

Four Great Ways To Make Games

There are four main types of game devs: coder, designer, producer, and artist. We'll help you pick which path is right for you, and find the school that'll help you land the job.

#1 The Artist(Indie)



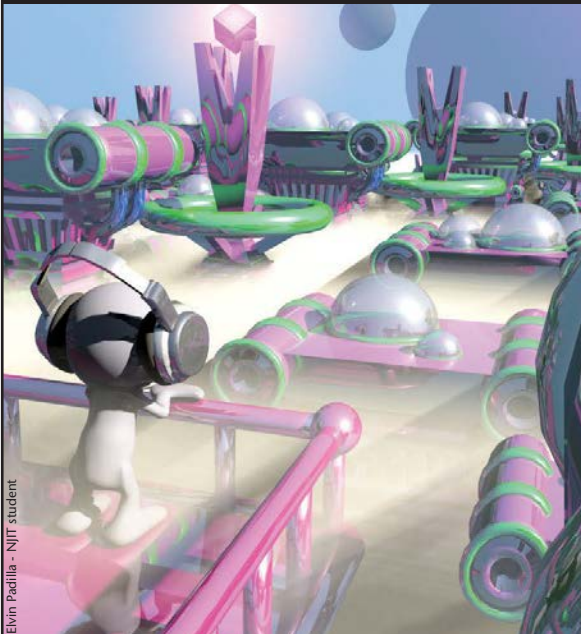
Breeze Grigas

Director at Zephyr Workshop
Lead Game Builder at Green Door Labs

- | | |
|--|--|
| <p>11 AM Wake up with last night's design and art still in mind.</p> <p>12 AM Reply to the social media notifications and emails from my clients and bosses that accumulated while I was sleeping.</p> <p>1 PM Continue the Photoshop illustration or graphic layout I'd been working on yesterday.</p> <p>4 PM Communicate with the rest of the team, my supervisor, and the client on what they need for their important events or deadlines, which are perpetually right around the corner.</p> | <p>5 PM Meet with members of the current project's team and carpool to an event to showcase what we've been building and get valuable feedback.</p> <p>8 PM Compile game design notes and conceptual sketches for new content for A.E.G.I.S., my robot-combining tactical game. Polish visual assets.</p> <p>3 AM Prepare social media updates for my project's pages and development blog.</p> |
|--|--|



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Elvin Padilla - NJIT student

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- Game production & management

More Points of Pride:

- Ranked for two consecutive years by the Animation Career Review, on its list of the "Top 50 Schools in the U.S. for Game Design and Development" and the "Top 20 Animation and Game Design Schools on the East Coast."
- Called "a popular destination for prospective game designers" by *U.S. News & World Report*.



Artwork by
William Parker '14

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#2 The Coder



Alex Tardif

**Graphics Software Engineer at Turbine
Champlain College, 2013**

- 7 AM** Check nightly build compiles for errors. Answer emails from art and design about features I've worked on, and reports from QA about graphics bugs.
- 8 AM** I have an idea about how to proceed with a bug I'm working on. I start coding, and test my solution in the engine and in-game.
- 9 AM** There's something wrong with my logic, so I ask one of my coworkers to double-check what I'm doing. They shine a light on the problem. I'm humbled, and I keep working.
- 10 AM** Wrap up my fix for the graphics bug, and have my team lead review my changes. They suggest optimizations to reduce the performance impact, and I implement them.
- 12 AM** Lunch! We talk about games, graphics technology, and vent about the seemingly unsolvable bug of the day.
- 1 PM** Begin work on a new engine feature. I look over the request, make a list of any questions, and meet with designers and artists to discuss them.
- 2 PM** Analyze the system the feature is being added to, so that I can pinpoint where to add it. I make notes of things to keep in mind about how this can impact other systems.
- 3 PM** Create a wiki page for a recent feature I've added, and send it to the appropriate teams so that they know how to use it. I review a coworker's fix to a bug they've been working on.
- 4 PM** Answer emails, write down notes that I'll need to remind myself of in the morning, and shut down my PC!

