



**2nd Annual
IGDA Academic Summit**

**March 4-5, 2003
Game Developers Conference
San Jose, California**

Table of Contents

Agenda_____	p.03
Abstract & Session Descriptions_____	p.04
IGDA Education Committee Summary_____	p.07
GDC Student Scholarships_____	p.08
Academic/Student Offers_____	p.09
IGDA – Make a Difference_____	p.12

The IGDA Academic Summit is sponsored in part by



www.academyart.edu

Contact Info:

International Game Developers Association
600 Harrison Street
San Francisco, California
USA, 94107

Phone: 415.947.6235
Fax: 415.947.6090
Email: info@igda.org

Jason Della Rocca
Program Director
jason@igda.org

Warren Spector
Studio Director, ION Storm Austin
Co-chair, IGDA Education Committee
wspector@ionstorm.com

Doug Church
Eidos Interactive
Co-chair, IGDA Education Committee
dc@eidos.com

Agenda

Day-1: “Ideas & Aspirations”

10:00-10:10: Welcome/Introduction

10:10-11:00: The State of Industry/Academic Relations

11:00-11:15: coffee break

11:15-12:30: Futures Panel

12:30-14:00: lunch break

14:00-16:00: Day-1 Group Working Sessions

16:00-16:15: coffee break

16:15-17:30: Day-1 Group Working Sessions – continued

17:30-18:00: Keynote: “Significant Contributions”

18:00-19:00: Summit Social Reception

Day-2: “Implementation Strategies”

10:00-10:10: Welcome and Day-1 Summary

10:10-11:00: IGDA Education Committee Progress Report

11:00-11:15: coffee break

11:15-12:30: Case Studies

12:30-14:00: lunch break

14:00-16:00: Day-2 Group Working Sessions

16:00-16:15: coffee break

16:15-17:30: Day-2 Group Working Sessions – continued

17:30-18:00: Closing Summation

Abstract & Session Descriptions

While industry and academia are more involved with each other than in the past, we believe there is room to improve communication and actively work together. The academic environment supports analysis and examination of the medium in a way that the purely commercial game development industry has trouble with, providing space for formal and conceptual experimentation that is hard to justify in the market-driven world of shipping titles. What's more, ties with academia can help foster the growth and development of the industry by ensuring that graduates come to the job market with a solid knowledge base.

For the second year, the Education Committee of the International Game Developers Association will host a two-day "summit" to bring together members of the academic and game development communities. This year's Summit will emphasize group interaction and discussion, as we explore ideas and aspirations for industry/academic relations, as well as implementation strategies to get us there. Around these themes of "Ideas" and "Implementation", discussion will focus on the following three axes:

- Theoretical research and the study of games
- Curriculum and instruction
- Commercial applications of research

Day-1: "Ideas & Aspirations"

Welcome/Introduction (10:00 - 10:10)

- *Jason Della Rocca* - program director, IGDA

A quick welcome by the IGDA's program director and brief introduction to the Education Committee and agenda for the 2-day summit.

The State of Industry/Academic Relations (10:10 - 11:00)

- *Warren Spector* - studio director, Ion Storm

- *Frans Mayra* - professor, Hypermedia Laboratory, University of Tampere

What is the current state of the union regarding academic and industry relations? Who's collaborating with whom and on what kinds of projects? Which schools are formally teaching games and what developers are helping out in the process? What is the current climate for collaboration on research projects and funding? What's the general sentiment of developers towards the academic world and vice versa? This talk will offer a snapshot of where things currently stand regarding academia and the game development industry.

Futures Panel (11:15 - 12:30)

- *Eric Zimmerman (moderator)* - designer/CEO, gameLab

- *Espen Aarseth* - associate professor, University of Bergen

- *Robert Huebner* - technical director, Nihilistic Software

- *Brenda Laurel* - chair and graduate faculty member, Art Center College of Design

- *Ken Perlin* - professor/director, NYU Media Research Laboratory

What does the future hold for the study of games, games research and the teaching of game development? Further, what is the future of industry/academic relations? Clearly, we all believe in the benefits of strengthened ties, but can we verbalize them and imagine what such a future would look like?

Panelists will provide a sneak peek at the future of research, study and teaching and how it all relates to the making of better games in the years ahead. This panel will serve as inspiration for the first days Group Working Sessions.

Day-1 Group Working Sessions (14:00 - 16:00 / 16:15 - 17:30)

Attendees will break up into small groups (~15 people), focusing on the day's theme of Ideas & Aspirations. The group discussions will focus on three topics: theory/scholarship, curriculum/instruction and research/application.

