

COURSES

GD101

Lays out the fundamentals of

GD102

What works?

Students love Prof. Cobb and the critical engagement he encourages.

What doesn't work?

Class may be too narrative dependent directing students to focus on unrealistically complex

GD105

What works?

What doesn't work?

GD201

GD205

What works?

What doesn't work?

Low enrollment... why? possibly DD112 as lingering pre-req
lowest median grade of courses i teach (but went way up in spring 17)

GD210

What works?

Simplified roles

What doesn't work?

User-Testing Reports

Electives and why they are important:

DM

DM

BUS

MAT

DD

PROGRAM VISION

What do students do once they leave?

Program Learning Outcomes:

What are their transfer options?

PROGRAM CHALLENGES

Course Progression / MAT100

No budget

Forming and harvesting shell/front club budgets

Gender Imbalance

What's wrong?

Very imbalanced demographics... overwhelmingly male

How might we fix this?

Recruit more girls into the program, develop partnerships with organizations like Black Girls Code to help construct pathways

Create recruiting materials, pamphlets, etc. that feature female faces and role models.

GAME DESIGN MAJOR ENROLLMENT

Spring 2012 (6 students/0.1%)

Fall 2012 (24 students/0.4%)

Spring 2013 (42 students/0.6%)

Fall 2013 (113 students/1.6%)

Spring 2014 (128 students/1.8%)

Fall 2014 (156 students/2.2%)

Spring 2015 (165 students/2.4%)

Fall 2015 (187 students/2.5%)

Spring 2016 (170 students/2.4%; 179 if college enrollment remained the same)

Fall 2016 (180 students)

Spring 2017 (177 students)

HOSTOS GAME DESIGN MILESTONES

Spring 2010

Game Design Program formally proposed to Dept.

Spring 2012

first game design course offered

first game design majors accepted

Summer 2012

Hive Cooperative organized

Fall 2012

NSF/ATE Grant for G-FMS awarded

Einstein and the Honeybee released

Spring 2013

first game competition held

Game Lab opened (?)

x 2014

first game design students graduated

Fall 2015

game design full-time faculty line opened

Colmena Design incorporated

Spring 2016

Global Game Jam hosted at Hostos

EVENTS

Spring Scramble Game Competition:

What works?

What doesn't work?

Random team assignments! Punitive aspects

Goals:

GGJ

What works?

What doesn't work?

eSports

TRANSFER PATHWAYS

GAME DESIGN BFA/Related

NYU Game Center

Pros: Best Game Design Program in NYC

Cons: Insanely Expensive

Bloomfield College

Pros: A little less expensive than other privates

Cons: Program not as well-known or prestigious

LIU (C.W. Post Campus)

BFA Digital Game Design and Development

Pros:

Cons: 35k annually

CityTech

Emerging Media Technologies BTech (MTech) -- Game Design & Interactive Media Concentration

SUNY Polytech - IMGD Interactive Media and Game Design

Parsons School of Design (DT/Game Design concentration)

New York Film Academy

BFA Game Design

Pros: ?

Cons: For-profit private school

Rochester Institute of Technology

BS New Media Interactive Development

BS Game Design and Development

Pros: Best ranked program in the state

Rensselaer Polytechnic Institute

BS Games and Simulation Arts and Sciences

<http://www.hass.rpi.edu/pl/gaming>

Pros: Third ranked Game Design Program in NY State

New Jersey Institute of Technology

BS IT (Game Development Specialization)

<http://it.njit.edu/academics/graduate/BSITBrochure.pdf>

DIGITAL & INTERACTIVE MEDIA

City College

BFA Electronic & Digital Media (EDM)

BA Art (Digital Design Concentration)

FIT (SUNY)

BFA Computer Animation and Interactive Media

<http://www.fitnyc.edu/computer-animation/eligibility.php>

Pros: 2 year BFA program intended for students who have finished AAS degree

Brooklyn College

BTECH Communication Design

City Tech

BTECH Emerging Media Technologies

<http://www.citytech.cuny.edu/entertainment/emerging-media-btech.aspx>

BS Multimedia Computing

This program trains specialists in developing and maintaining multimedia software. The program includes basic computing background, mathematical training especially geared to multimedia design and production, specific courses in multimedia computing, and courses in digital arts.

SUNY Polytechnic

BS Communication and Information Design

<https://sunypoly.edu/undergraduate/communication-and-information-design/degree-requirements-2/>

COMPUTER SCIENCE BS

SUNY Oswego (BS Comp Sci Game Development concentration)

Pros: Affordable

Lehman College

Pros: Affordable

Cons:

City College CUNY

<https://www.ccny.cuny.edu/compsci>

Pros: Excellent program with great reputation, affordable

Cons:

Hunter?

Brooklyn College

Stony Brook

Columbia

Pros: Professional network, reputation

Cons: Insanely expensive

FUNDING OPPORTUNITIES

Students/Scholarships:

NYU NYC 2 year transfer scholarship

Phi Theta Kappa

GDC Pass Scholarships

<http://www.gdconf.com/attend/scholarships.html>

Academy of Interactive Arts and Sciences Foundations (AIAS)

<http://www.aiasfoundation.org/#>

WomenIn

The WomenIn Scholarship seeks to support inclusion of more women in the interactive entertainment industry. This scholarship is available for women students pursuing game development or the business of interactive entertainment. All WomenIn Scholarship recipients will be eligible for our esteemed mentoring program.

The application period for WomenIn closed October 31, 2016. Subscribe to our mailing list for updates on future application rounds. Winners will be announced in December 2016.

