



Academic Residencies for Game Designers

Lisa Brown

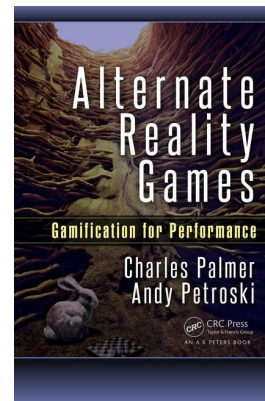
Independent Game Designer

Charles Palmer

Harrisburg University

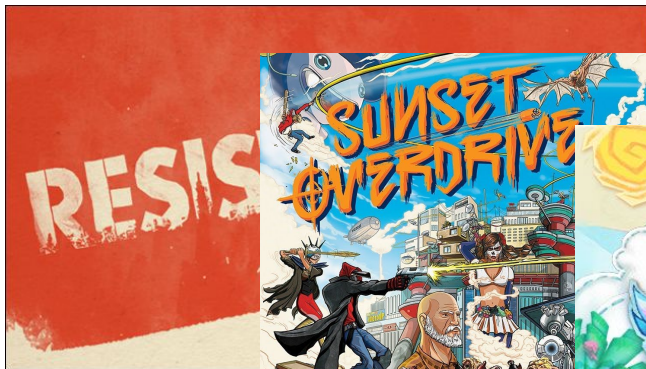


Charles Palmer





Lisa Brown



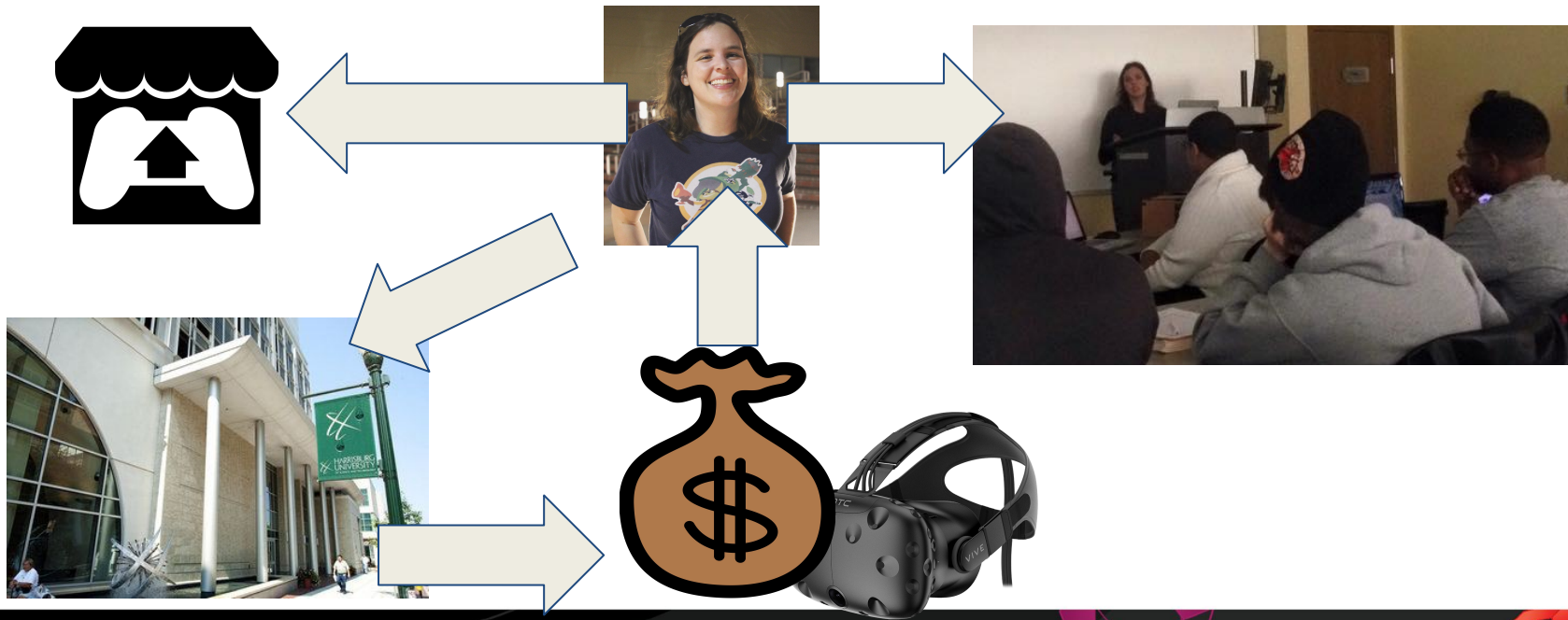


What is an Academic **Residency?**





What is a Residency?





