

The International Game Developer Association (IGDA) Education Special Interest Group (EdSIG)

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Abstract. The Developed in 2006 the IGDA EdSIG mission is to create a community resource that will strengthen the academic membership of the IGDA while enhancing the education of future and current game developers. Since the inception of the SIG there have been two major projects: 1) 2008 IGDA Curriculum Framework which has become the standard for game education; 2) The Global Game Jam where experimentation, innovation and creativity are the main components of it's success. The IGDA EdSIG is tries to create collaborations and partnerships globally to promote game studies.

The Author: Director of Game Program Review, Chairperson, IGDA Education SIG Susan is director of the Game Program Review, a consulting firm specializing in game education for both industry professionals and students. The firm offers a speakers bureau with workshops and lectures specific to the game industry. The firm also serves as an academic consultancy for schools developing game curricula. Susan's personal focus is on collaboration, which resulted in the 1st Annual Global Game Jam (<http://globalgamejam.org>), an experiment in creativity and innovation with 1650 participants in 53 locations in 23 countries that inspired 360 games in a 48 hour time span. Susan is also chair of the IGDA Education SIG, sits on a number of university advisory boards worldwide. Susan's work with the IGDA Ed SIG has created many resources for instructors in game education. Currently, she is building an outreach campaign to meet the needs of educators worldwide, and she continues to develop tools and resources for educator professional development. Throughout her career, Susan has demonstrated her natural talent of working with industry to help build relationships and integrate their recommendations in education. Susan is an artist, teacher, and activist with a specialization in digital art, new media and videogames. Her artwork and writing have been featured in numerous galleries, museums and publications.