not concentration/specialization)
    - Program has the word “Game” in the title
    - ’09-10 academic year
  - Follow-up interviews of select institutions

- Other research:
  - Analysis of skills needed by game industry
  - Perceptions and Attitudes of High School Science Teachers towards Digital Game Based Learning
Public/Not-for-profit universities with 4-year Game Degree Programs

36.5%
Numbers of Programs

- Programs in the US (21/2,185)
  - Several starting testing waters with concentrations or specialization
  - Several others starting to put their programs into place now

- Programs in the UK (115/166)
  - Starting to reach critical mass
  - Those without programs are considering adding them in order to “keep up” with other universities
Types of Programs

- Single discipline
  - Within computer science or within art
  - Curriculum often requires students to take extra courses in complementary areas (art, technology, production, etc)

- Multi-disciplinary
  - Primarily for students wishing to be indie developers
  - Students receive broad range of skills
  - Still can be grounded:
    - Art
    - CS
    - Entrepreneurship
Program Impact

- As of today, the impact on enrollment has been positive
  - Saturation point?
  - Does not appear to draw students away from traditional CS
- Impact on department has been positive
  - Navigate challenges of faculty and physical resources
  - Administration has been generally supportive in providing resources (particularly in the UK)
Ideas for Creating a Successful Game Degree Program

- Build Relationships with Industry
- Become Familiar with the Frameworks from Associations (IGDA, Skillset, TIGA)
- Talk to Planners of Programs at other Universities
- Find a niche
- Leverage existing resources
- Understand the implications of interdisciplinary collaboration
- Engage in Research in Games
- Market analysis—what do students want today? (They are becoming increasingly savvy when it comes to game programs!)
Curriculum Development Resources.

- International Game Developers Association
  - igda.org

- Special Interest Group
  - Game Education

- Curriculum Framework
  - http://wiki.igda.org/Game_Education_SIG/Curriculum
  - Version 3.2 beta – February 2008

- Modular approach to curriculum design

- Very comprehensive
IGDA Core Curriculum Topics

- Critical Game Studies
- Games and Society
- Game Design
- Game Programming
- Visual Design
- Audio Design
- Interactive Storytelling
- Game Production
- Business of Gaming
IGDA Components of a Strong Program

- An advisory board (with local game professionals, if possible)
- Portfolio development for students
- Opportunities for students to intern with studios, companies and community organizations
- Extracurricular groups for students to develop games
- A speaker program to bring game professionals onto campus
- Faculty with game industry experience
- Dedicated labs and libraries for students to have access to hardware, software, and games
- Courses that require team-based projects comprised of both programmers and artists
Game Design Minor

- IM Foundational Courses (3)
- Storytelling & Concepting
  - Choose two:
    - Sound Design
    - Digital Animation I
    - Computer Graphics
    - Game Engine Programming
    - Game Modification

Computer Game Design

Computer Game Technology Minor

- CIS Foundational Courses (3)
- Game Modification
  - Choose two:
    - Computer Graphics
    - Game Engine Programming
    - Sound Design
    - Digital Animation I
    - Storytelling & Concepting

- Computer Game Capstone Project
Content.