Caveat

- Not just for game designers!
- US-centric





Benefits

- Introduce new opportunities to the classroom
- Augmenting teaching staff
- Frequently rotating talent





Benefits

- Circumvents academic hiring requirements
- (No PhD required)





Benefits

- Stronger ties to current industry practices





Benefits

Resident Perspective:

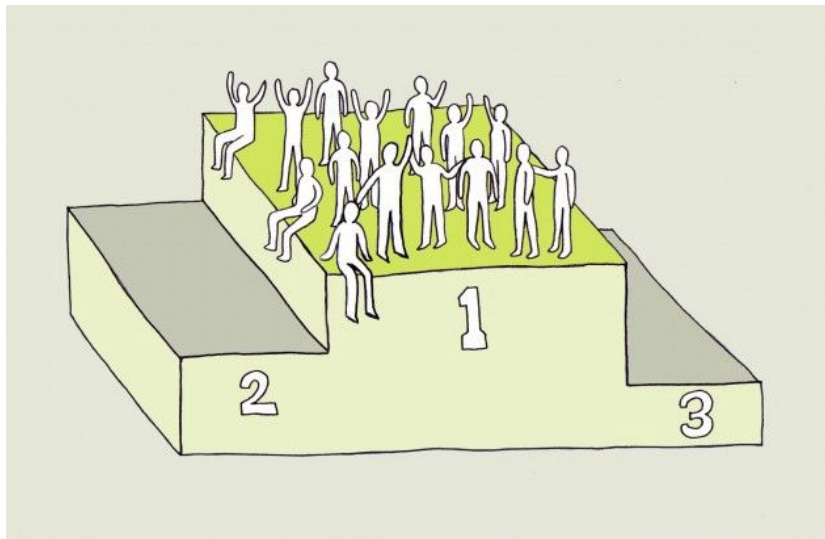
- Funding!
- Academic Trial
- Mold the next generation





Benefits

- Wins all around!





What will we cover today?





What will we cover today?

1. An overview of the HU program



NYU GAME CENTER





What will we cover today?

2. Quick tips for setting up your own

div





What will we cover today?

3. Common obstacles to overcome





An overview of the
Harrisburg University
Game Dev in Residency
Program





Lisa's Roles as Resident





Lisa's Roles as Resident

- Advising Student Game Projects





Lisa's Roles as Resident

- Periodic guest lecturing in other classes
- Co-taught Game Design
- Seminar Class





Lisa's Roles as Resident

- Organizing extra learning opportunities





Lisa's Role as Resident

- Summer Game Academy





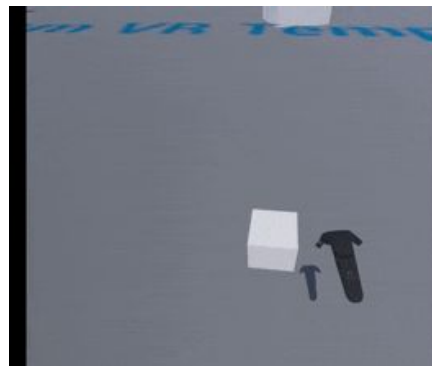
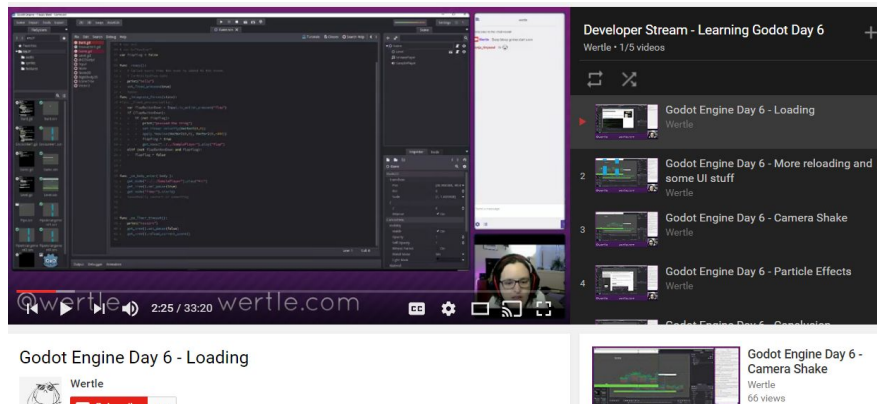
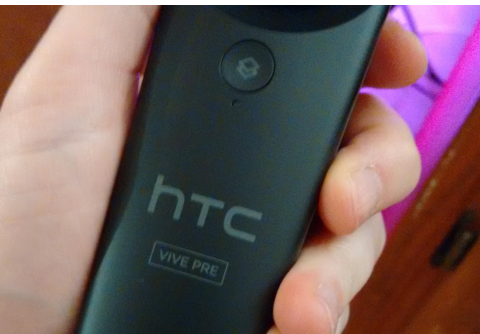
Lisa's Projects





