

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

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Abstract. Developed in 2006 the IGDA EdSIG mission is to create community resources 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 Global Game Jam™ creates collaborations and partnerships globally to promote game studies.

Author. Susan Gold recently joined the faculty of Full Sail University's Graduate Program in Game Design. Prof. Gold's personal focus is on collaboration, which resulted in the now annual Global Game Jam™ (<http://globalgamejam.org>) which she found and serves as the Executive Director. The Global Game Jam™ (GGJ) was established in 2009 with great success and media attention, 1650 participants creating 370 video games. GGJ brings together talented individuals and teams from around the globe and rallies them around a central theme, for which they have 48 hours to create their game. Susan serves as chairperson of the International Game Developers Association (IGDA) Education Special Interest Group (EdSIG) and her work with the IGDA EdSIG has created numerous resources for instructors in game education. Susan spearheaded the industry and academic collaborative project, the 2008 IGDA Curriculum Framework. Currently, her EdSIG work is focused on building an outreach campaign to meet the needs of educators worldwide, while continuing to develop tools & resources for educator professional development. Ms. Gold is a partner in the Game Program Review, a consulting firm specializing in game education game curricula. Susan is an artist, teacher, and activist with a specialization in digital art, new media and videogames. Her artwork and writing has been featured in numerous galleries, museums and publications.