



Hello Dream Job

Game Development is more than just games



Hello Dream Job

Game Development is more than just games

Who is this lady?

My name is Kendra Corpier

- Game Developer
- Educator
- Researcher
- Business Owner
- Gamer
- Mentor



Game Development Industry

- Still in its infancy, only 60 years old
- Diversity
- Where to find talented employees
- How to turn a profit
- First consumer games, arcade machines, had small teams of 5 or less
- Industry grew quickly, with AAA games being made by 200 - 500 in late 90s
- Today, two groups, indie (small teams, typically no publisher) and AAA

GAME DEVELOPERS AT A GLANCE 2014

Results from the IGDA's Game Developer Satisfaction Survey



Gender

Men: 76%

Women: 22%

Transgender/Androgynous: 2%



igda

international game
developers association

© 2014 www.igda.org Art: Shutterstock.com/Antun Hirsman & bioraven |
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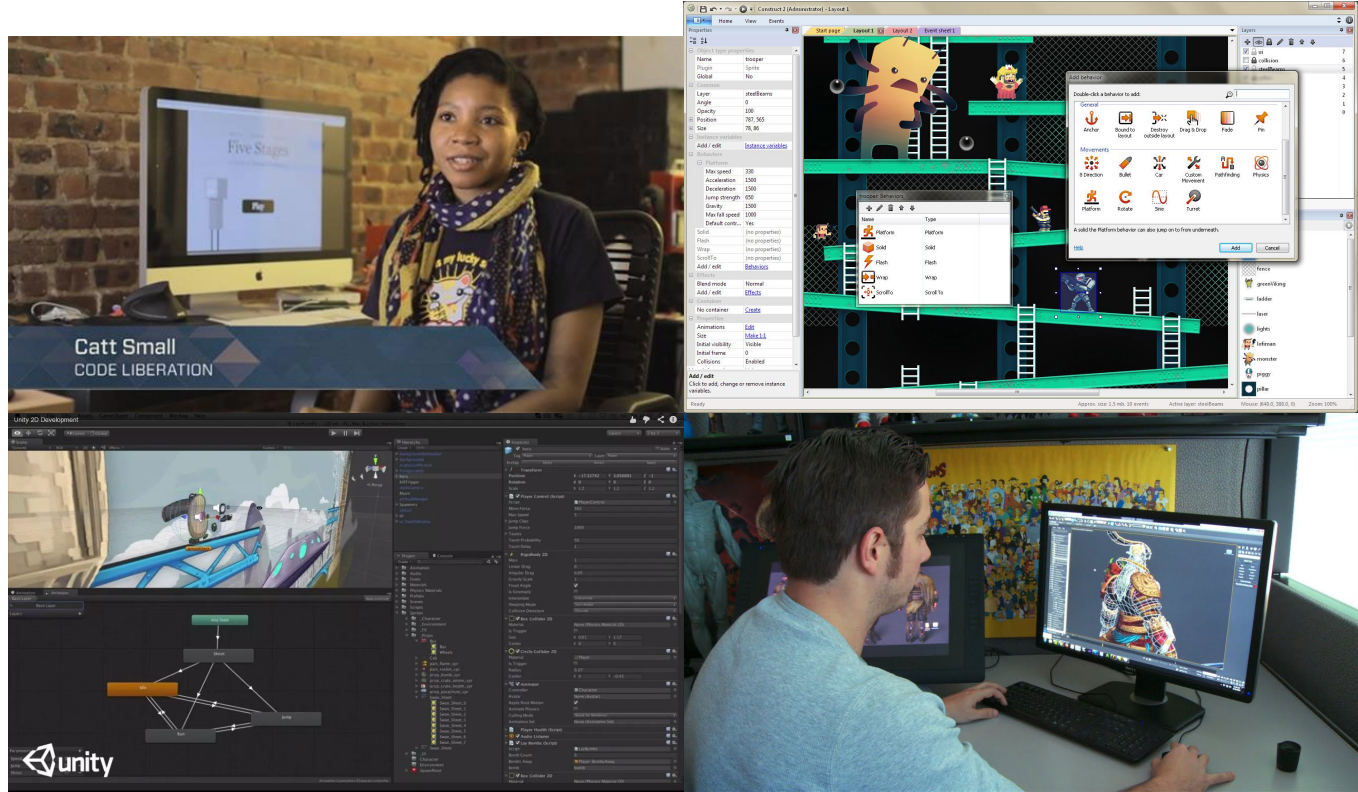
Types of Game Development

- Virtual Reality (VR)
- Alternate Reality (AR)
- Computer
- Console (Nintendo, Xbox, Playstation)
- Mobile (iPhone, Windows Phone, Android, Amazon Fire)
- Web
- Plug and Play (TV)
- Arcade
- Board Games
- Other



Industries for a Game Dev Career

- Entertainment
- Social Media
- Medicine
- Education
- Government
- eSports
- Independent
- Marketing