Lisa's Projects

- Prototyping and learning new tools





Lisa's Projects

- Streaming and Writing

The screenshot shows Lisa Brown's Patreon profile. At the top, it says "Lisa Brown is creating content to help you make better games". Below this is a circular profile picture and a "All Posts" button. The "FEATURED TAGS" section includes "Camera sample content" with 16 posts. The "TAGS" section lists various categories with post counts: patron updates (52), streams (45), analysis (24), game jams (18), playable games (14), interviews and podcasts (3), talks (4), and feedback (3). The "TYPE" section shows "Public" (88) and "Patron Only" (60) posts, with price filters for \$10 (2), \$20 (1), \$30 (4), and \$5 (48). A "By Month" dropdown is at the bottom. The main content area shows two posts: "Residency Recap" (Jan 23 at 5:40pm) and "Patron Update #53" (Jan 16 at 1:20am). The right sidebar shows "REWARDS" with two tiers: "Pledge \$1 or more per month" (6 patrons) and "Pledge \$5 or more per month" (23 patrons). Each tier has a "Become \$1 Member" or "Become \$5 Member" button.

Lisa Brown is creating content to help you make better games

All Posts

FEATURED TAGS

Camera sample content
16 posts

TAGS

patron updates 52 streams 45

analysis 24 game jams 18

playable games 14

interviews and podcasts 3

talks 4 feedback 3

TYPE

Public 88 Patron Only 60

\$10 2 \$20 1 \$30 4

\$5 48

By Month

Residency Recap
Jan 23 at 5:40pm

As the new year gets rolling, I wanted to take some time and reflect on the residency I did last year. It was my first time involved in any sort of formal academic environment, and I had many insights and lessons that I think are worth sharing. These are mostly from the perspective of my

Continue reading

1 Like

Write a comment ...

Patron Update #53
29 patrons · Jan 16 at 1:20am

Happy New Year, Patrons! It's been a very busy couple of weeks and short on updates, because I have been mid-travel. Between going to the Netherlands for New Year's, to being currently in Japan to visit friends, to Seattle tomorrow for interviews and meetups. It's been quite a start to

Continue reading

REWARDS

Pledge \$1 or more per month
6 patrons

Thank you so much! You are awesome.

Become \$1 Member

Pledge \$5 or more per month
23 patrons

Thank you for supporting me!
You will have first access to all my patron-only adventure updates, design analysis posts and prototype progress posts. (Older posts made public over time)