RELATIONSHIPS & PARTNERSHIPS

Established:

Dreamyard

The Knowledge House

Tony Patrick/eSports

Potential:

Black Girls Code - <http://www.blackgirlscode.com/>

Black Girls CODE is devoted to showing the world that black girls can code, and do so much more. By reaching out to the community through workshops and after school programs, Black Girls CODE introduces computer coding lessons to young girls from underrepresented communities in programming languages such as Scratch or Ruby on Rails. Black Girls CODE has set out to prove to the world that girls of every color have the skills to become the programmers of tomorrow. By promoting classes and programs we hope to grow the number of women of color working in technology and give underprivileged girls a chance to become the masters of their technological worlds. Black Girls CODE's ultimate goal is to provide African-American youth with the skills to occupy

some of the 1.4 million computing job openings expected to be available in the U.S. by 2020, and to train 1 million girls by 2040.

Girls Who Code - <https://girlswhocode.com/>

Girls Who Code has gone from 20 girls in New York to 10,000 girls in 42 states. That's the same number of girls who graduate each year with a degree in computer science. That's progress! I'm proud to say we're not just aiming to close the gender gap in tech — we're actually doing it.

When girls learn to code, they become change agents in their communities. Whether it's a game to illustrate the experience of an undocumented immigrant or a website to provide free college prep, our girls create technology that makes the world a better place. Like us, you believed in girls' unlimited potential. Thanks to your support and contributions, together we've inspired thousands of girls to see a future in tech.

Digital Girl Inc. - <http://www.digitalgirlinc.org/>

Digital Girl, Incorporated was founded in 2014 by Executive Director, Michelle Gall a Digital Marketing and Branding Professional. Our mission is to encourage inner city youth, especially girls to pursue careers in Science, Technology, Engineering and Math. We are motivated by the United States overall lag in producing an adequate number of STEM professionals and the underrepresentation of women and people of color.

Brooklyn Gamery

Game Devs of Color

Cat Smalls

FACULTY

Alec McClure - GD105, GD201, GD205, GD210

Rees Shad - GD101

Dylan Shad - GD101, GD201

Craig Cobb - GD102

FAQ

General

Besides fulfilling the credit requirements, what else are Game Design majors required to do?

All Media Design majors (Game Design, Digital Design & Animation, Digital Music) are required to attend the All-Majors Meeting, which happens once per semester giving you all the best information for what's coming up.

All Game Design majors actively enrolled who have completed GD101 are required to submit a pitch video for the Spring Scramble Game Competition. These happen once a year in the spring.

What's the easiest way to stay updated on Media Design Program announcements and events?

Make sure to follow Hostos Media Design Programs on Facebook for the latest info and also don't forget to check your Hostos e-mail address at least every other day for important announcements.

MATH for Game Design MAJORS

What exactly is Game Design anyways?

Game Design is a field of design based on the ability to craft playful systems involving player input seeking a desired output. Game designers must be able to think in terms of abstractions, anticipating the kinds of choices a player might make while playing a game.

What is the Game Design A.A.S. program at Hostos about? What kinds of courses are students required to take?

Game Design is an Associate of Applied Science degree offered at Hostos. Students take a variety of courses in visual design, analog and digital game design, as well as coding and more. In order to implement their designs, students in the Game Design Program will need to be knowledgeable on a diverse set of topics, such as graphic design, computer science, sound design and writing.

Why should game designers care about math?

Game designers need to be able to understand how logical systems function in order to design playful interactions. Math is a fundamental key to this understanding. Even if a Game Design student does not plan on becoming a programmer or developer, game design relies upon many of the same skills.

I am the best League of Legends player in the tri-state area (bxStuna1 on twitch). Does this also mean that I will be an awesome game designer?

Playing games is NOT the same thing as Game Design. Being good at playing games does not necessarily mean one will excel as a game designer. Designing and developing a game from the ground up is hard work! It takes perseverance to succeed at creating games, as does any elaborate multimedia project.

Can a student required to take remedial math courses succeed in the Game Design Program?

Yes! Many students who previously found themselves falling behind in math and science find that framing these subjects through games will reveal them in an entirely new and positive light.

I am a Game Design student. Why do I need to take a coding class?

Because coding is awesome! Being able to code means having the power to realize your ideas. Thinking in terms of code is also excellent practice for when you're designing physical games too!

Math isn't my best subject. Can I take it later once I've completed my other courses?

Game Design students are advised to take care of their MAT100+* requirement as soon as possible due to it being a prerequisite for GD105 Game Programming I, which is itself a prerequisite for GD210 Game Studio, the capstone course for Game Design. Each semester a Game Design student goes without completing MAT100+* will potentially add on an extra semester before graduation.

Spring Scramble

Q.What are the deadlines for the Spring Scramble?

A. The 2017 Hostos Spring Scramble Game Competition will have the following deadlines:

- Sunday, March 19th at 11:59PM – Pitch videos due for each team (changed from the previously announced 3/16/17)
- The Week of March 20th – Game Competition S17 Finalists announced (tentative)
- Saturday, April 22nd – Hostos S17 Spring Scramble Finals (attendance required)

Q. Am I required to submit a pitch?

A. Did you successfully complete GD101? Are you actively enrolled this semester? If so, yes!

Q. I've passed GD101 and am actively enrolled this semester. What is my commitment for the competition?

A. You must work with your team on the video pitch to be submitted by March 19th. This may include coming up with concept art and prototypes, depending on what your team wants for the video, but you are not required to complete the game.

Q. Does the game really have to be about resistance?

A. Resistance can mean whatever you want it to mean. This is a loose topic intended to help guide and craft your ideas.

Q. What happens if I'm required to participate and don't work with my team on a concept and pitch video?

A. You may be placed on program probation, which could lead to getting kicked out of the program.
Yikes!