A GDC EDUCATION RANT:

We Don't Know How To Teach Game Dev

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WHAT IS GAME DEVELOPMENT??????

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A PLAUSIBLE BUT FICTIONAL EXAMPLE OF THE POLITICS OF THE TECHNICAL
*AKA "THE CHAIN OF BULLS*IT"*

1) **Graphics programmer** writes IK solver to physically simulate 3D joints

2) **Character artist** standardizes the women NPC rigs to have IK-powered "chest jiggle"

3) **Level designer** places fewer women NPCs (IK = higher performance cost) in level.

4) **Dialog writer** allocates only 1 woman VO actress since there are so few women NPCs.

OMG CASE STUDIES???

Mark Sample, "Criminal Code: The Procedural Logic of Crime in Videogames"

Robert Yang, "On FeministWhorePurna in Dead Island, and other stories." (imaginary publication)

Darius Kazemi, "Jagged Alliance 2" (check out his Critical Proximity talk)

[INSERT YOUR CASE STUDY HERE]

THINK OF THE CHILDREN
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THANKS. @radiatoryang