

Game Design Education 10+ Years In: Where to take the field from here

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Origins

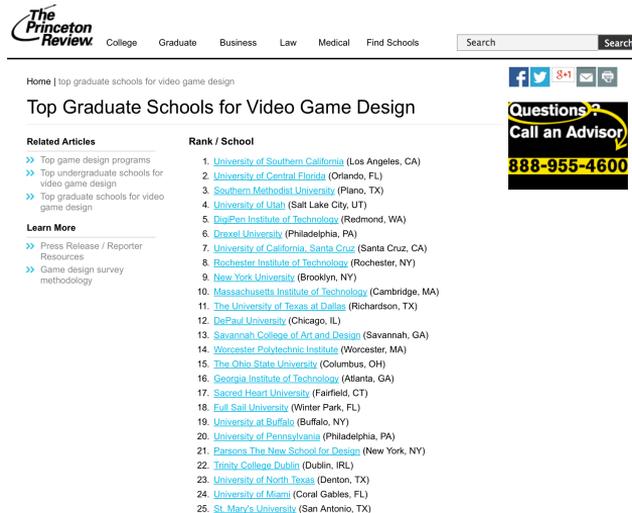
- **2000**: IGDA Special Interest Group on Game Education formed.
- **2003**: Education Committee formed. First deliverable that year: IGDA Framework: The Study of Games and Game Development (version 2.3 beta).
- **2008**: Curriculum Framework 2008:
<http://wiki.igda.org/images/e/ee/Igda2008cf.pdf>

Today

- Many excellent degree programs at all levels.
- Regular Summit here at GDC.
- Thriving Game Education SIG within IGDA
<https://www.facebook.com/IgdaGameEducationSig>
- Many academic venues for talking about our work with games (maybe too many conferences!)
- A far stronger set of ties between 'industry' and academe (internships, game competitions, job placements, professors and endowed chairs, *some* research funding).

Yet...

- Success has the potential to isolate us from one another, overemphasizing competition at the risk of losing the benefits of collaboration.



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Rank / School

1. [University of Southern California](#) (Los Angeles, CA)
2. [University of Central Florida](#) (Orlando, FL)
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4. [University of Utah](#) (Salt Lake City, UT)
5. [DigiPen Institute of Technology](#) (Redmond, WA)
6. [Drexel University](#) (Philadelphia, PA)
7. [University of California, Santa Cruz](#) (Santa Cruz, CA)
8. [Rochester Institute of Technology](#) (Rochester, NY)
9. [New York University](#) (Brooklyn, NY)
10. [Massachusetts Institute of Technology](#) (Cambridge, MA)
11. [The University of Texas at Dallas](#) (Richardson, TX)
12. [DePaul University](#) (Chicago, IL)
13. [Savannah College of Art and Design](#) (Savannah, GA)
14. [Worcester Polytechnic Institute](#) (Worcester, MA)
15. [The Ohio State University](#) (Columbus, OH)
16. [Georgia Institute of Technology](#) (Atlanta, GA)
17. [Sacred Heart University](#) (Fairfield, CT)
18. [Full Sail University](#) (Winter Park, FL)
19. [University at Buffalo](#) (Buffalo, NY)
20. [University of Pennsylvania](#) (Philadelphia, PA)
21. [Parsons The New School for Design](#) (New York, NY)
22. [Trinity College Dublin](#) (Dublin, IRL)
23. [University of North Texas](#) (Denton, TX)
24. [University of Miami](#) (Coral Gables, FL)
25. [St. Mary's University](#) (San Antonio, TX)

Questions? Call an Advisor 888-955-4600

A Modest Proposal

- Let's keep working together well on challenges that matter to all of us.
- Here are a few to consider...

Diversity

- Most programs still struggle with this at the student and faculty levels.
- These are systemic, complex issues that benefit from cross-talk among us.

Take action:

Roundtable--*Enrolling Women in Game-Related Degree Programs*, hosts Celia Pearce and friends
Friday 10-11 a.m., Moscone North, Room 121

Teaching

- How do we share best practices as we develop them?
- Can we address pros/cons of field-wide issues together such as use of online learning, class size...

Take action:

- Attend many of the talks tomorrow(!)
- Revisit origins of this group (standards/position papers/formal case studies like Harvard Business School).

Design Competitions

- There are many existing venues for student work, but most cost money (IGF, Global Game Jam, Indiecade).
- Do we want to encourage more sponsorship of student competitions (like Microsoft's Imagine Cup) for a wider range of platforms/genres?

Take action:

- Approach sponsors as a group, with a concept in mind.

School Rankings

- Right now *Princeton Review* is the 'only game in town'.
- Are their criteria appropriate for all programs?
- Do we want other ranking bodies?
- Do we want to create our own ranking criteria as a group?

Take action:

- Work together to discuss this, approach *Princeton Review* and other ranking bodies with additional criteria.
- Form our own standards/best practices review of programs.

Tenure and Promotion

- Game faculty do not always neatly fit disciplinary standards for promotion and tenure.
- We are a relatively new field, harder for higher academic officials to understand how to evaluate.
- Salaries vary widely, depending upon academic host department.

Take action:

- Develop common standards for best venues, publication/production expectations.
- Support one another in tenure case preparation.
- Work together to determine salary standards for the field.

Defining Game Research

- Are we an application or research field? Or both? This has big implications for funders, university administrators and conference organizers/professional organizations.
- What is 'pure game research' and where is it published and funded?

Take action:

- Co-defining what we mean by research, and educating funders, university officials, and professional organizations about best practices.
- Continuing to create strong peer-reviewed venues for game research, and setting standards for 'top tier' that we communicate across the university.

Building Centers

- Great game education (and research) requires multiple disciplines.
- It's hard to build multi-department/school, stable collaborations.
- Universities recognize Centers as a way to do this, when research is part of what takes place.
- There are now centers being founded around games (e.g. NYU's new MAGNET Center). How can we share and spread best practices for taking advantage of this university mechanism?

Take action:

- Share best practices for Center building.
- Collaborate to raise funds for cross-university Centers.

Game Educators, Unite!

- Should we work through the IGDA Game Education SIG?
- Should we create a forum within this Summit?
- Do we need other ways to collaborate/coordinate?

Let's talk about this! Come see me (or email me) if you want to continue the conversation...

Thanks!

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