First, groups will brainstorm the challenges, barriers and issues that impede our progress in determining what our aspirations are or should be and what forces prevent us from achieving our goals. These challenges will be enumerated onscreen for all attendees to see and discuss. Next, the groups will tackle these issues and brainstorm possible solutions, etc. These too will be enumerated and discussed.

Each group will be responsible for electing a "scribe" who will submit the group notes after the session. These notes will be compiled/collated and released on the IGDA website, as a resource and as a starting point for further discussions.

Keynote: "Significant Contributions" (17:30 - 18:00)

- *Gerard Jones* - author / MIT advisor

There is no doubt that many academics still deal with barriers and prejudices given their choice of study, research or teaching. While this situation has improved over the past few years, the stigma of working on/with "games" is still evident. What's more, the same is true for professional game developers, who are still seen as geeky loners for the most part. Given all this, it is important to take time to understand the significance of our contributions both on the academic and professional fronts. In many cases, negative myths can be smashed to get at the real value of what we do. Still, there is much work that lies ahead, and there is no shortage of needs specifically in terms of soft-science and humanities-level research. This keynote lecture will help all of us to become more aware of the significant contributions we are making to our culture and a sense of challenges that remain.

Summit Social Reception (18:00 - 19:00)

All Academic Summit attendees are welcome to join their peers at the Fairmont Hotel lobby bar for an informal reception. This is an ideal way to wind down after a hard day of work and a chance to catch up with old friends, and make new ones.

Day-2: “Implementation Strategies”

Welcome and Day-1 Summary (10:00 - 10:10)

- **Doug Church** - technical director, Eidos Interactive

A quick welcome and introduction to the plans of Day-2, along with a summary of the first day.

IGDA Education Committee Update (10:10 - 11:00)

- **Doug Church** - technical director, Eidos Interactive

- **Robin Hunicke** - Northwestern University

- **Warren Spector** - studio director, Ion Storm

The Education Committee will provide an update of its progress to date. More specifically, the first official version of the Curriculum Framework will be presented along with other ongoing initiatives and projects (e.g., game reference bibliography, student scholarships, etc).

Case Studies (11:15 - 12:30)

Representatives from a variety of institutions will present brief case studies. These will focus on successes around collaborations, curriculum and research. Each case will be 5 minutes long and follow a strict presentation template in order to facilitate comparisons and to allow as many attendees to present as possible. The goal is to give everyone a better sense of the breadth of research, collaborations and curricula that are out there. These cases will serve as inspiration for the second days Group Working Sessions.

Day-2 Group Working Sessions (14:00 16:00 / 16:15 17:30)

Breaking into small groups again (~15 people), attendees will focus on the day’s theme of “Implementation Strategies”. The groups will focus on three topics: theory/scholarship, curriculum/instruction and research/application.

First, groups will be responsible for brainstorming the challenges, barriers and issues regarding implementation and collaboration. These challenges will be enumerated on the projector for all attendees to see and discussed. Next, the groups will tackle these issues and brainstorm possible solutions. These, too, will be discussed and enumerated on the projector.

Each group will be responsible for electing a “scribe” who will submit the group notes after the session. These notes will be compiled/collated and published on the IGDA web site.

Closing Summation (17:30 - 18:00)

- **Ernest W. Adams** - game design consultant

Responding to the two days of intense discussion and debate, this session will attempt to summarize the major themes, threads and findings from the Summit. The goal is to help provide a clear sense of concrete next-steps for both industry and academia.

IGDA Education Committee Summary

Academic Relations

The IGDA's Education Committee has been doing considerable work to build bridges with the academic community. These efforts have been focused on setting curriculum guidelines and enhancing collaboration between industry and academia.

Curriculum Framework: The Curriculum Framework serves as a guide for all those who want to implement, or improve upon, game development courses, programs and degrees. The Framework has been in development for almost two years, and incorporates the input and feedback of countless academics and professionals.

Academic Events: The IGDA hosts two annual academic events: The Academic Summit at GDC and the Academic Day at GDC Europe. These events further the work of the Education Committee, providing a forum for academics and developers to converse and connect to build stronger ties. Additionally, the Education Committee speaks at other industry events, such as SIGGRAPH, throughout the year.

Track the progress of IGDA academic activities online:

www.igda.org/academia/

Student Outreach

The Education Committee's student and newbie outreach efforts offer information, encouragement and opportunity to talented young people interested in game related careers. In addition to helping individual students break in to the industry, this outreach benefits existing development companies by ensuring better trained, better qualified entry-level staff. The IGDA believes that the business and art form of games will develop best when aspiring developers have the appropriate skill sets for their desired jobs, are well prepared and aware of the realities of working in the entertainment field, and are a diverse group, including women and minorities. Here are some of our student oriented initiatives:

“Breaking In”: The IGDA launched a nationwide outreach program to educate high school students, guidance counsellors and parents on potential careers in the video game industry. Informational letters and posters directing students to the "Breaking In" web site were sent to over ten thousand high schools across America. This dedicated web site offers information on career paths in the game industry, interviews with professional developers, advice and insight on getting into the industry and education, as well as links to additional resources to prepare for a career in games.

