

*"If we teach today's students  
as we did yesterday's, we  
are robbing them of  
tomorrow."  
— John Dewey*

# Inclusive Curriculum Re-Design in the Social Network Era



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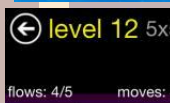
Fri. May 29<sup>th</sup>, 2:00 p.m. – 2:45 p.m.

# Outline

- Who is the IGDA?
- Brief History
- First Framework
- The Challenge
- Gamer Gate
- Second Framework

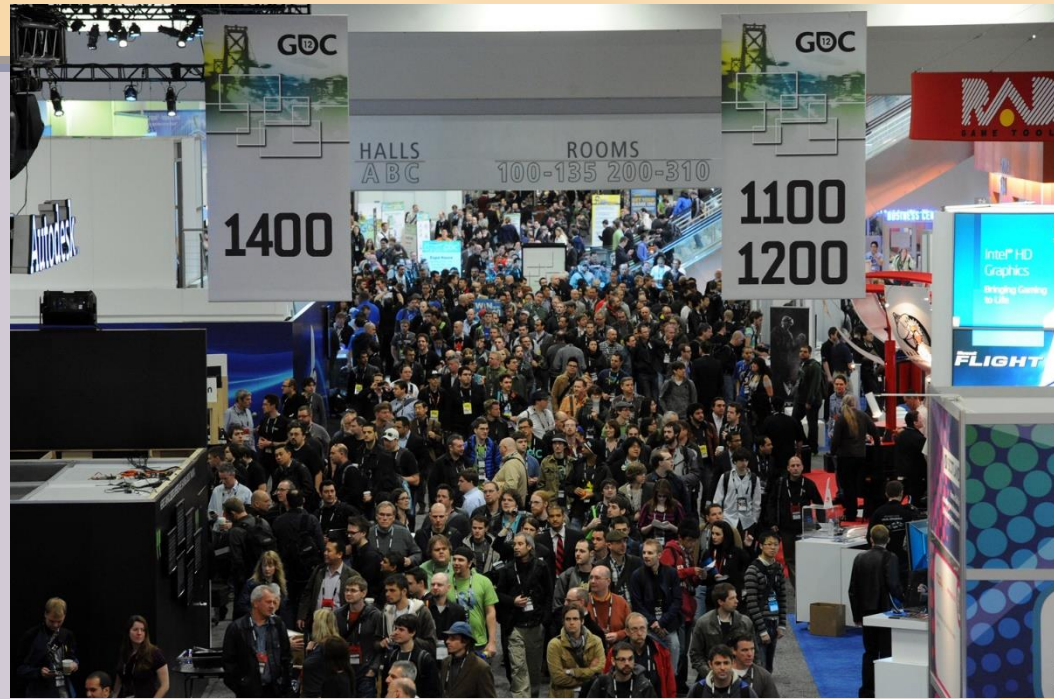


# Who is the IGDA?





# Brief History



- 1994 – Ernest Adams
- GDC – (1988 Chris Crawford ; 2003? joined IGDA)
- HE Design & Development Programs



# First IGDA Curriculum Framework

## First Framework: 2008

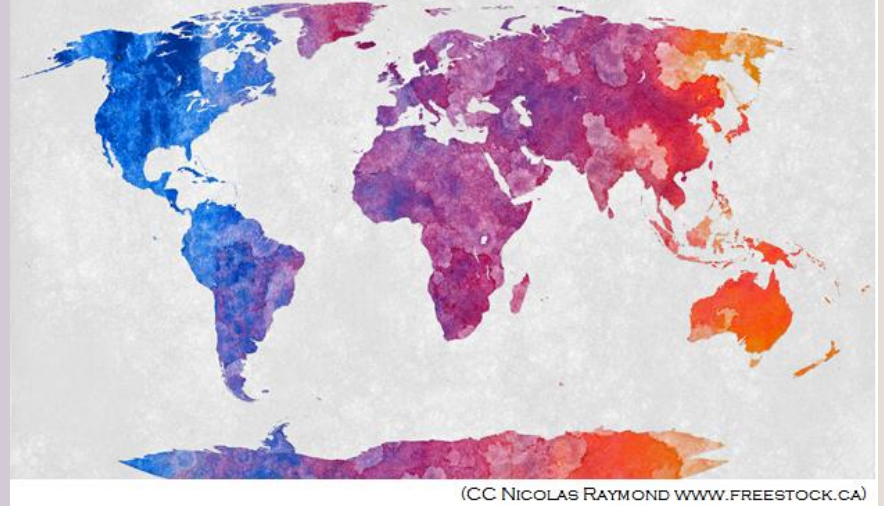
A guide for universities, colleges and high schools to create and update

- game education programs.
- a program or class that is relevant to current games industry needs.

