FIEA | UCF
FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

FIEA Prospective Student Chat: Q&A Session
01/18/18 07:00 PM - 01/18/18 08:30 PM

Username	Message
FIEA_Todd_Admission	(FIEA_Todd_Admission): Hey everyone welcome. We'll get started in a few minutes.
FIEA_Todd_Admission	(FIEA_Todd_Admission): Can I ask while we wait how everyone heard about the chat?
ConnorAckerman	ConnorAckerman: Popped into my student email
Marshallscarp	Marshallscarp: I received an email as well
FIEA_Todd_Admission	(FIEA_Todd_Admission): ok. great.
abbycub	abbycub: I got an email after the Press Place conferance
ryanhiggins	ryanhiggins: I got an email as well
FIEA_Todd_Admission	(FIEA_Todd_Admission): good.
DMJenkins	DMJenkins: I recieved an email
MarkLindemulder	MarkLindemulder: Twitter, Facebook, and email.
lwellington265	lwellington265: I saw the facebook post from a few days ago
FIEA_Todd_Admission	(FIEA_Todd_Admission): ok. great.
FIEA_Todd_Admission	(FIEA_Todd_Admission): thanks.
b0140879	b0140879: Admissions personnel response.
FIEA_Todd_Admission	(FIEA_Todd_Admission): well, I say let's start. as you can see we have faculty, staff and some students. so ask away.
abbycub	abbycub: Which track would include a writer?
FIEA_Todd_Admission	(FIEA_Todd_Admission): usually production.
FIEA_Todd_Admission	(FIEA_Todd_Admission): what is your ug major?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): I graduated with a creative writing degree, and I'm in the Production track
ConnorAckerman	ConnorAckerman: For the programming field, what level of math is required? I am an Info Science major.
FIEA_Todd_Admission	(FIEA_Todd_Admission): we always need good communicators.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): I'm in my second semester, and we haven't done any crazy mathematics so far.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): Trig is useful for rotations and some movement in the game engines we use
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): But much of that can be picked up on the fly if you're dedicated
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): We haven't done any integrals or anything, so Calc 2 should get you far enough (That's what I had, and I haven't had any problems)

Marshallscarp	Marshallscarp: So, I was wondering about why I, as a marketing major, was targeted. I do have a passion for video games and would love to work in the industry, but yeah. I checked out which majors were most common for each track and marketing was absent from all of them. Production seems like it would be the most appropriate, but I would like to check with you guys since I have the opportunity to do so
Zhakia13	Zhakia13: Is it possible to do a programming and production track at the same time
MarkLindemulder	MarkLindemulder: I understand that the production track has varied specializations. How much crossover is there usually for an individual student? For example would a student be able to cross between learning the scheduling/management part of production as well as the technical design part?
FIEA_Todd_Admission	(FIEA_Todd_Admission): rick, do you want to responds to marshall?
b0140879	b0140879: I'm interested in pursuing the Art track and obtain a graphic design background...How many pieces should be included, and any preference in file format?
b0140879	b0140879: In regards to the portfolio...
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall, we've had people with marketing undergraduates in the production track before. I don't know how complete the list was you were looking at.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @MarkLindemulder, absolutely
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Zhakia13: You can attend the classes of the track you're not in, but you do have to pick a track to specialize in. It'll be like you're auditing the classes.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): I am not the case that is doing that specifically, but other students are
Marshallscarp	Marshallscarp: I saw the list here:https://fiea.ucf.edu/curriculum/course-descriptions/
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall There is definitely some synergy between marketing and production, as knowledge of the potential customer is important
FIEA_Todd_Admission	(FIEA_Todd_Admission): we can add that speicality to the site.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Zhakia13: There's nothing stopping you from auditing and doing all of the assignments, but because the courses are rigorous and time consuming, it's rare that a student is able fully attend and complete all parts of a course
FIEA_Art_NickZ	(FIEA_Art_NickZ): B014879 - We usually ask for your best 7 - 10 pieces of art.
abbycub	abbycub: for a person who will be coming from creative writing in undergrad, what would they like to see writer portfolio?
FIEA_Tom_Programming	(FIEA_Tom_Programming): Sorry I¿m late everyone