Become \$5 Member





Lisa's Projects



PRACTICE

Game Design In Detail

NYU GAME CENTER | NEW YORK CITY





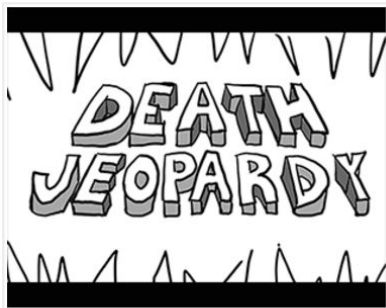
Lisa's Projects

- Continued consulting



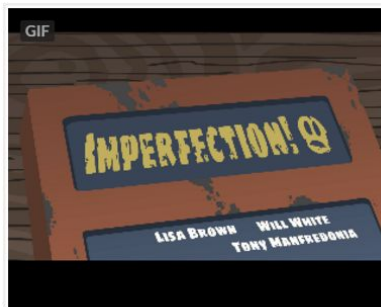


Lisa's Projects



Death Jeopardy

Made on Train Jam for an audience of one
Other



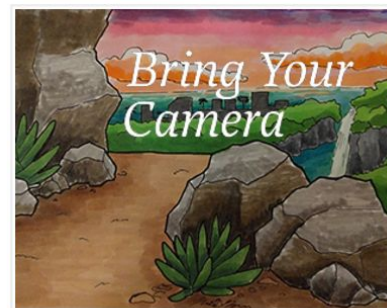
Imperfection

Impish take on an old childhood game
Action



How to Kill a Project

An exploration of abandoned games
Other



Bring Your Camera

Go for a stroll, and bring your camera this time.
Adventure



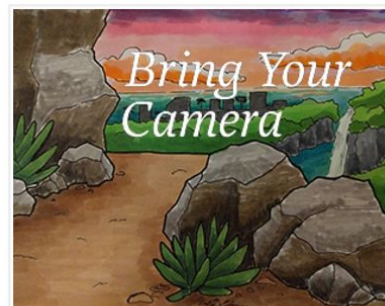
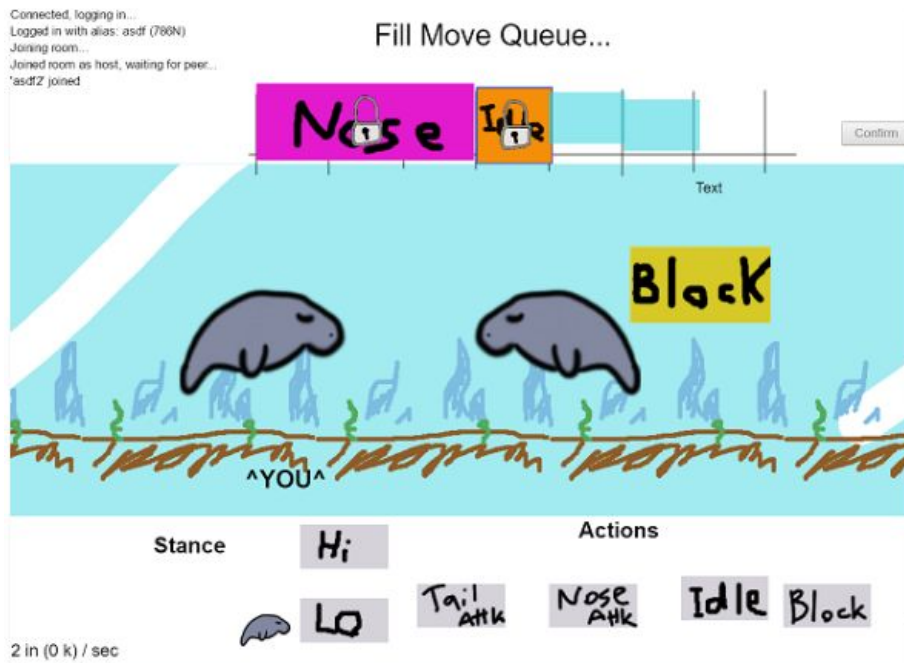


Lisa's Projects



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Bring Your Camera

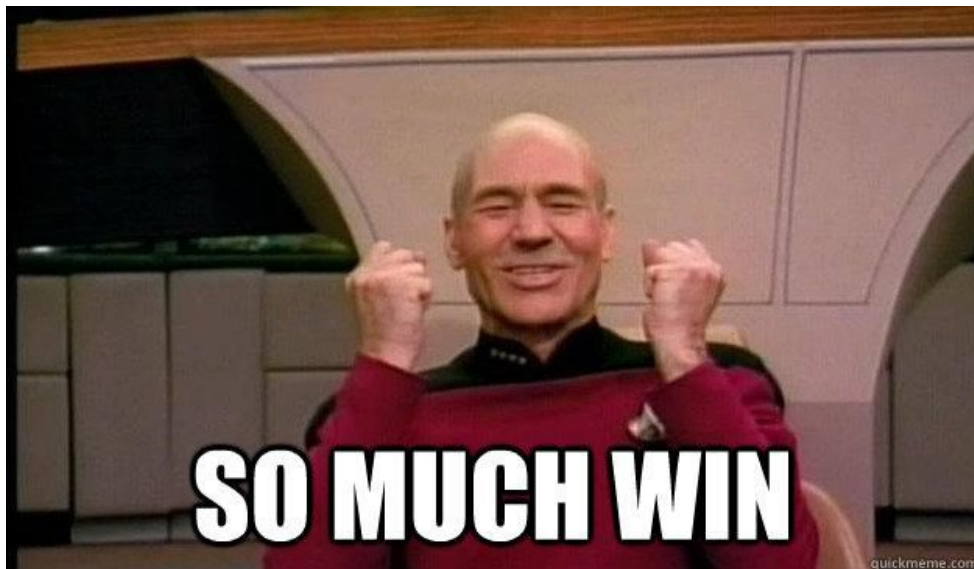
Go for a stroll, and bring your camera this time.
Adventure





