

Game Design: Tricking Students into Learning More

(Last Minute) Lightning Talk @ OOPSLA 2009

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- Outcomes?
 - students did an **amazing** amount of work in 8 weeks
 - e.g. distributed multi-player bomberman clone with demo recording
 - students learned **a lot more** about team work, planning, etc.
 - (almost) everybody had a **blast** with final presentations

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 - Game development one of the most interdisciplinary fields
 - Nobody else at JHU was/is doing anything in gaming ☹
 - I actually got funded! ☺ (economy still okay then)

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- Who exactly?
 - People in CS, including some I didn't know existed ☺
 - Other departments @ JHU, even snuck into English Department (gasp!)
 - Local (and not so local) companies, including many game studios
 - The Peabody Institute @ JHU (music, composition, etc.)
 - Maryland Institute College of Art (no visual arts program @ JHU)

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 - 3 weekly “lectures,” wide range of topics, lots of guest speakers
 - 1 weekly “lab,” wide range of topics, lots of guests as well
 - techies had to learn artsy stuff, artists had to learn techie stuff
 - each team had a mentor from industry they met (roughly) once a week

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- Grade Items
 - some short assignments, but mostly semester project: **Make a game!**
 - three presentations/submissions of their project: alpha, beta, gold
 - peer reviews, also three times during the semester
 - no exams 😊
 - no constraints 😊 😞

Evaluation

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- students wanted more peer reviews, presentations, feedback
 - amazing to see students ask for **more** grade items. . .

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 - **We should all take gaming seriously!**

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Thank you!

Any questions? :-)