GDC Scholarships: The Education Committee annually awards 25 GDC Scholarships to send qualified students to the Game Developers Conference and the European Game Developers Conference, where game development professionals from around the world gather to share ideas and build the skills essential to creating the next generation of interactive entertainment.

Refer to the web site for further details on student outreach efforts:

<http://www.igda.org/students/>
<http://www.igda.org/BreakingIn/>

GDC Student Scholarships

The International Game Developers Association is proud to announce the recipients of the 3rd annual GDC Student Scholarship Program. Twenty-five college students have received conference passes to this year's Game Developers Conference.

The recipients of the 2003 GDC Student Scholarships are:

- Adam Daniel Mechtley, Art Institute of Phoenix
- Alexia Bowers, Penn State University
- Amin Ebadi, EPFL Switzerland
- Bartek Gudowski, Royal Institute of Technology (KTH), Sweden
- Brandii Rhiannhon Grace, Western Washington University
- Carol A. Kinzler, Nova Southeastern University
- Chad Alan Bartlet, DigiPen
- Derek Kube, Simon Fraser University, Canada
- Erin Hoffman, Rensselaer Polytechnic
- Jason David Rooks, University of Central Florida
- Jeremy David Acs, University of Cincinnati
- Jim Shepard, Full Sail
- Jovan Cornelio da Costa, UNICENP, Brazil
- Kathy Fung, University of Toronto, Canada
- Kenneth Richard Pocklington, Stanford University
- Lacey Chapman, Baylor University
- Marc Fielding, UCLA
- Marc Noseworthy, University of Manitoba, Canada
- Matthew John Ota, University of Queensland, New Zealand
- Panayoti Haritatos, University of California San Diego
- Richard Leavitt Suter, University of Massachusetts Lowell
- Ted Hung, Carnegie Mellon University
- Ted Lightman, Cornell University
- Tyler Lynn Seymour, Juniata College Pennsylvania
- Zachary Murphy, Art Center College of Design Pasadena

The scholarship recipients will have full access to all seminars, panels and exhibits at GDC, the world's largest conference and exposition exclusively devoted to video game development and related activities. Top representatives of the gaming industry and members of the IGDA's Education Committee judged the scholarship applications. The recipients represent a diverse range of disciplines and cultures, including recipients from Australia, Europe, North America and South America.

Academic/Student Offers

Many wise companies have realized the benefit of offering free, or heavily discounted products to the academic community. This list outlines offers from companies for students and academics. The most up to date version of this list can be viewed online at:

www.igda.org/academia/offers.php

Content Creation

Product: Maya Learning Edition

Company: Alias|Wavefront - www.aliaswavefront.com

Cost: Free

Notes: All students and academic institutions can download the Maya Learning Edition free of charge. Need to supply student id. This is a full functioning version, but lacks render output support.

Product: 3D Studio Max 5

Company: JourneyEd / Discreet - www.journeyed.com

Cost: \$150

Notes: This offer is for a 1-year Student Term License. 3ds max 5 is the latest release of the world's most widely used professional 3D modeling, animation, and rendering software.

Product: MOTIONBUILDER Personal Edition

Company: 3DBuzz / Kaydara - www.3dbuzz.com

Cost: \$100

Notes: This is a FULL PRODUCTION copy (1-year license) of the MOTIONBUILDER, the renown 3D character animation application, complete with support from Kaydara.

Product: Rhino3D

Company: Robert McNeel & Associates - www.rhino3d.com

Cost: \$195

Notes: Nurbs modeling package for Windows. Proof of student, faculty, or educational institution status required.

Product: SOFTIMAGE|XSI EXP v.3.0

Company: Softimage - www.softimage.com

Cost: Free

Notes: SOFTIMAGE|XSI EXP v 3.0 is a free version of the industry's leading 3-D nonlinear production

environment specifically designed for training purposes. Design characters, apply hair, mix and blend animations, render interactively or use real-time shaders. Also includes file import and save, making it easy to learn and enhance your animation and effects creation skills.

Product: SOFTIMAGE|XSI Advanced 3.0 - Academic Version

Company: JourneyEd / Softimage - www.journeyed.com

Cost: \$495 - Essentials / \$795 - Advanced

Notes: The Academic version of SOFTIMAGE|XSI is the same as the software used in the animation industry - feature by feature - no watermark on your render, no hidden limitations in the application. Everything is there for you to learn, test and create. Give your demo reel the same look and feel as any professionally produced 3D animation. For non-commercial use only. These versions are for students and teachers who are actively enrolled in school - from high schools through university programs.