Resident Conclusion...

Wins abound!





Student Testimonials

"She had great contacts and always connected us with someone who would help us if she couldn't. She would also give fantastic feedback on anything we gave her. She did everything to help us."



"She would always go the extra mile to help us with finding information or with contacting other designers, and was willing to spend hours helping us solve problems with our games."





Residencies at other schools

- Recent
 - Eastern Kentucky University
 - NYU Game Center
 - Maryland Institute College of Art
- Past Programs
 - UC Santa Cruz
 - Full Sail





diy

Setting up and Running YOUR Residency





Setting up a Residency

1. Convincing the Administration





Convincing the Administration

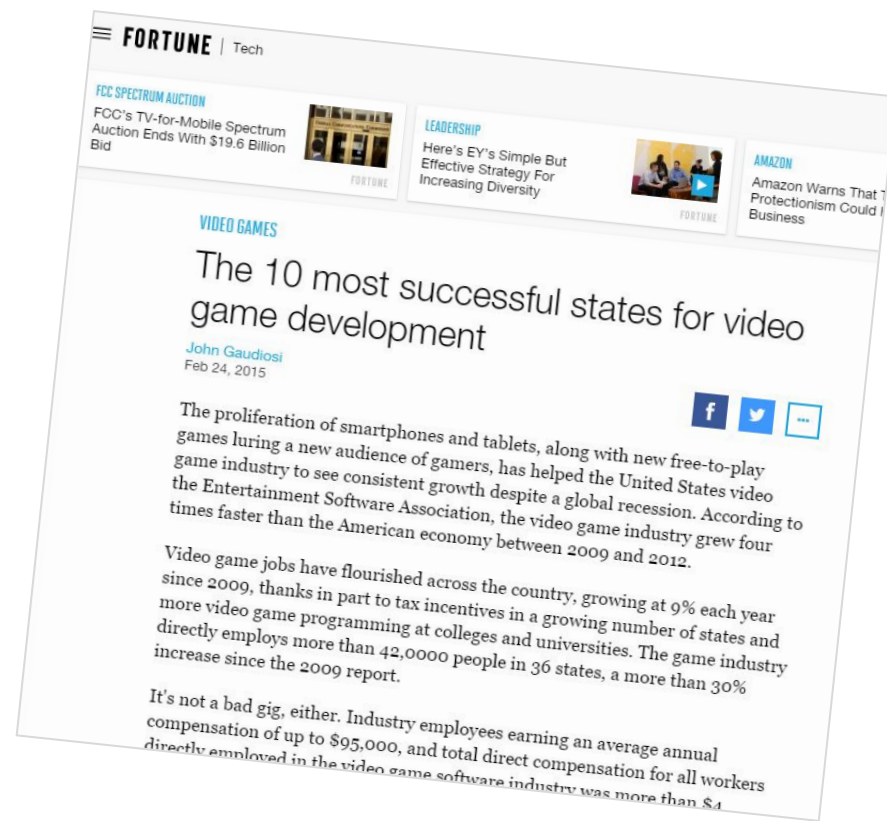
Funding options

- Endowment
- Annual budget
- External grants





pennsylvania
DEPARTMENT OF COMMUNITY
& ECONOMIC DEVELOPMENT





Convincing the Administration

- Tie Residency to Program Goals
 - Program Goal 4: *Production and Teamwork Skills*
 - Program Goal 6: *Professional Skills*





