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What would a games program in a Creative Media Institute look like?

There are 2 tracks that a games program can take: developers for gaming industry and developers for educational software.

However, I do not understand why a game program would take one track at the expense of the other – the differences in two such programs seem to be too small to justify major angst over this question.

The differences between these programs, to my probably over-simplified view, are:

- Educational games requires knowledge of evaluation and education theory (this could be 2 classes).
- Educational games would benefit from a class in curriculum design, but this is not taught at the undergraduate level at most universities.

The fundamentals are the same: programming skills, story skills, graphic design skills. Both tracks can benefit from an understanding of psychology fundamentals, game playing, etc.

Differentiation in this field should be handled with a “emphasis in” tag on a degree that would allow a student to take perhaps up to 6 classes in a subject. This also would allow content flexibility and expertise. Gamers could graduate with an emphasis in, for example, history, art, education, business, or a wealth of other topics that could be backdrops for games.

Can't you just see it? SimPhilosophy! LitQuest! Mummy Race 2000 – BC!
Feed Lot Tycoon!