



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



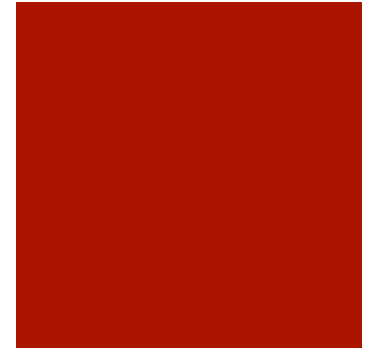
- Explanatory Research Method
 - Survey institutions in US and UK meeting criteria:
 - Public or Private not-for-profit
 - Bachelor degree (not concentration/specialization)
 - Program has the word “Game” in the title
 - '09-10 academic year
 - Follow-up interviews of select institutions
- Other research: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



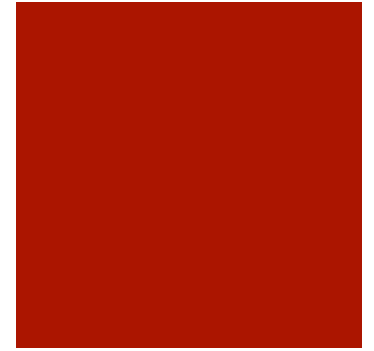
- As of today, the impact on enrollment has been positive
 - Saturation point?
 - Does not appear to draw students away from traditional CS
- Impact on department has been positive
 - Navigate challenges of faculty and physical resources
 - Administration has been generally supportive in providing resources (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!)

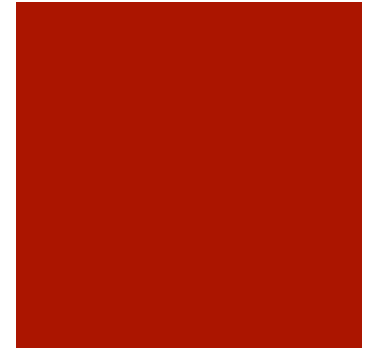
Curriculum Development Resources.



- 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

Computer Game Technology Minor

IM Foundational Courses (3)

CIS Foundational Courses (3)

Computer Game Design

Storytelling & Concepting

Game Modification

Choose two:
Sound Design
Digital Animation I
Computer Graphics
Game Engine Programming
Game Modification

Choose two:
Computer Graphics
Game Engine Programming
Sound Design
Digital Animation I
Storytelling & Concepting

Computer Game Capstone Project

Content.