A scaffold to use in building your curriculum to meet industry standards.

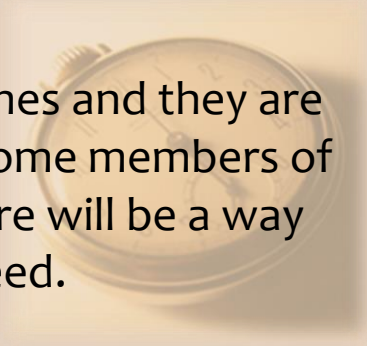


# Global Framework for a Global Game Education Community



- diverse Curriculum Framework Redesign team
  - members from Australia, Nigeria, Spain, UK, US, Canada, Malaysia, Germany, New Zealand, and Ireland
  - Incorporates overarching sensitivity to various cultures within the framework.

Ex. Nigeria's game market is entirely focused on mobile games and they are without a university that teaches game design. Therefore some members of the game industry in Nigeria will be running classes and there will be a way to structure the curriculum Framework to fit this specific need.



# What is a Curriculum Framework?

This is the scaffolding upon which universities and secondary schools can build their game design or critical studies programs.

- includes examples of syllabi
- wide variety of sections
- integrated network of links
- many paths to a complete program.

The IGDA Curriculum Framework will be available as each piece is completed on the [IGDA website](#) starting in the fall of 2015.





# The Challenge





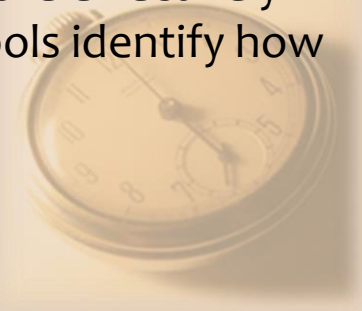
# Recruitment & Retention



To know how to work on an effective team is one of the best ways for students to find jobs in the game industry. Useful strategies for creating teams that support one another and a student population that respects each other will be another key piece of the Curriculum Framework.

We will include textbooks, technology, and curriculum that are effectively used across the world by game programs that will help schools identify how texts and technology are used across programs.

[100 Things Every Game Student Should Know](#)



# Living Document



- Flow of communication
- Regular updates



# Framework Availability

Framework will be released by sections as each one is complete.

Easy to Find on the IGDA Website

[www.igda.org/group/game-education](http://www.igda.org/group/game-education)





# The Challenge



YetiZen statement

# Sexism in the Game Industry #1reasonwhy



**Kim Swift** @K2theSwift

Because I get mistaken for the receptionist or day-hire marketing at trade shows.

#1reasonwhy

**Brenda Romero** @br

Because I am not his arm candy, motherfucker. I make games. #1reasonwhy

**Bearguy-chan**@filamena

Because conventions, where designers are celebrated, are unsafe places for me. Really. I've been groped.

**Gabrielle Kent**@GabrielleKent

#1reasonwhy Once heard an Art manager say 'We don't need any more women, they're more trouble than they're worth' as he viewed applications



# Enter:

## Gamer Gate



A gamergate (/ˈgæmərˌgeɪt/) is a reproductively viable female worker ant that is able to reproduce with mature males when the colony is lacking a queen. Most commonly occurring within colonies of the primitive species of the poneromorph subfamilies, gamergate females differ from their fellow workers by a combination of elevated fecundity and aggression-related mutilation of competitors' secondary sexual characteristics. Subsequent to their first mating event, however, aggression is no longer needed as females secrete chemical signals that lead the workers to accept their role as reproducers for the colony.

Source: <http://en.wikipedia.org/wiki/Gamergate>



# Gamer Gate



"Gamergate," first used by actor [Adam Baldwin](#). Baldwin critiqued the media for trying to "enforce arbitrary 'social justice' rules upon gamers & the culture" and described the events that followed as "a skirmish in the long culture war."



# Gamer Gate



# Gamer Gate



Rape threats, death threats, terrorism.

'every woman I know in the industry is scared'

Feminist games critic cancels talk after terror threat.

