



Polishing your IMGD Skills: The "Master Class" Concept at WPI

by
Robert W. Lindeman
gogo@wpi.edu

But first...

- ❑ MQP Opportunity!!
- ❑ Sponsoring Organization
 - Doorways to Dream, Inc. (D2D Fund), Roxbury, MA
- ❑ WPI Advisor
 - Dean O'Donnell (dodo@wpi.edu)
- ❑ Looking for 3 or 4 students, starting C-term
- ❑ Timeframe
 - Either C & D (2/3's in D) or C, D, & E, depending on the project group's schedules
- ❑ Title: Building Financial Management Skills Through Video Games
 - See Dean for more info!

Master Class Motivation

□ The Challenge

- How can we bring game-industry professionals to WPI to lead more than just a single day seminar?

□ The Solution

- The Master Class

□ Many fields do similar things

- Internships in many fields
- Apprenticeships in the trades
- Master Classes in the Arts

WPI's Version of the Master Class

☐ When?

- Almost every term
- During the first three weeks of the term
- One night per week
- Two hours per meeting

☐ Who?

- Taught by "Masters" of various aspects of IMGD
- Taught to advanced IMGD students
 - ☐ Both Art & Tech
- Small class size (~10)

WPI's Version of the Master Class

□ Why?

- Supports the "Theory & Practice" approach
- Balances the formal approach taken by faculty with the more-applied approach of professionals
- Helps provide critical feedback about student portfolios
- Several industry people have contacted us about getting more involved in our program!

□ Other

- Not for credit

Questions? Comments?

- We want to get this right, and so would like your feedback and comments!

Feedback from Audience

- Make portfolio be the application materials
 - Motivates students to create/maintain a portfolio
- Plus, an essay about why you should be in the class (maybe call it a cover letter)
- Should this show up on the transcript?
- Maybe do this during the term break?
- How much work is expected between class meetings?

Topics Suggested by Audience

- ☐ Game AI
- ☐ Sound Design
- ☐ Game Design
- ☐ Animation (2D/3D)
- ☐ Post Mortem
- ☐ Graphics-Engine Design
- ☐ Concept Art
- ☐ Advanced, Tool-Focused Course
 - Flash, Max