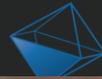


GDC[®]

So You Want To Be a Game Professor

Ian Schreiber

Assistant Professor, RIT





Programmer



Artist



QA



Designer



Production



Audio



Post-Doc



TT



Resident



Lecturer



Adjunct



VP





Post-Doc



TT



Adjunct



Lecturer



VP



Resident





Post-Doc



TT



Adjunct



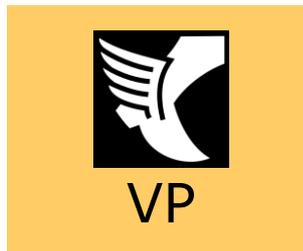
Lecturer



Resident



VP





Post-Doc



TT



Adjunct



Lecturer



VP



Resident





Post-Doc



TT



Adjunct



Lecturer

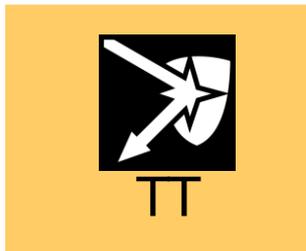


VP



Resident





Post-Doc



Adjunct



Lecturer



VP



Resident





Post-Doc



TT



Adjunct



Lecturer

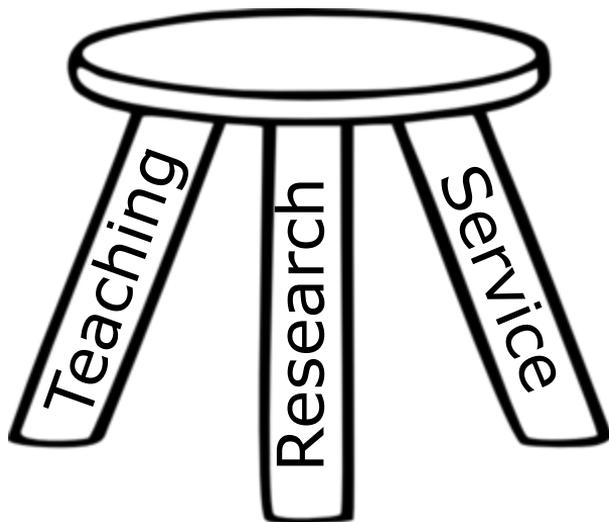


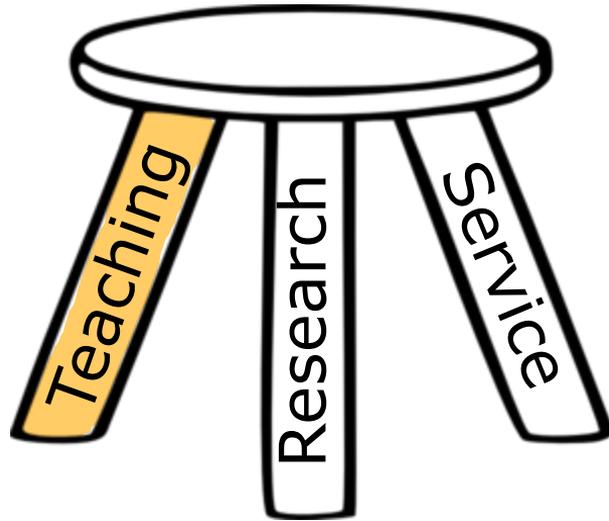
VP

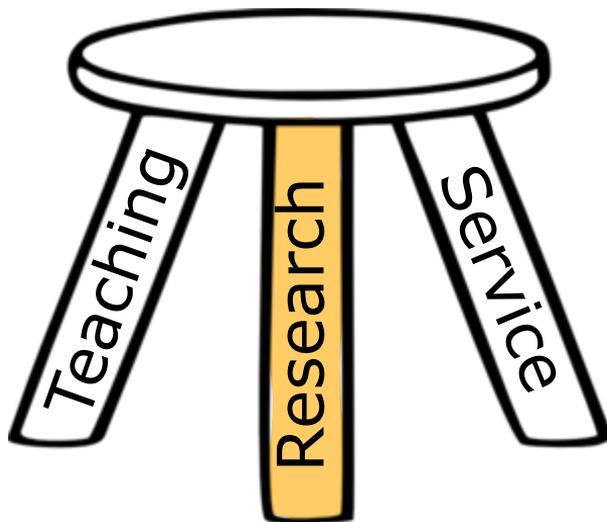


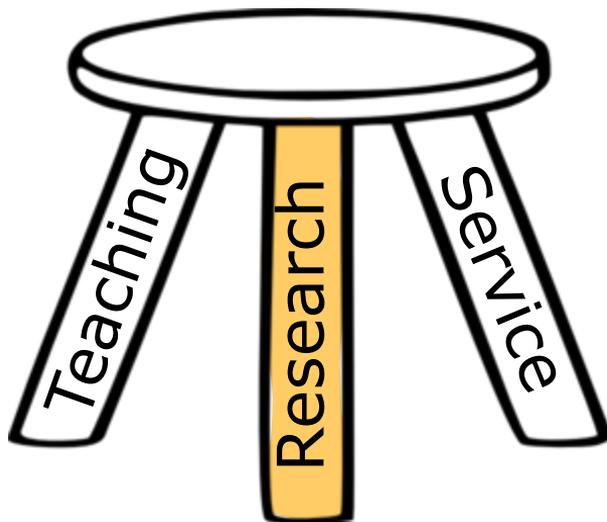
Resident











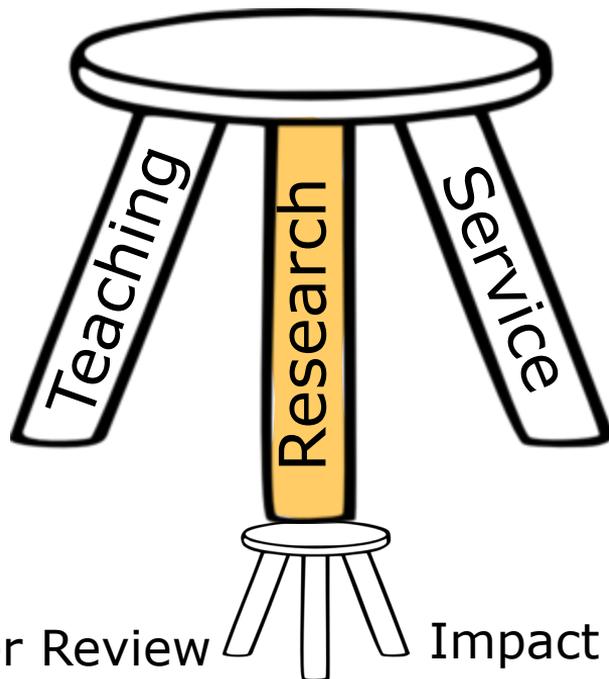
Peer Review



Impact

Dissemination





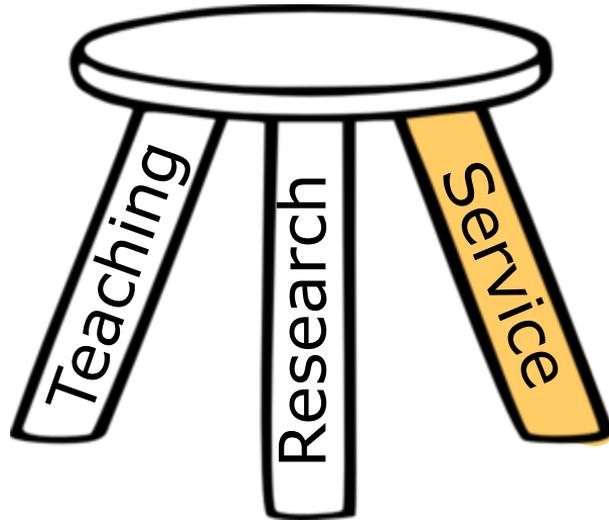
Peer Review

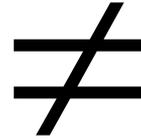
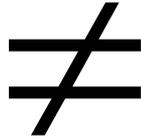
Impact