Convincing the Administration

Professional Development for Faculty

- Improving skillsets
- Inspiring collaboration





Convincing the Administration

Long term relationships with residents

- Potential recruiting
- Expanded network





Setting up a Residency

1. Convincing the Administration
2. Adapt to your Resident





Adapt to your Resident

- Shape program to resident's strengths/interests





Adapt to your Resident

John's style

- Unity development
- Production
- Business and funding
- Formal class structure





Adapt to your Resident

Lisa's Style:

- Design thinking
- Industry professionals
- Advising/mentoring
- Informal Learning opportunities

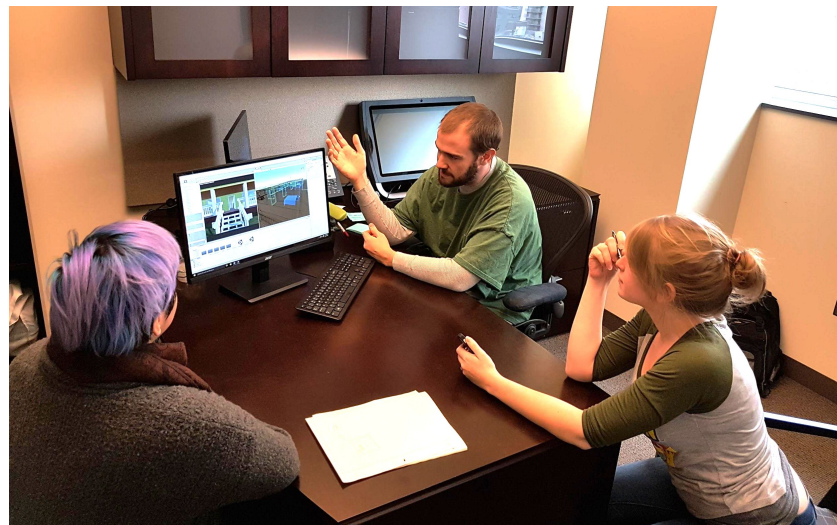




Adapt to your Resident

Mike Stout

- Project advising
- Mentorship
- Client work

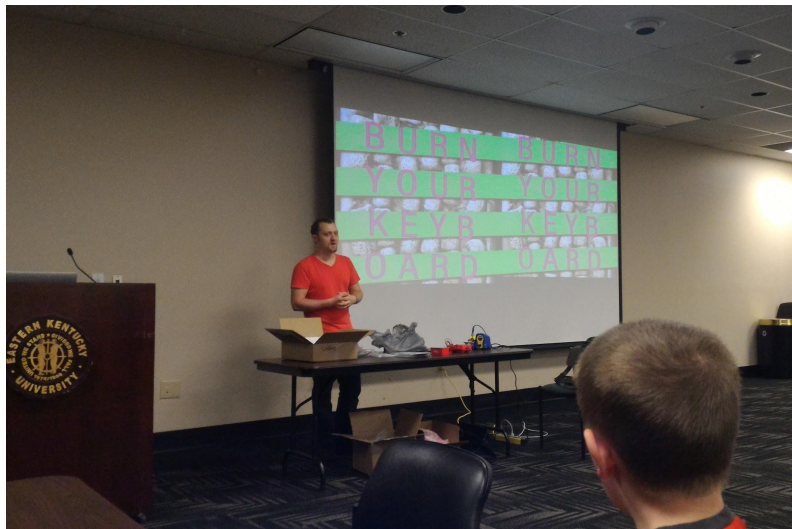




Adapt to your Resident

Jerry's Style (EKU)

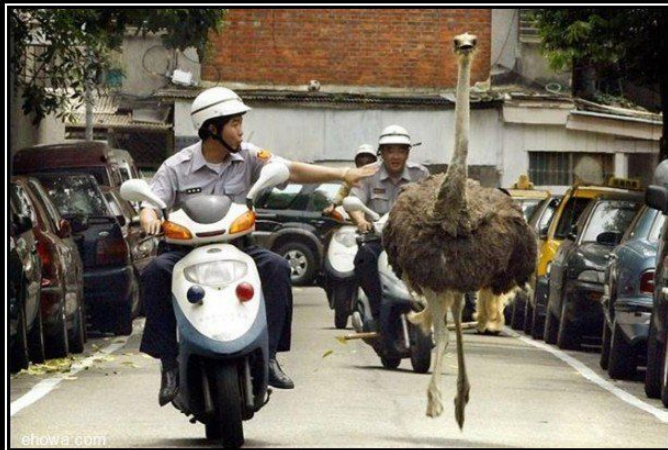
- Experimental Hardware
- Physical Prototyping
- Narrative





Setting up a Residency

1. Convincing the Administration
2. Adapt to your Resident
3. Flexibility is Key



FLEXIBILITY

Not every situation is covered in the training manual.



