

**Norco College**  
**Game Development Advisory Committee Meeting Minutes**

**Meeting Date and Time: October 1st, 2018. 6:15PM**

**Meeting Location: Sushi Tomo, Laguna Hills**

**Attendees (Name and Title):**

James Finley, Associate Professor of Game Development, Norco College

Alan Castle, Test Analyst at Blizzard Entertainment

*This is a summary of an asynchronous Game Development Advisory Meeting held with the purpose of gaining industry insight and advice on the 4 Game Development programs currently offered at Norco College. Each meeting is unique and the conversation flows in different directions due to the expertise of those present. What follows are the highlights of the meeting.*

1. Input on the current economic state of the Game Development industry. What are the growth areas? What areas, if any, are receding?  
The games industry is growing in a big way. Cross platform titles are a big deal and Hearthstone is proof of that. We'll likely see less and less of the premium model as AAA games move to adopt free to play pay structures.
2. Advice for students seeking entry level employment? Advice for internship opportunities, industry mentors, or game studio visits?  
Put yourself out there. I knew I wanted to work at Blizzard and I went to any event where I knew they'd be. One such event was held at Norco, others like Blizzcon. Each time I wasn't shy and did the best I could to interact with them. I applied, stuck it out, mayb got lucky, but I made it and others can too.
3. Any changes to the production pipeline that we should be aware of? Any new software tools or techniques utilized in the industry that Norco College may wish to adopt?  
Blizzard doesn't always use the newest tools out there. We're usually years behind what's new. We're always exploring new techniques, but those are usually very specific to the way we work and not something that anyone and everyone should adopt.
4. Advice on how to increase female enrollment?  
None.
5. Advice on the GAM curriculum structure. Do you support the newly revised GAM programs? Any input or advice on the curriculum or program structure?  
Appreciate how much simpler this is, and it's changed alot! Admittedly, didn't finish the program before getting hired.
6. Any other advice to help Norco College Game Development succeed?  
Hire more faculty connected to industry. It will help alot with getting students hired and making Norco College more well-known to the industry at large.