Entertainment

- Most well known, and typically how people identify game development
- Console Games - Microsoft XBox, Sony Playstation, Nintendo
- Computer Games - Windows, Mac, Linux
- Mobile Games - iOS, Android
- Typically where you will start your career
- Work for AAA or indie game developers



Social Media

- YouTube, Twitch TV
- Confident game presence, while on camera
- Review games
- Playthroughs
- Talk about games



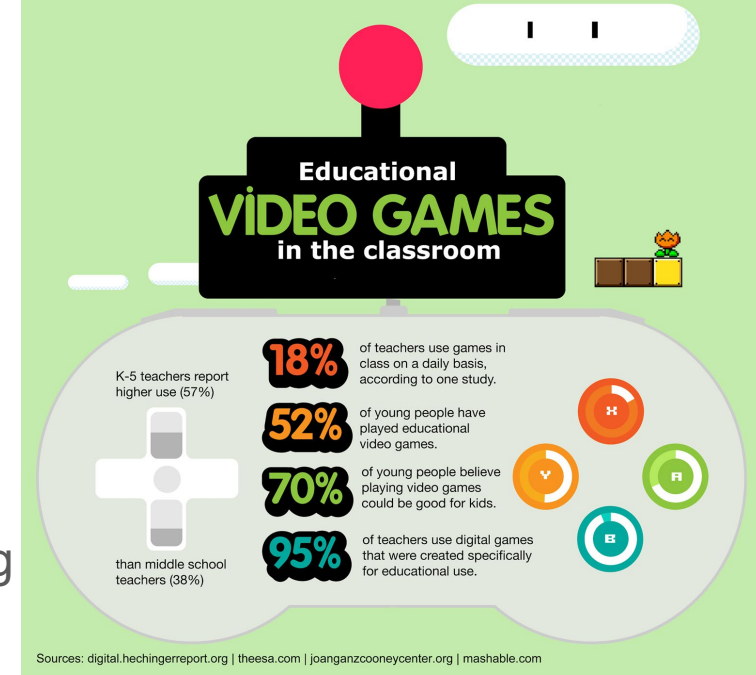
Medicine

- Games to train doctors on being comfortable using various surgical instruments
- Empathy games for patients and family members
- Studies and research to help map the brain
- Outside of entertainment, the largest industry that uses game development
- [Underground the Game](#) trains surgeons to [use surgical instruments](#) in an entertainment game setting



Education

- STEM (STEAM) Education
- Educational games (Edutainment)
- Research to improve education
- Virtual Reality and Alternate Reality to allow students to interact with what they are learning about (Dinosaurs, Math, Geography)



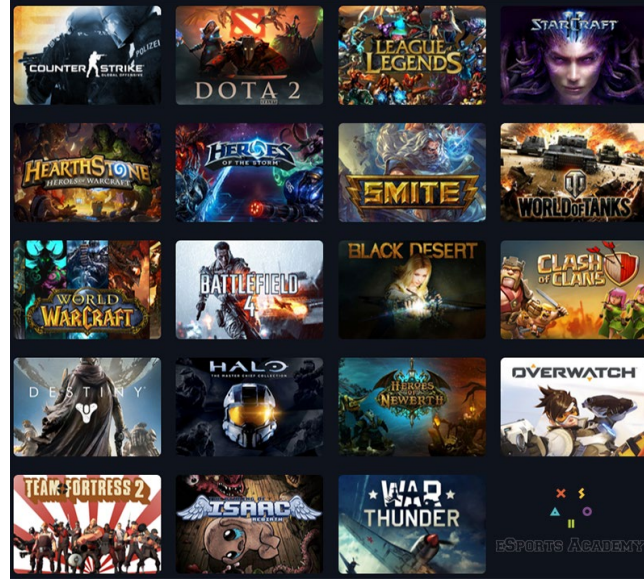
Government

- Used to train soldiers and flight pilots
- NASA uses games for simulation
- Traffic patterns for residents and automated cars
- Teach elements of city resource management
- Government funded research



eSports

- TV Production
- Best Gamers
- Live streaming production
- Event Management
- Tournaments
- eSports is predicted to be more profitable than NFL football in the next 5 years
- Many leagues are owned or funded by professional athletes and sponsors



Independent

- You are your own boss
- Make the games you want
- Experiment with ideas and technology
- Learn at your own pace
- Indie games have their own marketplace via Steam, and console online stores



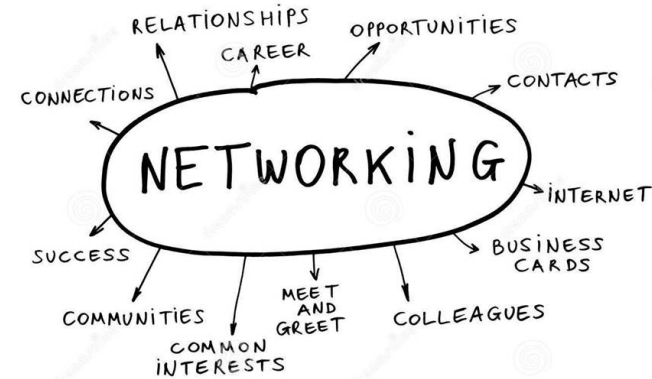
Marketing

- Games for products or a brand
- Virtual Reality to design your home, or office ([Lowe's](#))
- Alternate Reality to design your home or office
- Alternate Reality for product displays



