**Norco College**

**Game Development Advisory Committee Meeting Minutes**

**Meeting Date and Time:** March 21, 2019; 12:15 - 2:15 pm

**Meeting Location:** California Pizza Kitchen, San Francisco, CA

**Attendees (Name and Title):**

Ernest Adams, game developer, author, consultant, Professor of Game Design at Uppsala University in Gotland, Sweden

 James Finley, Associate Professor of Game Development, Norco College

 Jessiah Ruiz, Chief Technical Officer, Broken Circle Studios

 Judy Perry, Professor of Game Development, Norco College

*This is a summary of an asynchronous Game Development Advisory Meeting held with the purpose of gaining industry insight and advice on the 4 Game Development programs currently offered at Norco College. Each meeting is unique and the conversation flows in different directions due to the expertise of those present. What follows are the highlights of the meeting.*

1. Input on the current economic state of the Game Development industry. What are the growth areas? What areas, if any, are receding?
Industry is still thriving and showing signs of growth. Admits that he primarily concerns himself with student games and independent development these days.
2. Advice for students seeking entry level employment? Advice for internship opportunities, industry mentors, or game studio visits?

Game Jams and Conferences - they are where the industry folks who are still very passionate go.

1. Any changes to the production pipeline that we should be aware of? Any new software tools or techniques utilized in the industry that Norco College may wish to adopt?
Same advice as last year: New software comes and goes. What’s important is giving students the flexibility to experiment, try whatever they can get their hands on, and succeed or fail at it - then try it all again on a new game project.
2. Advice on how to increase female enrollment?
None
3. Advice on the GAM curriculum structure. Do you support the newly revised GAM programs? Any input or advice on the curriculum or program structure?
Was presented with the final draft for the GAM restructure. Was thrilled with the direction, flat structure, “choose your own adventure” approach that removed points of friction that the previous curriculum was riddled with.
4. Any other advice to help Norco College Game Development succeed?

 Wished us good luck on seeing the curriculum implemented and transitioned into.

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**Game Development Advisory Committee Meeting Minutes**

**Meeting Date and Time:** March 15, 2019; 3:00 - 4:30 pm

**Meeting Location:** California Pizza Kitchen, San Francisco, CA

**Attendees (Name and Title):**

Ernest Adams, game developer, author, consultant, Professor of Game Design at Uppsala University in Gotland, Sweden

 James Finley, Associate Professor of Game Development, Norco College

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1. Input on the current economic state of the Game Development industry. What are the growth areas? What areas, if any, are receding?
All areas in the games industry are currently seeing growth. Currently nothing is receding or even showing signs of slowing. Big companies are continuing to get bigger, and even smaller companies that are able to get footing are able to establish themselves. There even might be a place for some of the newer technologies, and student games across the globe even seem more and more capable of becoming products.
2. Advice for students seeking entry level employment? Advice for internship opportunities, industry mentors, or game studio visits?

Build games (especially weird ones!) and compete in competitions with them. Go to Game Jams!

1. Any changes to the production pipeline that we should be aware of? Any new software tools or techniques utilized in the industry that Norco College may wish to adopt?
New software comes and goes. What’s important is giving students the flexibility to experiment, try whatever they can get their hands on, and succeed or fail at it - then try it all again on a new game project.
2. Advice on how to increase female enrollment?
None. Explained that geography seems to have something to do with it. Said that where he currently resides, it’s a much more even split.
3. Advice on the GAM curriculum structure. Do you support the newly revised GAM programs? Any input or advice on the curriculum or program structure?
Excited to see the curriculum change, especially in that it supports more experimentation and hands on making games sooner. Emphasized the importance of students spending as much time as possible learning by making games, not by learning about how to make games. Recommended a structure for retaking classes that allow students to work on several games during their time at the school.
4. Any other advice to help Norco College Game Development succeed?

 Reiterated the importance of students making games as early as the first class. Remove all barriers preventing students from getting their hands dirty and keep them dirty throughout.

**Norco College**

**Game Development Advisory Committee Meeting Minutes**

**Meeting Date and Time:** March 15, 2019; 3:00 - 4:30 pm

**Meeting Location:** The Marque Lobby, San Francisco, CA

**Attendees (Name and Title):**

Richie Bisso, CTO Hyperkinetic

James Finley, Associate Professor of Game Development, Norco College

Jessiah Ruiz, Chief Technical Officer, Broken Circle Studios

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1. Input on the current economic state of the Game Development industry. What are the growth areas? What areas, if any, are receding?
Growing but everything is shifting. The market lines are blurring all over the place. It used to be easy to tell what game development was, but now the variety in platforms and the ambiguity with what games are have made things tougher to track. It’s exciting in lots of ways, but it’s also made the business tougher.
2. Advice for students seeking entry level employment? Advice for internship opportunities, industry mentors, or game studio visits?
Go to game developer meetups like the Drink Up in Santa Monica, or GDC.
3. Any changes to the production pipeline that we should be aware of? Any new software tools or techniques utilized in the industry that Norco College may wish to adopt?
We have to use what we have to use. We don’t always get a choice. One day we’re using Unreal, the next Unity. We have to choose what’s right for the job, and that’s constantly changing. Make sure your students are flexible in what they can do and what they know how to use.
4. Advice on how to increase female enrollment?
See about acquiring high profile female game development faculty, maybe?
5. Advice on the GAM curriculum structure. Do you support the newly revised GAM programs? Any Input or advice on the curriculum or program structure?
Alot easier to understand. Makes alot of sense, especially for a community college. Offers enough to get students skilled and excited, and acts as a great springboard for wherever they choose to go next.
6. Any other advice to help Norco College Game Development succeed?

 Encourage students to get out and represent! No one ever hears the name Norco College pop up in game dev circles!