

Game Development Club at SJSU reaches a whole new level

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After a not-so-great turnout at last fall's meeting, Edgar Miranda, founder of the Game Development Club at SJSU, seemed to have positive feelings after last Tuesday's meeting in the Guadalupe Room at the Student Union.

"The first meeting was just me and the projector," Miranda said.

More than 20 students, most of them introducing themselves as computer science majors, attended last Tuesday's meeting.

"I thought it was a very good turnout," Miranda said.

The club members had the students socialize by playing a game in which each person had to fill up multiple video game category squares on a piece of paper with the names of students who were in attendance. They also got to speak and explain their passion for wanting to make video games.

The guest speaker at the meeting, Albert Chen, head of the Game Design Program at Cogswell Polytechnical College in Sunnyvale, spoke to students about how to get started in the video game industry.

Chen discussed three main topics during the presentation: what students need to do before looking for a job in game design, the work they need to show employers and the hiring process.

Chen also emphasized the importance of making connections with people in the industry.

"You need to network, network, network," Chen said.

The purpose of the club is networking and helping people get together, said Marek Kapolka, co-president and treasurer of the club.



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From left to right: SJSU Game Development Club co-president Marek Kapolka, adviser John Bruneau, secretary Edgar Miranda and co-president Parris Khachi.

"Last semester, we realized that the club was a little too work-oriented," said Parris Khachi, a computer science major and co-president of the club. "We want members to be able to connect with each other in small groups and get effective teams together, so everyone can be on the same page."

John Bruneau, the club's faculty adviser, said the club is about creating a "social core."

"Group dynamics are probably the most important thing," he said.

In accordance with social networking within the gaming community, the current members of the club are looking for more potential game designers who share the same passion they do about playing and making video games.

"We are looking for people who are going to be involved a lot," Khachi said. "They should be self-

starters and be passionate about video games."

Bruneau, a professor of radio, television and film, encouraged future game designers to make connections online and to make use of design tools such as Game Maker to help them get started so they can show their projects to people prominent in the industry.

"Game Maker is the best tool to get into game development if you're starting from scratch," he said. "The avenues for making yourself seen are out there."

As far as how the club members feel about what they love to do, Miranda, a computer science major, summed it up.

"Growing up, I just played a ton of games," he said. "I wanted to get this rock star feeling from doing something — doing what you like, expressing your ideas and someone appreciating it."