Middleware

Product: Intrinsic Alchemy Education Edition

Company: Intrinsic Graphics - www.intrinsic.com

Cost: Free

Notes: The Education Edition is offered to academic institutions only. The SDK offers the full capabilities of the commercial product. For PC platforms only. License is limited to classroom and lab environment, can not be used for the creation of a commercial product.

Product: Net-Z and Eterna Personal Editions

Company: Quazal - www.quazal.com

Cost: Free

Notes: Net-Z and Eterna are networking middleware solutions for ephemeral and massively multiplayer games respectively. Personal Editions of both Net-Z and Eterna are available at no charge for non-commercial product development (registration required).

Product: Terraplay Move

Company: Terraplay Systems - www.terraplay.com

Cost: Free

Notes: Terraplay Move is a networking solution allowing developers to quickly produce mobile applications in the entertainment and gaming fields. Students who wish to utilise the SDK can do so free of charge once they sign an NDA/licence.

Product: Virtools Dev Student and Educational Version

Company: Virtools - www.virttools.com

Cost: \$500 Student / \$5000 Educational

Notes: The Educational version is for a 10-seat-site license for teaching purposes only. Virtools' revolutionary

interactive 3D technology makes learning complex game or multimedia production easier than ever before. Dev's user-friendly graphic interface is the perfect introduction to interactive 3D media, whether students have a foundation in programming or not.

Software Development

Product: CodeWarrior Development Tools Mac/Win - Academic Edition

Company: Metrowerks - www.metrowerks.com

Cost: \$120

Notes: Academic affiliation is required. Gives users all of the capabilities of the stand-alone CodeWarrior for Mac OS and CodeWarrior for Windows products within a single package. With this product, developers can take advantage of developing C/C++ and Java applications that target Classic Mac OS, Mac OS X or Windows operating systems using a single integrated development environment.

Product: CodeWarrior Development Tools Palm OS - Academic Edition

Company: Metrowerks - www.metrowerks.com

Cost: \$120

Notes: Academic affiliation is required. You can create software programs that run directly on a Palm OS device from the comfort of your Windows or Mac OS computer using the award-winning CodeWarrior Integrated Development Environment.

Product: CodeWarrior Wireless Studio - Academic Edition

Company: Metrowerks - www.metrowerks.com

Cost: \$120

Notes: Academic affiliation is required. The ultimate development tool for creating applications targeting J2ME™ and Personal Java™ platforms for smartphones, PDAs, set-top boxes and other Java-enabled devices.

Production

Product: NXN alienbrain Studio

Company: NXN Software - www.nxn-software.com

Cost: negotiable

Notes: NXN Software offers extremely attractive pricing on its full-version asset management system, NXN alienbrain Studio. All student pricing is based on Academic Partnerships with universities and institutions that train tomorrow's game development teams. No individual student price exists at this time.

Web References

- Journey Education - www.journeyed.com
- 3D ENGINES.de - www.3dengines.com
- 3D Cafe's Free Stuff - www.3dcafe.com/asp/freestuff.asp

IGDA – Make a Difference

The International Game Developers Association is the independent, non-profit association established by game developers to foster the creation of a worldwide game development community. The IGDA's mission is to build a community of game developers that leverages the expertise of our members for the betterment of the industry and the development of the art form. Do the right thing and join the thousands of members, studios and partners that help make this mission a reality.

Personal Membership

The IGDA membership is made up of programmers, designers, artists, producers and many other development professionals who see the importance of working together to advance games and game development as a craft. Your involvement is critical to the success of your career, the IGDA and our industry.

By joining the IGDA, you join a worldwide community of game developers that shares knowledge, insight, and connections. From local chapter meetings, to online discussions, to committee output, the IGDA provides invaluable information and resources.

Studio Affiliation

Your team is your most valuable asset. As a Studio manager, you can reward and inspire your development team by affiliating with the IGDA. By joining the Studio Affiliation Program, a studio provides all of its employees with personal IGDA memberships, allowing them to connect with their peers and grow professionally and personally. In addition, Studios receive their own unique benefits and discounts, all while showing support for the community. Refer to the back cover of this report to see all the great Studios that are part of the IGDA.

Industry Partner

Your organization is essential to game development. Make a difference in the community you've helped to create by becoming an IGDA Partner. Send the message to game developers that your organization supports the growth and development of games as an art form, and backs the community at its roots. Gain exposure with IGDA members for whom game development is a way of life. The IGDA upholds the common agenda of game developers and the game industry. Be a part of that agenda by becoming an IGDA Partner.

**Make a difference:
www.igda.org/join**