How to become a Game Designer / Developer

- College
- Portfolio
- Networking
- Student Programs
- Practice
- Apply for Jobs
- Identify and Expand Your Skills



College

- This is a must in this industry
- Introduces you to like-minded peers
- Introduces you to technology you may not know exists
- Much easier to find a job with a degree in the competitive market
- Introduces you to new ways of networking
- Helps to keep you motivated and stay on track while building your portfolio of work
- Youngstown State University is scheduled to introduce their gamedev minor program, Fall 2019

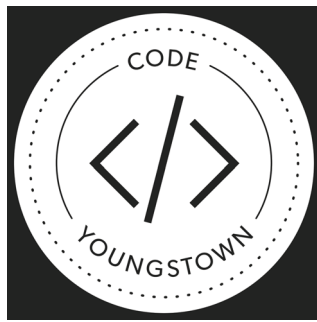


Portfolio

- Most important part
- [Website](#) and/or blog displaying and talking about your work
- [YouTube](#) to display your demo reel of work
- [LinkedIn](#) to build your professional network and display your work and project history
- Various online forums and platforms to display your artwork, code, music



Networking

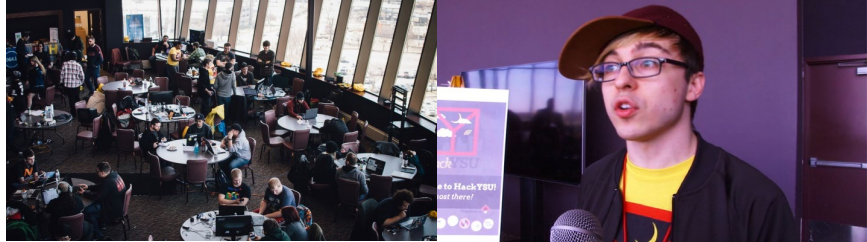


- Join [IGDA](#)
- Find local gaming and tech groups ([Youngstown Game Developers](#), [Code Youngstown](#))
- Join online forums to discuss game development topics
- Reach out to local developers via email
- Join a Meetup.com group ([Coal Creek Game Developers](#), [Code Youngstown](#))
- Attend Expos, Conferences, Events ([GDEX](#) in Columbus, [E3](#), [PAX](#), [GDC](#), [lots of other ones](#))

**COAL CREEK
GAME DEVS**



Student Programs



- High School after school programs (don't have one, try creating one)
- College Extracurricular ([HackYSU](#), [Penguin Hackers](#), [Frost Penguin eSports](#))
- Programs at Oak Hill Collaborative



Practice

- [Lynda.com](https://www.lynda.com) is free through the [Youngstown Library](https://www.youngstownlibrary.org/)
- [Unity.com](https://unity.com) has tutorials from Beginner to Advanced
- [Construct 3 \(Scirra\)](https://www.scirra.com) has tutorials from Beginner to Advanced
- Your first game will be awful, don't worry though, so is everyone's
- Work with friends to learn about teamwork and collaboration
- Bounce ideas off your friends and peers
- Don't be afraid to fail, learn from your mistakes and experiences
- Take part in [Game Jams](https://gamejams.org/)



Apply for Jobs

- Will test your patience, never lose your focus
- [Gamasutra](#), [Unity](#), [Indeed](#), [LinkedIn](#), [Dice](#)
- Apply for the jobs you want to do
- Don't be afraid to apply for jobs that list skills you may not have, yet
- Expect to hear back from about 10% of the jobs you apply to
- Apply to small studios and large, find the studios on [GameDevMap](#)
- Be prepared for your interview
 - know the company



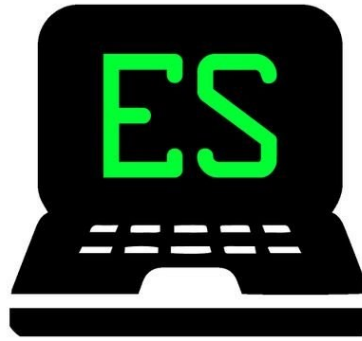
Identify and Expand Your Skills

- What are you good at?
- Take what your current skills are and develop them into something more
 - You like to draw characters? Take a shot at learning to 3D model or animation
 - Do you know Scratch? Take a shot at learning some object oriented programming
 - Do you like to mix beats? Try making sound bites and scores for games.
- Set short term, smaller goals for yourself that you know you can achieve



Kendra Corpier

- kcorpier@gmail.com
- [Youngstown Game Developers](#)
- YSU - Computer Science, Game Development
- YSU - Research in STEM education to improve it in K-12 schools
- Eimear Studios LLC
- [Oak Hill Collaborative](#)



OAK HILL
COLLABORATIVE



Y
YOUNGSTOWN
STATE UNIVERSITY

