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

GameDev Talks #1

GameDev Studies @ MFF UK

Jakub Gemrot

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

Ultimately producing a game that sells

GDT
#1

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2006 - 2014

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

  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

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=> But have rather limited time (1 term)

to complete the game prototype

2011

Before The Law

Kafka-like story

★ ★ ★

Point&Click Adven
Intellectual Jokes
Flash

Brána k Zákonu je jako vždy otevřená a stojí u ní dveřník.

BEFORE THE LAW

2013

The Cell
Grow to Live

Own IP
Polished
Unity

2012

Magic Carpet
DDR and 3D

Experiment
Experiment ☺
UDK

http://mddc.jirimaha.com/

GameDev @ MFF UK
Curriculum

1st Year Winter Term	1st Year Summer Term	2nd Year Winter Term	2nd Year Summer Term
Computer Game Development (5 cr.)	Diploma thesis Part I (6 cr.)		
Game Development Middleware (3 cr.)	Software Project Part I (6 cr.)		
	Human-like Artificial Beings (6 cr.)		
	Graphics for Computer Games (5 cr.)		

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?

2016/2017 +

    New subject oriented at marketing (kickstarter, presentations for publishers)

2017/2018+

    Game Design at FF UK?

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

Thank you for your attention!

Questions?