Flexibility is Key

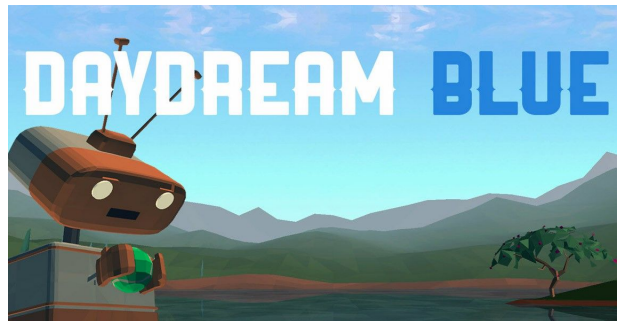
- Freedom of schedule





Flexibility is Key

- Encourage the resident to continue their professional work





Flexibility is Key

Help them navigate academic hoops

- Co-teaching
- Help with grading
- Manage funding expectations
- School year scope





Flexibility is Key

- Students are hard! Help your resident





Flexibility is Key

- Supporting attendance of industry events
 - Manage expectations





A few other tips:

- Budgets can change, so be flexible
- Shop around
- Find opportunities to share your resident with other programs or departments





CHALLENGES





Challenge: Reaching the right applicants

- Too many applicants from pure academic background
 - Where it was posted
 - Wording
- Emphasis on teaching - scared people away





Solutions

- Mind your words
- Get listing posted where talent is actually looking
- Foster direct relationships





Challenge - Availability

- Most people can't leave their job
- Semesters never line up well with development cycles





Solutions

- Catching people in transition
- Studio sabbatical





Challenge - physically relocating

- It's hard to get people to leave their base of operations
- Specific problem to schools not in hubs





Solutions

- Can you provide housing
- Cover relocation expenses
- Be flexible about letting people travel
- Communicate all these things!





Conclusion





Conclusion

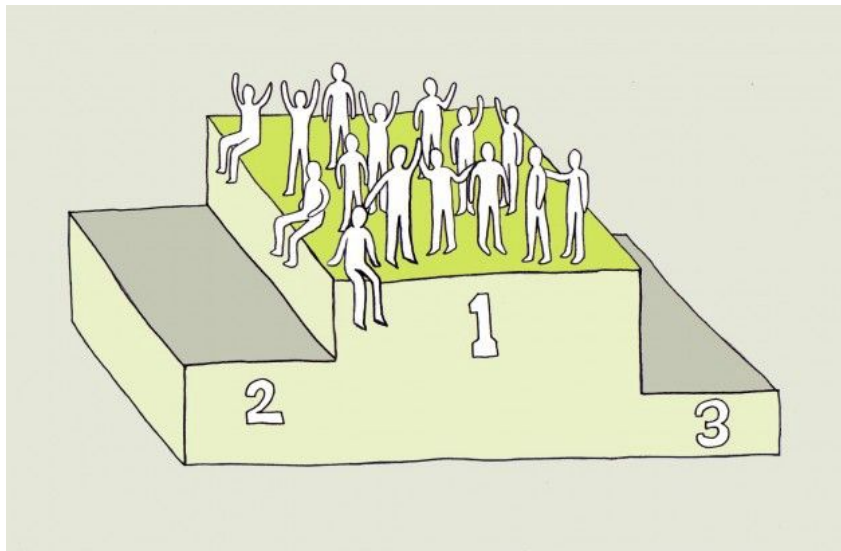
Setting up a successful residency requires flexibility within the academic structure to allow the resident to thrive (and subsequently bring the best experience to the students)





Conclusion

Wins all around!





Thank you, questions?

Charles Palmer

Lisa Brown



@charlespalmer

@Wertle

Please check your email and complete the

SESSION EVALUATIONS!

