

Careers in Gaming Industry

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Career Paths in Computer Games

- Technical
 - Game developers
 - Game testers
- Artistic
 - Artist
 - Animator
- Design
 - Game designer
- Producer
 - Producer/project lead

Compensation

- Programmer/engineer
 - <3 years experience: \$54,300
 - 3-6 years experience: \$68,072
 - >6 years experience: \$86,243
 - This is base salary
 - Add average additional compensation: \$21,872
 - Includes bonuses, stock options, royalties, profit sharing
 - Source: GameDevelopers's Game Career Guide, Fall 2005

Compensation

- Artist:
 - <3 years: \$42,152
 - 3-6 years: \$55,594
 - >6 years: \$64,870
- Animator:
 - <3 years: \$44,778
 - 3-6 years: \$65,619
 - >6 years: \$73,031
- Average additional compensation:
\$19,168

Degree Possibilities

- Technical path
 - Computer Science degree
 - Strong C++ programming skills
 - Some game development experience a big plus
- Artistic path
 - Art degree
 - Strong digital arts skills
 - Major plus: ability to script (program) tools to integrate them into workflows
- Design
 - Bit of a wildcard. Diverse backgrounds. Very few positions, hard to break in. Need game design experience.

Specialized Game Design Degrees

- There are increasing numbers of degree programs on the technical aspects of developing computer games
 - DigiPen, BS Real-Time Interactive Simulation
 - DePaul, BS Computer Game Development
 - Univ. of Denver, BS Game Development
 - Champlain College, BS Electronic Game Programming
 - Full Sail, BS Game Design and Development
- Two new programs under development:
 - USC, BS Computer Science, Computer Game Development
 - UCSC, BS Computer Science: Computer Game Design
 - These should be the premier programs
- Others
 - Georgia Tech: Interactive Media degree
 - RPI: developing a degree program this year

About UCSC's Program

- Switch to PDF of curriculum

Upcoming Assignments

- Wed., January 18: Video Game Analysis
- Wed, January 25: Classic, non-video game design project

Video Game Analysis

- Pick one video game, current or classic
- Total of 3 pages
 - Typed. We won't read more than 3 pages. No smaller than 10pt text.
- Format:
 - Briefly describe the game (1-3 paragraphs)
 - Go through all six elements of Juul's classic game model, and describe whether and how the game fits the model (1-2 paragraphs per element)
 - Describe what makes this is a good game (or a bad game)
 - Be descriptive, and precise. "The game rocks" doesn't cut it

Classic Game Design

- A team-based project
- Can be any kind of non-video game.
 - Card game. Board game. Game to play while on a car trip. Drinking game. “Forbidden game” (like spin the bottle). Party game. Role playing game. Game show. Children’s game. Educational game.

Classic Game Design

- Project guidelines
 - Rules must be described on no more than 2 pages (typed, 10pt minimum)
 - Game elements (cards, dice, pieces, boards, etc.) are not part of the 2 page limit
 - No other restrictions on media.
 - No restrictions on game genre.
 - Game must be original. Minor variants on existing games not permitted.
 - Game play must not involve breaking laws or campus regulations.

To hand in

- Description of rules (2 pages max)
- Either a copy of game play materials, or photographs of game materials (if applicable)
- Photo of game in play
- Description of your experience playing the game, and rule modifications made due to game play. Describe instances where the game play went differently than designed.
 - 3 pages maximum

URLs From Class

- Games 4 Girls Contest
 - <http://g4g.cs.uiuc.edu/>
 - Deadline: March 13
- Women in Games International
 - <http://www.womeningamesinternational.org/>
 - February 18, San Francisco
- Game Developers Conference
 - <http://www.gdconf.com/>
 - March 20-24, San Jose