



# **Game Development & Design: Curricular Challenges and Opportunities**

**SIGGRAPH 2003  
San Diego, California**

## Educators Forum Abstract

As more schools provide game-based curricula, are the needs of the industry, the students, and the institutions being met? What are the challenges that face schools who have implemented, or are in the process of implementing, curriculum that focuses on game design, development, and study? This session provides a forum for academics and developers to discuss these challenges and subsequent opportunities.

### 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](mailto:info@igda.org)

**Jason Della Rocca**  
Program Director, IGDA  
[jason@igda.org](mailto:jason@igda.org)

**John Buchanan**  
Director of Advanced Technology, Electronic Arts Canada  
[juancho@ea.com](mailto:juancho@ea.com)

# 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/](http://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/>

## 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](http://www.igda.org/join)**