#3 The Producer



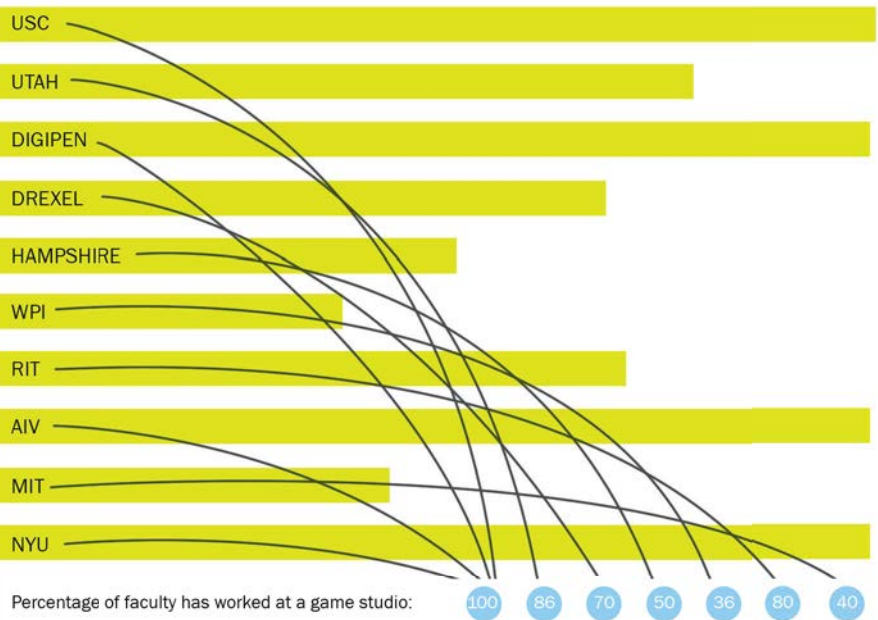
Alison Seffels

**Project Manager at Funcom Games Canada
Champlain College, 2013**

- Slog through the metro. Make sure no one's texting me about being late/sick or that the other managers needing something. **8 AM**
- Reply to emails. Check the burndown charts and overview of my projects' statuses. Fill out attendance for the daily SCRUM meetings. Afterward, follow up on anything blocking the team's work. Somewhere in here, I make tea and eat a quick breakfast. **9 AM**
- Meetings! Depending on the day, I meet with external clients and team leads for release/sprint planning, weekly build reviews, or feature kickoffs/reviews. **10 AM**
- Work on revising processes, presentations, and fix a bug in that Excel sheet I had a dream about. Re-assess my priority list, and grab lunch. **11 AM**
- I have French class on Mondays and Thursdays, since I live in Montreal. Otherwise, more meetings. **2 PM**
- Check on each team's daily progress. Check the percentages of tasks open per person and talk to anyone above the expected percentage. **3 PM**
- Run reports, assess priority list (again!), and set up for the next morning. **4 PM**
- Depending on the day, I head home or overtime starts. **5 PM**

The Best Undergrad Game Design Schools

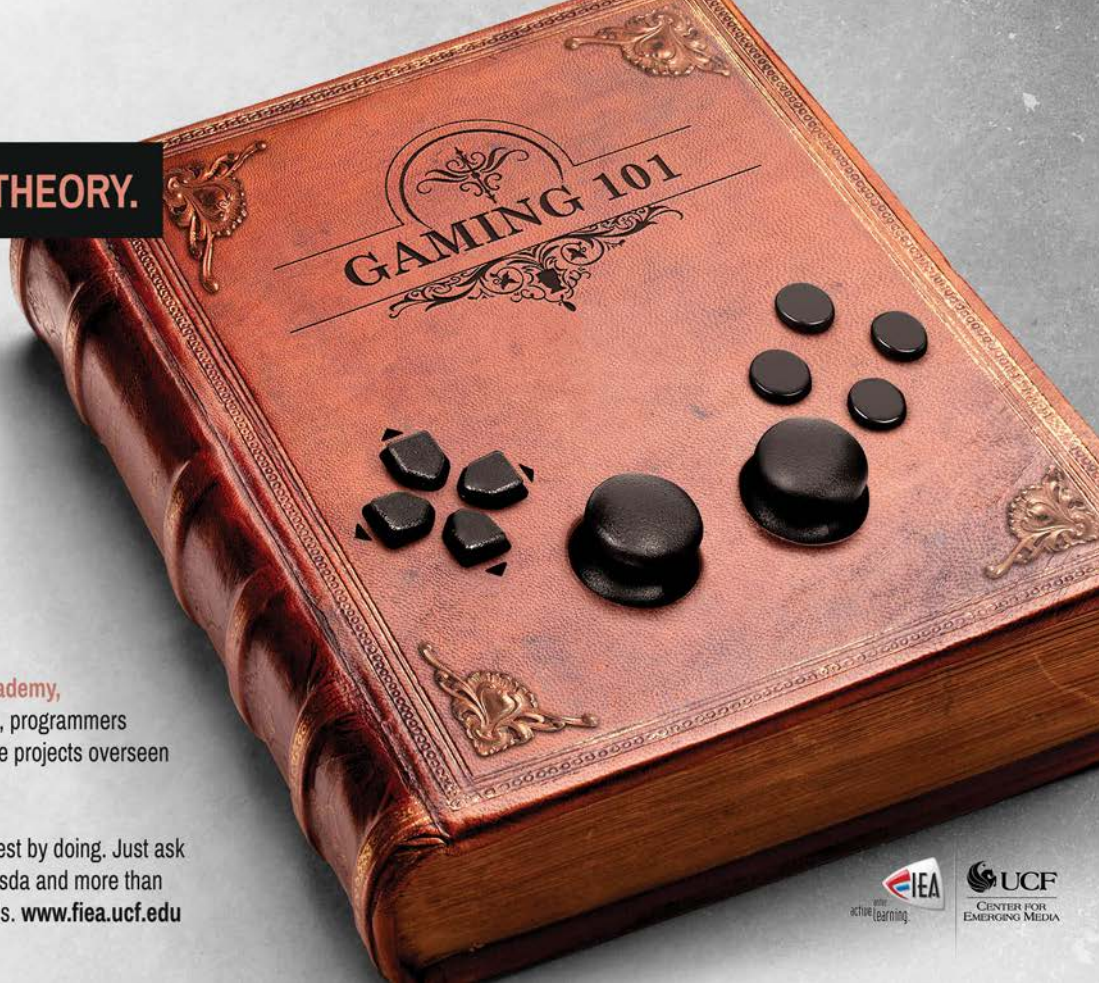
Top 25 Game Design programs ranked by The Princeton Review



