

MEMORANDUM

FROM: JOHN P. HARRINGTON, DEAN
DATE: MARCH 1, 2006
SUBJECT: 3RD ANNUAL GAME FESTIVAL AND SYMPOSIUM

For the past two years, the annual Game Festival and Symposium was a singular success due to the quality of the student games exhibited and the level of participation in the Game Festival, enthusiasm reflected by attendance at the Symposium that featured speakers of national reputation from industry and universities. Our consistent purpose is to expand our students' base of game development skills and to increase their understanding of their potential career options in the game sector. Based on past experience, we can expect between 125 and 175 students to attend both days representing a broad, multi-school and multi-departmental array of creative and technical disciplines.

Game Festival

This year, we expanded the schedule to Friday and Saturday. The event will occur a few weeks later in the semester, April 28 & 29, 2006, to provide the student teams more time to develop the games that they will present in the Festival. As in previous years, Game & Simulation faculty will select the games for exhibition from among student games created within the preceding twelve months.

Game Symposium

Our theme for the Symposium this year is "Where Cultures Collide: The Alchemy of Creativity and Technology in Making Games" reflecting our experience planning over the past year for the undergraduate major. The game sector is telling us clearly that creativity is important but that a specific skill set in technology is equally advantageous for aspiring game developers. We want to explore in a symposium format how and why this is true.

Contact: Don Moore, 276.2992, moored@rpi.edu

The School of Humanities & Social Sciences



Working Agenda 3rd Annual Game Festival & Symposium Friday & Saturday, April 28 & 29, 2006

Theme: "Where Cultures Collide: The Alchemy of Creativity and Technology in Making Games"

Friday

Game Festival — DCC Great Hall

| | |
|--------------|---|
| Noon | Lunch with Guests & Speakers |
| 2 PM to 4 PM | Discussion of GSAS with Guests & Speakers |
| 3 PM to 5 PM | Set Up Festival in DCC Great Hall |
| 5 PM to 9 PM | Festival DCC Great Hall |

Saturday

Game Symposium — Center for Biotechnology & Interdisciplinary Studies Auditorium

| | |
|-------------------|---|
| 10:00 to 10:30 AM | Michael Lewis '93, President Cryptic Studios |
| 10:30 to 11:15 AM | Ian Bogost, Dept. of Literature, Communication and Culture, Georgia Tech |
| 11:15 to 11:30 AM | Break |
| 11:30 to Noon | Women in Game Development |
| Noon to 12:30 PM | Box Lunch |
| 12:30 to 1:15 PM | A Look Inside the Levels of An Industry Giant: Activision's Many Cultures |
| 1:15 to 2:00 PM | Young Alumni Panel: Making It in the Simulated World |