b0140879	b0140879: Also, are there any merged courses that incorporate Production with the Art track?
FIEA_Art_NickZ	(FIEA_Art_NickZ): For visual images .jpg should work just fine. For movie format .mov or avi is preferred. We like files over web links so we can go back to the work and review for tracking how a student is doing during their growth at FIEA.
Marshallscarp	Marshallscarp: @rick That's great! Thank you for answering. Are there any immediate examples of companies that graduates of this program have gone on to work at?
DMJenkins	DMJenkins: What programming languages should i be proficient in before starting the programming track?
FIEA_Production_Rick	(FIEA_Production_Rick): @abbycub any undregrad skill that can be relevant to production (which creative writing can be) is useful to include in your portfolio material in addition to the required assignment
FIEA_Tom_Programming	(FIEA_Tom_Programming): @DMJenkins: C or C#, and definitely familiar with C++ syntax.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, I personally submitted writing work in my portfolio (no idea if it was looked at? Rick? lol)
Marshallscarp	Marshallscarp: Disregard my last question, I now see the alumni tab is very extensive
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall our grads have gone all over the place, from Telltale to Bethesda, Riot, Bungie, EA, Sony, even one went to Blizzard
FIEA_Tom_Programming	(FIEA_Tom_Programming): @DMJenkins: you should be familiar with OOP concepts as well.
FIEA_Art_NickZ	(FIEA_Art_NickZ): B0140879 - There has been some art and design cross over in the past as far as training goes. Rick and I are in talks about how to better handle this in the future.
FIEA_Production_Rick	(FIEA_Production_Rick): @Zach LOL. Yes, I looked at ti
FIEA_Production_Rick	(FIEA_Production_Rick): it
b0140879	b0140879: That's good news!
FIEA_Todd_Admission	(FIEA_Todd_Admission): marshall our alumni company list is up to 139
FIEA_Todd_Admission	(FIEA_Todd_Admission): including a recent hire at apple
b0140879	b0140879: In regards to the writing portion, how long should the essay be?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): lwellington265, Nate says hi
FIEA_Production_Rick	(FIEA_Production_Rick): @b0140879 what essay are you referring to?
FIEA_Production_Rick	(FIEA_Production_Rick): Ah, lwellington I've heard about you!
lwellington265	lwellington265: @Zach Oh, is he there? I guess tell him hi back

abbycub	abbycub: Is it common for students to bring in outside people to help with a project or is that not allowed? like must you work with ONLY the team you are placed on?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): (he was over my shoulder for a sec, but he is gone now)
FIEA_Art_NickZ	(FIEA_Art_NickZ): b0140879 - The big area of crossover that I see between art and design in in the area of creating levels. Both need to have game play and art in mind when creating the levels. There needs to be a lot of cooperation between the two groups, and both disciplines needs to understand the needs of one another.
b0140879	b0140879: I understand there's a writing portion to be included with the portfolio.
ConnorAckerman	ConnorAckerman: What kind of programs are you guys using in the different aspects of development?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): are you talking about engines or 3d art software @ConnorAckerman?
FIEA_Art_NickZ	(FIEA_Art_NickZ): b0140879 - It is really up to you how extensive you want your answers to be, it is really just a way for us to get to know you as an artist better.
ryanhiggins	ryanhiggins: Is the written interview something separate from the 2-week timed production assignment? If so would I just email admissions for further instructions?
ConnorAckerman	ConnorAckerman: Both actually.
b0140879	b0140879: @Nick - I completely agree, understanding each role would be crucial during the design phase, I imagine.
FIEA_Todd_Admission	(FIEA_Todd_Admission): ryan yes they are different
FIEA_Todd_Admission	(FIEA_Todd_Admission): when you are ready to do the assignment
Marshallscarp	Marshallscarp: As someone who hasn't actually taken programming courses of any kind, how difficult would it be for me to adapt in the environment with the curriculum as it is?
FIEA_Todd_Admission	(FIEA_Todd_Admission): you email us and we can send it to you.
FIEA_Todd_Admission	(FIEA_Todd_Admission): if you haven't gotten any info on the production assignments
FIEA_Todd_Admission	(FIEA_Todd_Admission): we can send you a doc that has some basic description to help you choose.
ConnorAckerman	ConnorAckerman: Just whatever comes into play on the daily.@FIEA_Production_Student_Zach
Bowman94	Bowman94: My question is: if you apply for one track and you're denied, how long before you can apply again/for a different track?
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @ConnorAckerman: For the game develop, we use Unreal and Unity as our main tools so far. The programming track uses Visual Studio for most of their C/C++ coding, and easy68k for their assembly compiler.

FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): (sorry about bold...)
ConnorAckerman	ConnorAckerman: Thanks. Dont have to yell.. jk
b0140879	b0140879: As far as the Internship towards the end, are the sources supplied from the program, or will that be the students responsibility to locate?
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @ConnorAckerman: WHAT DID YOU SAY?
ryanhiggins	ryanhiggins: Thanks Todd, I've gotten the production assignment already and am working on it - as a follow up question: What takes place during the written interview? Is it a normal interview but over text chat?
FIEA_Art_NickZ	(FIEA_Art_NickZ): Todd, do we allow one student to apply for multiple tracks at once?
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Tom: Do you have Marshallscarp's question or should I?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @ConnorAckerman, it really depends on the project, or what the group wants to use. One specific task last semester was to use UNITY for our engine starting out for a 2 week rapid prototype, but that was the only limiter last semester. What I find is artists love Unreal Engine, and programmers love Unity, but last semester we used both. Artists use a mix of software, ranging from Maya, ZBrush, etc
FIEA_Todd_Admission	(FIEA_Todd_Admission): @ryan no it's some questions you answer and return to us.
ImRohan_7	ImRohan_7: Hello. Good Morning FIEA. How can I submit written interview ?
FIEA_Art_NickZ	(FIEA_Art_NickZ): b0140879 - It is up to the student to locate and secure the internship, of course you have access to our industryrelations and alumni to help for reach out!
FIEA_Todd_Admission	(FIEA_Todd_Admission): you have to apply for one track at a time.
abbycub	abbycub: any tips on what to do to help prepare while I'm in undergrad? I will be applying for the production track. @FIEA_Production_Rick
FIEA_Todd_Admission	(FIEA_Todd_Admission): if you want to apply for a different track you can but we usually can give you guidance on whether that is prudent or not.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, can I ask you what you would like to do in the Video Game industry before I answer that question?

FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Marshallscarp: If you haven't taken any programming courses, the programming classes will be very difficult. We start off in assembly programming. While the courses are pretty well fleshed out, there is a load of computer science concepts that are very helpful to know starting out, including how to check for and correct errors, and some basic code organization. Do you code as a hobby?
abbycub	abbycub: I would like to be a video game writer. developing the stories and plots for games.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): so a designer?
abbycub	abbycub: yes
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): that is awesome! @Rick is the best person to ask for that one.
FIEA_Todd_Admission	(FIEA_Todd_Admission): rohan
FIEA_Todd_Admission	(FIEA_Todd_Admission): hello
FIEA_Todd_Admission	(FIEA_Todd_Admission): you can just email us the written interview when you have finished it.
ConnorAckerman	ConnorAckerman: Anyone in the chat going to UNF right now by chance?
b0140879	b0140879: @ Nick - How much coding will be necessary within the courses that require finished games within the art track?
Bowman94	Bowman94: @Todd I'm a little confused. Was your track statement in answer to my question or another's?
FIEA_Todd_Admission	(FIEA_Todd_Admission): any ospreys in the chat?
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Todd: On the internet, no one know's you're a bird.
ConnorAckerman	ConnorAckerman: SWooOOP
FIEA_Production_Rick	(FIEA_Production_Rick): @abbycub Writing is a useful skill to have, but you'll find that the medium is different from screen plays and novels. A solid understanding of the medium is important. I think it's useful as a writer to understnad set design, as well as get some of the technology under your belt. There are lots of good tutorials for learning UE4. You don't have to be an expert, but knowledge of what it can do is useful
Marshallscarp	Marshallscarp: @Jacob No, not remotely. I'm afraid in that regard I'm actually really unqualified, if the classes are that level right out of the gate. If I'm being honest. How long does it take for one to establish a satisfactory knowledge base for those early classes? Or I guess a different question to ask would be, should I just not apply at this time?
FIEA_Todd_Admission	(FIEA_Todd_Admission): bowman I am trying to find your question.
FIEA_Todd_Admission	(FIEA_Todd_Admission): sorry.

