

# Academic Truths 101: Gaming

WELCOME!

...to SSU

...to the Game Programming Degree

...to ETGG1801

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Friday, August 18, 2017

# The Gaming department

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**Jim Hudson**  
(later...)



**Larry (Skip) Miller**  
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(dean, CPS)

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# So you want to make a video game?

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- Passion for games is a *start*
- You'll learn all the tools / skills you need to create
- But...you have to *maintain* the passion all 4 years
- Super challenging / rewarding career
- Programming is *your* entry point
- It's also an entry point for:
  - Computer Science jobs
  - R&D jobs
  - Software engineering jobs
  - ...



# What will SSU do for you?

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- Challenge you
- Assist you
  - (we're not mind-readers, though)
- Access to “toys”
- Connect you with like-minded students
- Give you the *starting-point* for **portfolio** pieces
- Make you a well-rounded software developer
- Assist you in extra-curricular projects
  - (if you want it)



# SSU Degree DOESN'T guarantee a job

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- To succeed in gaming, it takes:
  - Lots of research (into the industry / skills necessary)
  - Lots of effort (outside of class!)
  - A phenomenal portfolio
  - [Often] Participation in conferences
    - ✦ **SSU's annual gaming conference (November)**
    - ✦ **GDEX in Columbus (September)**
    - ✦ Global Game Jam (January)
    - ✦ ECGC (April)
    - ✦ GDC (February / March)
    - ✦ Gaming Clubs (GDos, Dungeon Crawlers, League, etc.)
  - Luck and Persistence
  - Willingness to live the “Game Developer Lifestyle”
  - [Often] Cutting down (dramatically) on your game *playing*

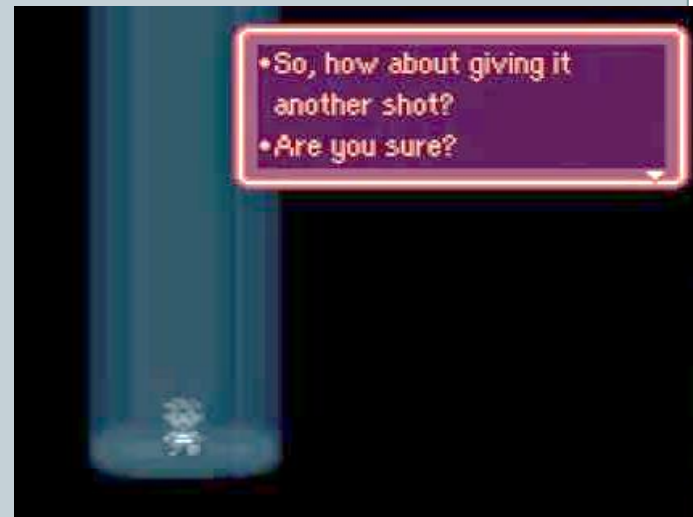
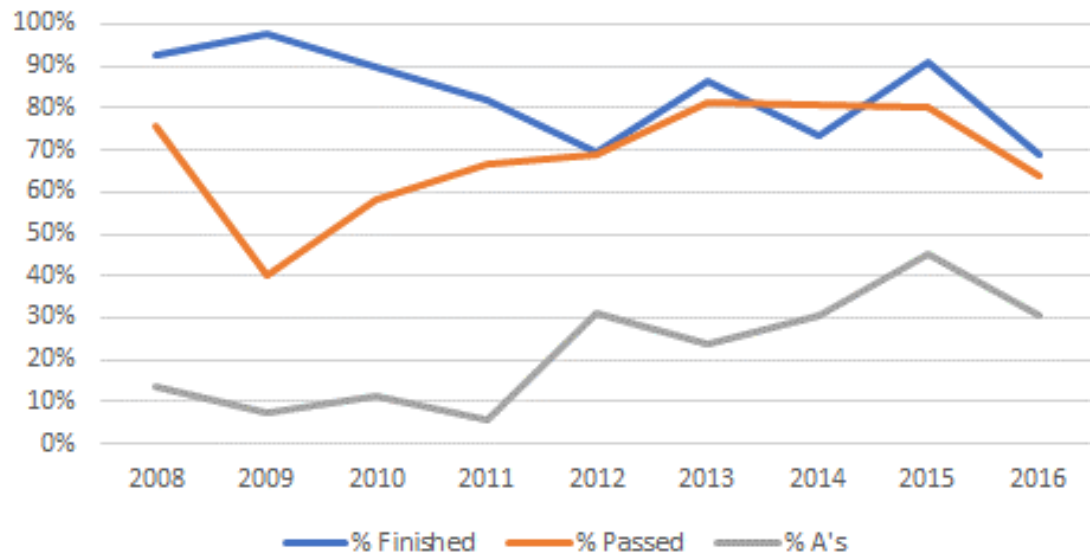


# Past data (Jason's ETGG1801 sections)

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Year	Started	Finished	Passed	A's
2008	40	37	28	5
2009	41	40	16	3
2010	40	36	21	4
2011	22	18	12	1
2012	46	32	22	10
2013	44	38	31	9
2014	49	36	29	11
2015	22	20	16	9
2016	48	33	21	10

ETGG1801 statistics (Jason's sections)





# But...

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- Everyone can thrive in this degree -- if you try!
- My teaching philosophy
  - My Job:
    - ✦ Make learning as easy *as possible*
    - ✦ Push you to be great (game) developers
    - ✦ Help you when you struggle (you have to ask, though!)
  - Your Job:
    - ✦ Do the work
    - ✦ Participate in the class (don't just be a passive observer)
    - ✦ Take advantage of all opportunities for help
      - Ask questions in class
      - Come to office hours
      - Come to SI sessions
      - Form a study group



# Hallmarks of an A student

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- Comes to class every day (early)
- Takes *good* notes
  - Don't try to write down everything we say
  - Don't just use the slides
- (Re-) Reads the slides (and maybe book) ahead of time
- Starts assignments immediately
- Asks questions
  - In-class, email, office hours, etc.
- Isn't embarrassed to ask for help
  - Instructor, (Free) tutoring, SI, etc.
  - But don't let someone do the work for you...
- Goes above-and-beyond the class work
- Doesn't brush off the first few weeks.
- Reviews material between and before class.





# Fall 2018?!?

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# Good Luck!!

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- Good luck and have fun!
- Questions?

