SGDG

The Software and Game Development Group

Student Organization Description

0 An Introduction to "Personal" Projects

Personal software or game development projects are essential for developers and designers (both current and aspiring) to gain experience in the world of computer technology and entertainment. The difference between these personal projects and school or group assignments is that they're usually started based off an interest of the developer and often have no hard deadline, allowing them to spend more time enjoying making a quality piece of software. Personal projects are more often than not more exciting for some people as compared to coding tasks required by other people or clubs. They allow the developer to be creative and turn their own idea into a reality rather than someone else's idea. This often creates engagement that lasts longer, since the interest that might cause them to start a project in the first place will probably exist through the entire development process. This lasting engagement brings determination for completion, which will motivate the developer to willingly research and dive deeper into various software application programming interfaces (APIs) and frameworks (many of which many software development careers require aspiring developers to know), or even code for projects others have already done. Whether they're creating an application that does something that they, their friends, and others might have always wanted an app for, an add-on or bot for various platforms, or even a video game in a style they're passionate about and with a story they have always wanted to develop, these projects certainly weigh heavily in the computer science learning process.

Although these projects are being referred to as "personal projects", that doesn't necessarily mean that they're done alone. Collaborating with friends allows for the creation of something everyone's interested in, which is a separate skill in itself. Utilizing various tools like Git to allow for collaboration on coding projects is essential for a successful development process, and is often enjoyable to figure out in this

context. Many of these collaboration tools are required to be used in relevant careers, so it can be a better idea for a developer to learn it in an enjoyable context rather than forcing themselves through tutorials just because a career requires it. People often learn more through experience than they do by reading tutorials

There's also the scenario where they have an idea from an interest that they would love to make a reality, but they simply don't know where to start. Luckily, many others probably share that same interest and have the experience to help them start. Connecting with these people is important; it allows developers to grow their development skills while working on a project they enjoy.

1 Mission and Purpose

The Software and Game Development Group (SGDG) aims to promote development of these projects and connect developers, both experienced and inexperienced, to each other.

One of the goals of SGDG is to include developers with a wide range of interests and skillsets so that there's always someone who can complete or be willing to learn how to complete a certain task needed for your project. If you're a game developer with the ability to code game mechanics and features but without the ability to develop computer graphics or music, you'd be able to look to the group to find others who might fill in those skill gaps, ultimately resulting in a more complete and quality game in the end. Or, if you're an app developer simply looking for another set of hands when designing a new app, you'd be able to find others with a similar interest and either the required skillset or the willingness to develop the required skillset. This also allows for the opportunity to incorporate inexperienced people with an interest in

computer science or other related fields of technological development into full projects.

Another goal of SGDG is to promote and bring awareness to the projects both completed and still in development by group members. Growing a community of people interested in computer software and games allows these projects to attract more users, each with the ability to test, provide feedback, and actually find use or entertainment in them.

2 As an Organization at Northwestern

With the computer science and game development communities and industries growing rapidly, even among students at Northwestern, SGDG can be a connection intermediary for those students. While other tech industry clubs like *.dev* serve purposes to host events with outside industry leaders and to work on specific group projects, SGDG is a community primarily for students and their diverse technological backgrounds, with perspectives and skillsets they can combine to create a broader range of custom computer-related projects.

3 Participation

SGDG is open to any sort of software developer, game developer, graphics designer, and any other relevant roles, regardless of experience. Additionally, those without the interest to actively develop computer software or games can still become members to take advantage of SGDG project promotion and recognition, which would give them the ability to find, make use of, and test new, exciting, and innovative projects created by other members.

4 Outside of the Projects

SGDG is a hub for all developers and designers, which allows them to connect with each other and potentially form SGDG "sponsored" teams for hackathons, game jams, or other relevant events and competitions. These types of events could even be hosted by SGDG members, who can use the community to find others who would be interested.

5 Proposal Credits

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> **About Me (Dilan)**
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> I'm a first-year Northwestern student studying computer science in McCormick. I've been coding for around 8 years, primarily in Java, but I've also grown to be proficient in languages like JavaScript, C++, Python, C, and others. I have experience with software development and game mod development, and some experience with game development.
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