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

by

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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