LADIES OF QUAKE 4
WWW.GAMESLEARNINGSOCIETY.ORG
FAIRPLAY TEAM
PROGENITOR X TRAILER
BIG PLAYERS

Activision Blizzard

Zenimax Media Inc.

Electronic Arts
SMALL PLAYERS
GAMES IN MADISON

Raven Software (Activision Blizzard)
Human Head
Filament Games
PerBlue
Ronin Studios
Three Rings (satellite office)
Epic Games (satellite office)
Door 6
FlippFly
High Iron Studios
Games, Learning and Society
TRIPLE-A TECHNOLOGY

C++
Visual Studio
Perforce or SVN
Unreal Engine
Doom 4 / Rage Engine
Lots of 3rd party libraries for sound, animation, physics, etc.
SDKs for the consoles
UP AND COMING TECHNOLOGY

Unity 3D Engine
MonoDevelop or Eclipse
Flash (Actionscript)
Javascript
HTML 5
Mobile platforms
WHAT YOU WON’T BE TAUGHT

```c
void idMultiplayerGame::SpawnPlayer( int clientNum ) {

    bool ingame = playerState[ clientNum ].ingame;

    memset( &playerState[ clientNum ], 0, sizeof( playerState[ clientNum ] ) );
    if ( !gameLocal.isClient ) {
        idPlayer *p = static_cast< idPlayer * >( gameLocal.entities[ clientNum ] );
        p->spawnedTime = gameLocal.time;
        if ( gameLocal.gameType == GAME_TDM ) {
            SwitchToTeam( clientNum, -1, p->team );
        }
        p->tourneyRank = 0;
        if ( gameLocal.gameType == GAME_TOURNEY && gameLocal.gameState == GAMEON ) {
            p->tourneyRank++;}
    }
    playerState[ clientNum ].ingame = ingame;
}
```
BREAKING INTO THE INDUSTRY?

Show me something!
A project from graphics class
A mod you made for a game
Try out Unity 3D or Unreal
Build something with moving parts in HTML 5

Get Experience
Go to the Global Game Jam
Internships
THING TO LOVE ABOUT THE GAME INDUSTRY

Highly creative
Highly collaborative
Informal work environment
Always changing, always a new challenge
THE DOWNSIDE

Crunch time is a chronic issue
You are likely to find yourself out of a job regularly
If you are a women or another minority you will probably be pretty lonely

TROLLS
Most people won’t believe you do work at work
THANKS!

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