

# GAME CREATION SOCIETY

www.gamecreation.org  
gamecreation@cs.cmu.edu

at Carnegie Mellon University

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Experienced, well-rounded young developers seeking industry opportunities

- Objectives      The GCS Develops Developers
- Recruits CMU's top creativity and talent to create independent, freeware videogames
  - Connects students to game development resources, guest speakers, and opportunities
  - Serves as publisher, providing process guidance to ensure a high rate of success
  - Focuses on publishing freeware game projects – learning by experience
- Institution      Carnegie Mellon University
- Features top-ranked programs in Computer Science, Business, Drama, and Engineering, with key opportunities in Multimedia, AI, Design, and Human-Computer Interaction
  - Champions the *Da Vinci effect*: combining creative ability with technical skills
  - Home of the renowned *Entertainment Technology Center*
- Experience      Active Production, 2004-present
- **Publishing seven (7) original videogames per semester**, covering every genre
  - Members continually exploring cross-functional and cross-disciplinary roles
- Worldwide Success and Rapid Growth, 2004-present
- **Tens of thousands of downloads (50,000+) of GCS games by players worldwide**
  - Membership includes more developers every year, from 25, to 45, to 60, to 75...
- Job and Internship Placement, 2004-present
- **Full-time and internship positions for GCS members** have included AI Live Inc., Pandemic, EA Los Angeles, EA Redwood Shores, EA Maxis, XL Games, and Microsoft
  - Many members are currently interviewing for opportunities this summer and beyond
- Value of the Experience, present
- Environment simulates the professional development experience; every project requires *planning, pitching, recruiting, scheduling, milestones, review, finaling* and *publishing*
  - Passion-driven teams - flexible, able to work within constraints on experimental designs
- Additional GCS Benefits, present
- **Hosting game industry guest speakers at CMU (developers and recruiters!)**
  - Planning and executing public showcases for all GCS-made videogames
  - Supporting students in running game creation workshops, lessons, and lectures
- See for Yourself, tonight
- **All 35 completed GCS games are available FREE** for immediate download and play
    - ↳ Visit **www.gamecreation.org**
    - ↳ Win the hearts of tomorrow's professionals: build a relationship with the GCS today
    - ↳ E-mail **gamecreation@cs.cmu.edu**
- Seeking      Relationships with Industry
- Guest speakers to host at CMU, from either development or recruitment
  - Ways to learn about your company's tools, services, and opportunities
- Skills
- |                     |                    |                        |
|---------------------|--------------------|------------------------|
| Programming         | Project Management | User Interface Design  |
| 3D modeling         | 2D Sprite Art      | Concept Art            |
| Game Design         | Active Playtesting | Story Writing          |
| Level/Puzzle Design | Videogame Research | Character Design       |
| Music for Games     | Rapid Prototyping  | Software Tool Creation |

The GCS can help you find and develop the next generation of developers  
**www.gamecreation.org**