Dissemination

- Journals
- Conferences
- Books
- Grants
- Exhibitions







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Stardock





Finding jobs:

- game_edu:
https://pairlist7.pair.net/mailman/listinfo/game_edu
 - Career sites:
 **GAMASUTRA**
The Art & Business of Making Games
 -  **GAME
CAREER
GUIDE**
- Networking:
  **GDC**
 - Walk-ins





Gaining XP without the Job

- ❑ Make games
- ❑ Teach people





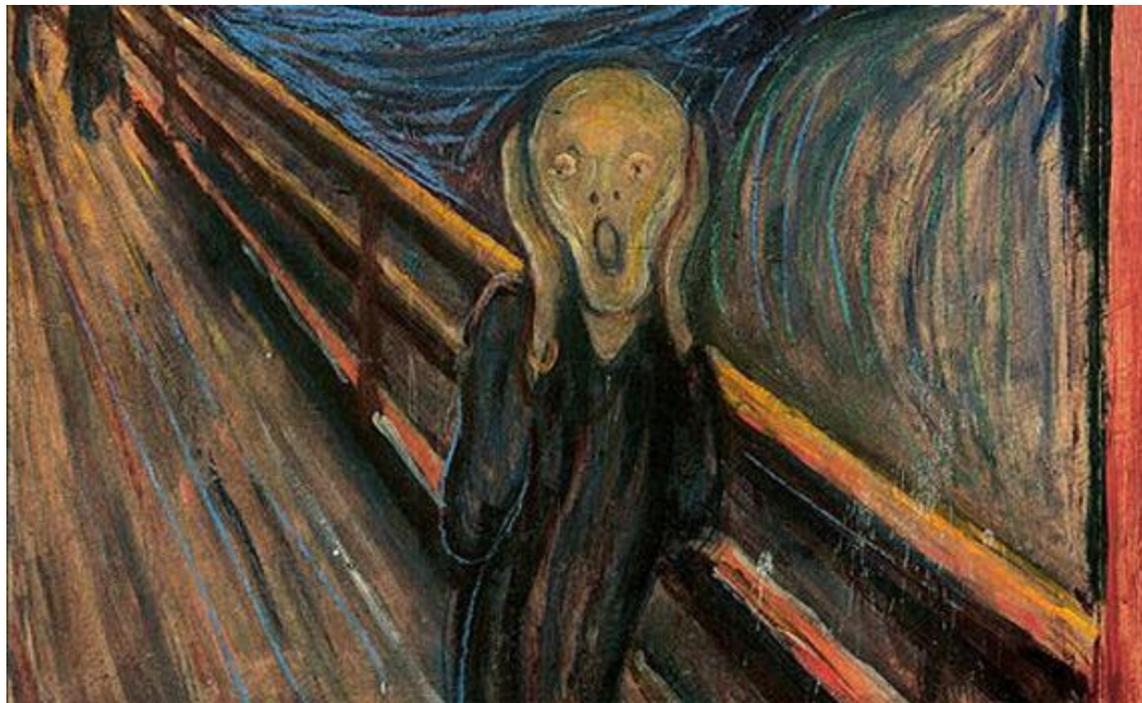
Gaining XP without the Job

- ❑ Make games
- ❑ Teach people
- ❑ Speak at conferences
- ❑ Write books
- ❑ Collaborate with researchers





But what about degrees?





Ian Schreiber

- imsigm@rit.edu
- [@IanSchreiber](https://twitter.com/IanSchreiber)

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