Rank	School	Gaming Classes	Faculty Studio XP	Degree Programs	Events
01	University of Southern California Los Angeles, CA	51	100%	Major, Minor, Masters, PhD	Global and local game jams, 5D World Building Conference, ESCONS, bi-annual shows, and industry Demo Day.
02	University of Utah Salt Lake City, UT	84	86%	Major, Minor, Concentration, Certificate, Masters, PhD	DiGRA Conference, Annual EAE Days, MachinimaFest, Global Game Jam, monthly competitions hosted by campus clubs, semi-annual Magic: The Gathering workshops.
03	Digipen Institute of Technology Redmond, WA	287	100%	Major, Minor, Masters	Serious Play Conference, Washington Technology Industry Association events, Washington Interactive Network events, Think Week competitions, judging events for the PAX 10.
04	Drexel University Philadelphia, PA	52	70%	Major, Minor, Concentration, Certificate, Masters, PhD	Game Jams, Senior Show
05	Hampshire College Amherst, MA	100	50%	N/A (students craft their own course of study with advisors)	Game jams, end-of-course events, local open-houses, club-hosted events like treasure hunts, game leagues, and showcases.
06	Worcester Polytechnic Institute Worcester, MA	42	36%	Major, Minor, Masters	ShowFest with equipment and space for all students to share their games, Project Presentation Day to showcase senior projects.
07	Rochester Institute of Technology Rochester, NY	41	80%	Major, Minor, Concentration, Masters	Creative Industry Day, RIT Innovation Festival, Global Game Jam, New Media Storytelling Event, Cup Jam with Microsoft, IGM Showcase, GDC Club.
08	The Art Institute of Vancouver Vancouver, British Columbia	175	100%	Diploma, Major, Concentration, Certificate	Community gaming events, a quarterly game symposium which features industry speakers, game presentations, student-created game launches, game mashes, faculty and industry-led roundtable discussions, and public game displays
09	Massachusetts Institute of Technology Cambridge, MA	62	40%	Major, Minor, Concentration, Masters, PhD	Global Game Jam, Battle Code, Game Programming IAP Class, Boston Festival of Indie Games.
10	New York University Brooklyn, NY	67	100%	Major, Minor, Concentration, Masters, PhD	Game Jams! one of the largest sites in the world for the global game jam for the past four years. Indie Speed Run Jam, Starcraft Map Jam.