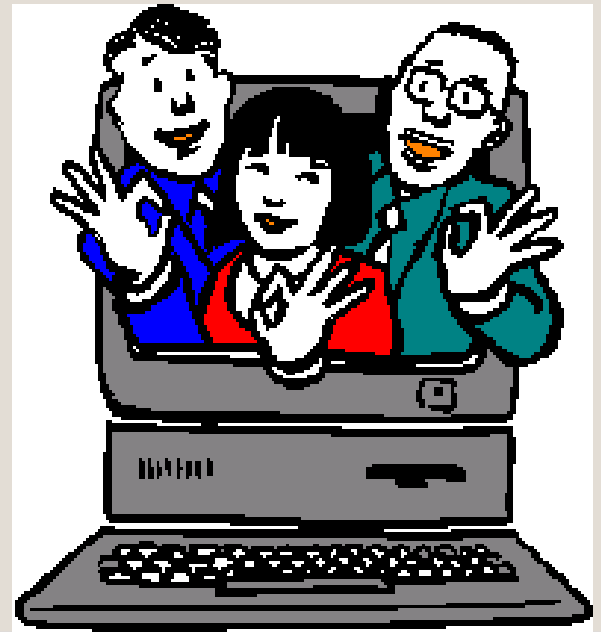




# Now What?



# What are we going to do?



The text of a curriculum framework can dramatically affect the way schools put this scaffolding into place. New standards include

- gender neutral language. ('they', 'the students', 's/he')

Recruitment and Retention of a diverse student body is essential

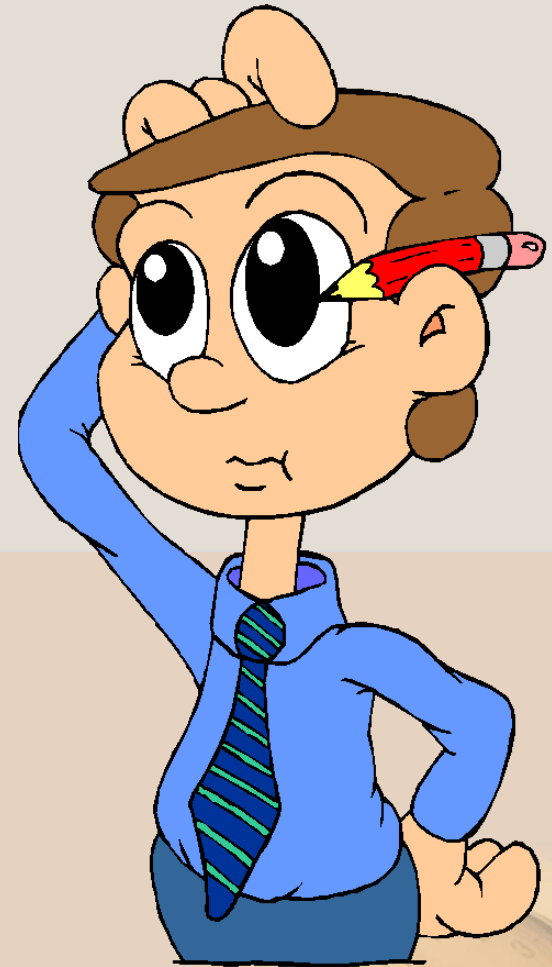
- Include research on diversity for R&R



# Final thoughts....

Where did these guys  
go to school?

What could / should  
**we** do to address  
this?







Become a Member and Join the SIG!  
[IGDA.Com/GameEducationSIG](http://IGDA.Com/GameEducationSIG)

Facebook: [IGDAGameEducationSIG](https://www.facebook.com/IGDAGameEducationSIG)  
LinkedIn: [IGDA Game Education SIG Group](#)

If you have any questions, please contact:  
Suzanne Freyjadis - Chair  
[Suzanne@game-education.com](mailto:Suzanne@game-education.com)



# Abstract

## **Inclusive Curriculum Re-Design in the Social Network Era**

In recent years, the video game industry has been embroiled in various issues of gender bias and minority representation, both in the games that are published and among those who work in the industry. The GamerGate controversy, which exploded on social networks in August 2014, was ostensibly about nepotism and a lack of reporting integrity in videogame journalism but very quickly descended into unprecedented harassment and threats that primarily targeted women in the game industry. This is an extreme example of the issues faced by many women and minorities in the STEM professions, and the barriers that these situations create. How does game education plan to dig itself out of the current quagmire and support students in these programs?

The International Game Developer's Association (IGDA) is the largest non-profit membership organization in the world serving all individuals who create games. In 2008 it published a curriculum framework for game-related educational programs (<http://gameprogramreview.com/files/igda2008cf.pdf>). The IGDA is beginning a redesign of its curriculum framework and this provides a perfect opportunity to re-examine curricula in light of how it supports and encourages diversity and inclusivity. This presentation by two of the leaders of the IGDA Curriculum Framework Redesign, will examine how social cultures affect decisions people make about whether or not to pursue a career in STEM, and how the design of a curriculum can help or hinder the diversity of the student population.

