The Process of Building a Game Development Minor

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Penn State Erie, The Behrend College

Educational Gaming Commons
Game Day 2014
Who are we?
Game Dev @ Behrend

* Joshua Shaw  Philosophy
* Wen-Li Wang  Software Engineering
* Matt White  Game Development
* Heather Lum  Psychology
* Chris Coulston  Computer Engineer
What is it?

GAME 480

GAME 4xx

GAME 4xx

GAME 1xx or 2xx

GAME 1xx or 2xx

GAME 1xx or 2xx

Depth component

Breadth component

Prerequisite

Prerequisite

Prerequisite
Outcomes for Minor

* Analyze or design an engaging interface.
* Critique a game.
* Analyze or design a serious game.
* Apply a discipline specific concept to the development of a game.
* Use sound design, assets generation, programming, project managements, testing, or user interface design.
* Write a paper or give an oral presentation related to gaming.
* Examine games as an object of study.
* Work on an interdisciplinary team.
* Produce a game or game asset from first principles.
* Prototype a game or game asset utilizing an emerging paradigm or theory.
* Contribute to their game development portfolio.
* Read, critique, and become conversant with a scholarly work related to gaming.
* Develop several games including, generating the game concept, defining game mechanics, asset generation, implementation, testing, dissemination, and refactoring.
Gaming @ UP

* Eric Hayot and Caroline D. Eckhardt
* Richard Taylor, John Gastil, and Mike Schmierbach,
* Alison Carr-Chellman and Simon Hooper
* Will McGill
* Bart Pursel, and Brett Bixler,
* Carlos Roasa and Andrew Hieronymi
Growth

Courses Offered

Total Enrollment
Today
Our Students

* Game Development Club
  * Global Game Jam
  * Game Decathlon
* GDC Spring 2014 – 7 students + 2 faculty
* Student composition
  * %80 Engineering
  * %20 Other
* Senior Design Project
  * Sponsor link [here](#)
Student Work

* 2014 Game [here](#)
  * 1:00 Student games
  * 0:20 Colorful life – Steam Greenlight
  * 3:00 Cthulhu vs. the Viking
  * 3:30 GDC trip
  * Stop at 4:00
The Future?

* Bring in more Humanities students
* Bring in Business and Science faculty
* New Courses
  * Art
  * Journalism
  * 2D Games
  * GDC travel
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The protagonist of this game, Commander Shepard, is fighting the Reapers for control of the galaxy.
As a weaponless reporter in this game you must survive the horrors of the Mount Massive Insane Asylum.
In this game, the cake is a lie.
The number of courses required to complete a Game Development minor at Penn State?
These campus locations can offer Game Development courses.
A GAME course proposal needs to have these....
Leroy Jenkins – 10 Points

Leroy Jenkins is a fixture of what video game?

Here @ 1:20
This well known character was created by Nintendo's gaming genius Shigeru Miyamoto.
This ginger hair, thick-rimmed glasses, Ph.D. in Theoretical Physics prefers a gravity gun.
This game publisher is responsible for the Elder Scrolls series and the more recent Fallout series of games?
What game developer is responsible for the Uncharted and Last of Us IPs?
This company produced such 90s classics as System Shock, Thief, and Ultima Underworld?
In gaming slang, what is a "nerf?"
Potpourri – 20 Points

In gaming slang, what does it mean to be "OP?"
Potpourri – 30 Points

Sometimes I feel like a noob. What’s wrong with me?
Breadth Courses

* GAME 140 Gaming and Interactive Media
  * Cross list for COMM 190 (GS)
* GAME 160 Introduction to Video Game Culture
  * Cross list for CMLIT 191 (GH;US;IL)
* GAME 220 (GA) Introduction to Game Design
* GAME 250 Technical Game Development
  * Cross list for CMPSC 208 (GQ)
* PSYCH 244 (GS) Intro Human Factors Engineering
Depth Courses

* GAME 420 Advanced Game Design
* GAME 434 (PSYCH 434) Psychology of Gaming
* GAME 450 Advanced Game Programming
* GAME 460 Video Game Studies
  * Cross list CMLIT 490