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#4 The Designer

Max Nichols

Character Designer at Turbine
Champlain College, 2010



- Wake up and get ready. Start thinking about concepts for new characters to add to the game. 9 AM
- Arrive at the office and read emails. Check my meeting schedule and take care of any quick tasks on my plate. 10 AM
- Attend a 10-minute meeting to report my progress on tasks. 11 AM
- Eat lunch while playing a match of Infinite Crisis on our beta servers. 12 AM
- Start work on larger tasks. These usually include fixing bugs, using a proprietary script tool to tweak the skills for our champions, reviewing animations and special FX for the characters I'm working on, and working in Excel models to help balance the game. 1 PM
- Continue designing my current kit (set of abilities). My goal is to evoke a particular character's essence, while still feeling fresh in the MOBA space and creating fun play and counter-play. 2 PM
- Meet with other designers to critique each other's work, or meet with artists to make sure the art is showcasing what the design needs it to. 3 PM
- Participate in a playtest with our in-progress builds of the game to test everything we're building. 4 PM
- Continue my projects started after lunch, or shift focus onto an urgent deadline that cropped up during the meetings and playtest. 5 PM

Read more about the best game design schools at <http://www.princetonreview.com/game-design>

[Top Ranked Schools Continued] #11 Shawnee State University; #12 Michigan State University; #13 Northeastern University; #14 Oklahoma Christian University; #15 Savannah College of Art and Design; #16 Champlain College; #17 Becker College; #18 Rensselaer Polytechnic Institute; #19 Vancouver Film School; #20 DePaul University; #21 University of California, Santa Cruz; #22 New Jersey Institute of Technology; #23 North Carolina State University; #24 New England Institute of Technology; #25 Ferris State University.





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Game created by WPI students Robert Bass, Ben Kaplan, Jenn Lay, Graham Leto, Amy Mazzucotelli, and Bishop Myers

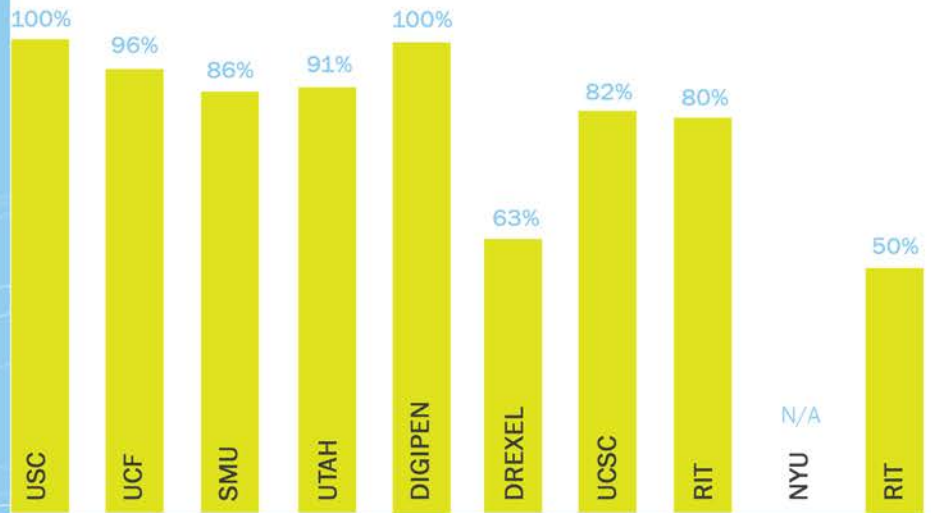


WPI

The Best Graduate Game Design Schools

Top 25 Game Design programs ranked by The Princeton Review

Percentage 2013 grads employed in industry



01 University of Southern California
 Los Angeles, CA
Prominent Professor: Richard Lemarchand, Lead Game Designer at Naughty Dog (*Uncharted*)
Prominent Alumni: Roger Hughston, Gameplay Software Engineer at Blizzard (*Diablo III*)

02 University of Central Florida
 Orlando, FL
Prominent Professor: Ben Noel, former Vice President and COO of Electronic Arts-Tiburon.
Prominent Alumni: Justin Schram, Level Designer at Bethesda Softworks (*Skyrim*)

03 Southern Methodist University
 Plano, TX
Prominent Professor: Gary Brubaker, former lead programmer on LucasArts classics like *Curse of Monkey Island* and *The Dig*, and veteran of Atari and Stormfront Studios.
Prominent Alumni: Jeff Browne, Lead Level Designer at Bethesda (*Skyrim*)

04 University of Utah
 Salt Lake City, UT
Prominent Professor: Craig Caldwell, former 3D Technology Specialist for Walt Disney Feature Animation
Prominent Alumni: Nolan Bushnell, founder of Atari

05 Digipen Institute of Technology
 Redmond, WA
Prominent Professor: Claude Comair, co-founder of Nintendo Software Technology
Prominent Alumni: Sean Shyputa, Server and Tools Engineer at Bungie Studios (*Halo*)

06 Drexel University
 Philadelphia, PA
Prominent Professor: Paul Diefenbach, former CTO of OpenWorlds Inc., which provided technology for NASA, Sony, Mitsubishi, and Boeing
Prominent Alumni: Seth Kendall, Cinematics Lead at NCSoft Carbine Studios (*WildStar*)

