

Norco College
Game Development Advisory Committee Meeting Minutes

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

Meeting Location: The Marquee 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

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?
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?
A lot easier to understand. Makes a lot 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!