Faculty of Mathematics and Physics Charles University in Prague 15th May 2015



GameDev Talks #1

GameDev Studies @ MFF UK

Jakub Gemrot

GameDev (not only) @ MFF UK Ultimate Goal



Create formal GameDev education in Czech Republic

By creating multi-disciplinary courses on GameDev

That are attended by students from different institutions

Which are given time & space at their faculties to work on team-oriented game projects

GameDev (not only) @ MFF UK Progress



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2006 - 2014
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Joint course on Computer Games Development

- Students are working in groups on own game prototypes
 - Whatever platform, almost whatever design
- Lessons on Team Management, Programming, Game engines
- Backed by

MFF UK, KSVI (Cyril Brom)

FF UK, ÚISK (Vít Šisler)

Warhorse Studios (Martin Klíma)

Bohemia Interactive Simulations (Otakar Nieder)



2006 - 2014

Joint course on Computer Games Development

Can be studied by students from different institutions

FAMU (Film and TV school)

HAMU (Academy of Musical Arts)

UMPRUM (Academy of Arts Architecture & Design)

SNM (New Media Studies, FF UK)

MFF UK (Computer Science, MFF UK)



```
2006 - 2014
```

Joint course on Computer Games Development

Can be studied by students from different institutions

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FAMU => Arts, Design
```

HAMU => Music, Sound

UMPRUM => Arts, Graphics, Animation

SNM => Arts, Design, Marketing

MFF UK => Programming

=> Students may form "complete" GameDev teams



```
2006 - 2014
```

Joint course on Computer Games Development

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FAMU => Arts, Design
```

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MFF UK => Programming

=> But have rather limited time (1 term) to complete the game prototype

Before The Law Kafka-like story



Point&Click Adven **Intellectual Jokes** Flash



BEFORE THE LAW



http://skauti.derwen.info/orlovo/before-the-law/

The Cell Grow to Live



Own IP Polished Unity

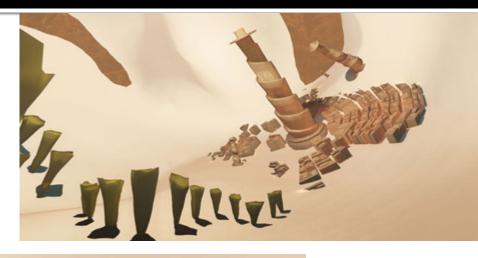


² Magic Carpet

Experiment Experiment © **UDK**

DDR and 3D







GameDev @ MFF UK

Curriculum



1st Year Winter Term

1st Year Summer Tern 2nd Year Winter Term 2nd Year Summer Team

Computer Game Development (5 cr.) Diploma thesis Part I (6 cr.) Diploma thesis Fart II (6 cr.)

Game Development Middleware (3 cr.) Software Project Part I (6 cr.) Software Project Part II (9 cs.)

Human-like Artificial Beings (6 cr.) Practical Course on Game Development (2 cr.)

puter Games
(5 cr.)

Seminar from Game Development (3 cr.)

GameDev @ MFF UK Future in Motion



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2015/2016 +
GameDev Oriented Courses (just presented)
New partner (ZČU Plzeň, Animation & Interactive Arts)
Space for GameDev oriented events
Game Jam sites at MFF UK + GameDev Talks + More?
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2016/2017 +
New subject oriented at marketing (kickstarter, presentations for publishers)

2017/2018+ Game Design at FF UK?

GameDev @ MFF UK Support us!



- Spread the news
 - Web: gamedev.cuni.cz
 - Facebook: <u>www.facebook.com/gamedev.cuni.cz</u>
 - Twitter: @gamedevcunicz
 - Mail: <u>gemrot@gamedev.cuni.cz</u>
- Direct GameDev efforts
 - We are opened for every and any collaboration!
 - We are opened for any (even crazy) suggestions!

GameDev @ MFF UK



Thank you for your attention!

Questions?