

Yesterday, games used to mean playtime. Not anymore. This line popped up on one of the school's websites. I resonate with it so much. At least, I feel what it means, and I am always want to make things like games can give people things other than leisure time. The sentence's long lasting impact on me has never ceased. With that, I went on my journey to be a great game maker. I started with earning a Bachelor degree of Science in game development at Full Sail University. Now I have acquired the knowledge of programming, lots of stuff on the technical side of game development. During the process of learning, I slowly came to a conclusion that there is a lot more to learn to be the game maker I dreamed of being. Be able to create an unforgettable experience for people. Here comes the magic word: game design. I know the science of making games doesn't really exist. The urge of pioneering in the field always triggered me to learn more, try more.

After doing some digging of ETC's website. I am so glad that there is such a school which provides the educational opportunity that I have been longing. There are arts mixed into computers. I do believe the word I mentioned at the beginning is what ETC was designed from.