07 University of California, Santa Cruz
 Santa Cruz, CA
Prominent Professor: Michael Mateas, co-creator of *Façade* and leader in AI and interactive story research
Prominent Alumni: Tim Schafer, CEO of Double Fine Productions (*The Cave*, *Psychonauts*) and former designer at LucasArts (*Grim Fandango*, *Monkey Island*)

08 Rochester Institute of Technology
 Rochester, NY
Prominent Professor: Andrew Phelps, creator of world-famous game development programs
Prominent Alumni: Stewart Monske, Gameplay Programmer at Bungie (*Halo*)

09 New York University
 Brooklyn, NY
Prominent Professor: Andy Nealen, IGF Winner 2009 and recipient of multiple Apple design awards
Prominent Alumni: Robert Meyer, Game Designer at Large Animal Games (*Color Zen*)

10 Massachusetts Institute of Technology
 Cambridge, MA
Prominent Professor: T.L. Taylor, who has written several books chronicling the growth of eSports and multiplayer games like *EverQuest* and *World of Warcraft*
Prominent Alumni: Tom Cadwell, VP of Game Design at Riot Games (*League of Legends*)

[Top Ranked Schools Continued] #11 The University of Texas at Dallas; #12 DePaul University; #13 Savannah College of Art and Design; #14 Worcester Polytechnic Institute; #15 The Ohio State University; #16 Georgia Institute of Technology; #17 Sacred Heart University; #18 Full Sail University; #19 University at Buffalo; #20 University of Pennsylvania; #21 Parsons the New School for Design; #22 Trinity College Dublin; #23 University of North Texas; #24 University of Miami; #25 St. Mary's University.

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Rule N° 56

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(2010, 2011, 2012, 2013, 2014)

The Art Institute of Vancouver Game Art & Design program was ranked among the top 25 programs in North America by The Princeton Review. aiv.aiv.edu



DRAG ACT

In **LOCOCYCLE**, the road to hell is paved with crappy one-liners *by Ben Griffin*

The sixth game in Twisted Pixel's irreverent catalog, *LocoCycle* stars an assassin fluent in 40 forms of combat—who also happens to be a motorbike. While escaping from the evil Big Science corporation, our two-wheeled protagonist I.R.I.S. inadvertently snags the pants of a mechanic named Pablo and obliviously drags him along as he kicks and screams in Spanish.

There are several issues with this premise. One: he's really, really annoying. You're essentially listening to a five-hour loop tape of *The Simpsons'* Bumblebee Man. Two: it's difficult to focus on the action when you're reading subtitles. Although the banter between an indifferent AI and a human in peril offers up a few pearls ("You must be a nice man, what with all that praying you're doing back there."), the game feels

rampantly self-indulgent, as if funny comes at the cost of fun.

Well, that would be the case if it were funny. This is a game desperate to make you laugh, firing out material like a flailing comedian. You'll bash rival bikers in sub-*Bayonetta* combat, but it's too mindless to qualify as a beat-'em-up. You'll dodge mines and missiles but forward motion is predetermined, so it's no racer. At least with the abundance of absurd ideas—such as QTE-battling a mech's sawblade, playing rocket tennis with an FBI agent, barreling into scientists, and fist-fighting a chopper voiced by Robert Patrick—I was rarely bored.

But *LocoCycle* is unchallenging, unengaging, and chronically unfunny, and when ideas start to repeat themselves, the game drags along like Pablo himself. ■



PC GAMER
46

◆ Expect to pay \$10 ◆ Release Out now ◆ Developer Twisted Pixel
◆ Publisher Twisted Pixel ◆ Multiplayer None ◆ Link www.lococyclegame.com



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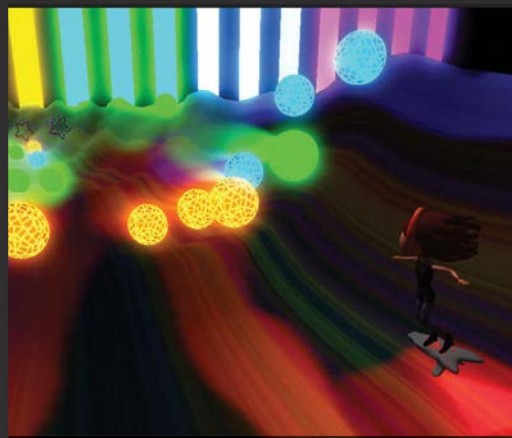
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