

Norco College
Game Development Advisory Committee Meeting Minutes

Meeting Date and Time: March 21, 2019; 12:15 - 2:15 pm

Meeting Location: California Pizza Kitchen, San Francisco, CA

Attendees (Name and Title):

Ernest Adams, game developer, author, consultant, Professor of Game Design at Uppsala University in Gotland, Sweden

James Finley, Associate Professor of Game Development, Norco College

Jessiah Ruiz, Chief Technical Officer, Broken Circle Studios

Judy Perry, Professor of Game Development, Norco College

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?
Industry is still thriving and showing signs of growth. Admits that he primarily concerns himself with student games and independent development these days.
2. Advice for students seeking entry level employment? Advice for internship opportunities, industry mentors, or game studio visits?
Game Jams and Conferences - they are where the industry folks who are still very passionate go.
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?
Same advice as last year: New software comes and goes. What's important is giving students the flexibility to experiment, try whatever they can get their hands on, and succeed or fail at it - then try it all again on a new game project.
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?
Was presented with the final draft for the GAM restructure. Was thrilled with the direction, flat structure, "choose your own adventure" approach that removed points of friction that the previous curriculum was riddled with.
6. Any other advice to help Norco College Game Development succeed?
Wished us good luck on seeing the curriculum implemented and transitioned into.

