

Author: Dillon Herbig

Title: Gaming On Campus

About the Author: I'm Dillon, I'm half Japanese and half... white. Bout 5'11", 170 lbs. Black hair, brown eyes. I was born in Rockford, Il, lived in Byron, Il most of my life. Then I went to U of I. That's it so far.

Keywords: Making Video Games College

Abstract:

Abstract

Final Draft

The main topic I was thinking about using for my research project is video games on campus, which I narrowed down the question "What focus is placed on video game careers at the University of Illinois?" I chose this topic because I'm transferring next year to IIA Schaumburg for a degree in Game Art & Design, and thought it would be good to research what game-making resources and events there are on campus here. The topic is of great importance to the people of the University and the country, especially in these tough times, when gaming is one of the few industries to keep growing. No readings or IDEALS posts really helped inspire me to choose this; staring at all the examples didn't really help me choose a topic like it usually does. So I just picked something I wanted to learn more about, and probably should learn more about if I'm going to make a career out of it, and started asking questions. Mostly I have questions like, "What video game-related courses are available?" and "What events and organizations are geared the gaming industry?"

I think for my sources I'll be going to places like the video game career meeting and talking to people that maybe make their own games here, for one reason or another. There are probably a lot of people that can give input on the subject, and plenty of observations to gather from on campus. Also, I think the archives and the libraries will have a lot of information from the last few decades about it, and there are probably books and papers written about games at U of I to use as well. I'm not sure exactly where my field site will be, but hope to find that out as my research goes. Gaming is a major pastime for a lot of

people, and making them is becoming a booming industry, so I don't think there will be too much difficulty finding the information I need.

Initial Exercises: Mostly doing inquiries and whatever else we did before the research project.

Question: What's it like being an aspiring game creator at the University of Illinois?

Plan: Go out and find events and activities related to gaming and hopefully game-making on campus, conduct interviews with game creator students and University staff, and analyze artifacts that pertain to this.

Data: 2 Observations
-Gaming Career Night
-Gamebuilders Meeting

2 Artifacts Analyzed
-Gaming Initiative Website
-IIA Schaumburg website

1 Interview
-David Wade, UGL staff

Discuss: I found out, throughout and after my project, that there really are plenty of resources available to anyone that wants to make games/go into gaming career here at UIUC. From the UGL's gaming program to RSO's like gamebuilders, the game-making culture is definitely present at U of I.

EUI Links: No IDEALS projects related.

Reflect: At the beginning of the semester, I had never heard of EUI before. Now, after a semester of running around getting multiple IRB forms signed, performing 30+ min observations from dusk til dawn, and having to fill out this student research form, I can only say it's really really great.