FIEA_Art_NickZ	(FIEA_Art_NickZ): b0140879 - Some simple mel coding, We have an 8 week boot camp type of setting where you will do some tech art tasks, but think of it as tech art light. All very doable for any artist.
CWard4cba40	CWard4cba40: Hello FIEA
Bowman94	Bowman94: @Todd Lol it's cool I'm just getting a little lost in the chat.
FIEA_Todd_Admission	(FIEA_Todd_Admission): bowman yes I was saying you can't apply for multiple tracks at once. If you apply for one and get denied, you can technically apply for another track. usually we'll provide some feedback on whether or not that's a good idea.
Bowman94	Bowman94: @Todd- My question was: if you apply and are rejected how long before you can apply again/how long until you can apply again but for a different track?
abbycub	abbycub: @rick Thank you.
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Marshallscarp what CS or programming classes have you had?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub: Writing visual game design pitch documents, and start thinking about differentiators in game ideas, and what makes them unique in comparison to other games in the genre. Being able to think outside the box in reference to breaking a game down to it's simplest components is a skill you can try to learn. Understanding how some games are just "wrappers" with prettier bows of previously made games, that is another thing to start thinking about.
FIEA_Todd_Admission	(FIEA_Todd_Admission): and I assume this is Rebecca?
b0140879	b0140879: @Nick - Thank you, this had been very helpful.
Bowman94	Bowman94: HI
Bowman94	Bowman94: yes
Marshallscarp	Marshallscarp: @Tom literally none
FIEA_Art_NickZ	(FIEA_Art_NickZ): b0140879 - Not a problem at all! :)
FIEA_Tom_Programming	(FIEA_Tom_Programming): @marshall what is your undergrad in?
Marshallscarp	Marshallscarp: That's part of why I was somewhat confused that I got an invite in the first place
Marshallscarp	Marshallscarp: Marketing
Marshallscarp	Marshallscarp: And anthropology
FIEA_Tom_Programming	(FIEA_Tom_Programming): @marshall - sounds like production track may be more you¿re speed.
FIEA_Todd_Admission	(FIEA_Todd_Admission): nick and rick
FIEA_Todd_Admission	(FIEA_Todd_Admission): bowman94 is rebecca
abbycub	abbycub: @Zach Good to know.
Marshallscarp	Marshallscarp: @Tom that's what it seemed like, yeah. But nobody is exempt from having to do some coding, right?
FIEA_Todd_Admission	(FIEA_Todd_Admission): bowman, who I emailed you about 2 days ago.
FIEA_Production_Rick	(FIEA_Production_Rick): Ah, hi Rebecca! Good to see you again

Bowman94	Bowman94: I don't know if I should be honored or horrified that we're already at that point....
ImRohan_7	ImRohan_7: @FIEA_Todd_Admission :I don't have the interview file. I have applied to UCF. I don't receive any file from them. Do I need to edit a doc file of the interview and need to submit it ?
FIEA_Tom_Programming	(FIEA_Tom_Programming): @marshall - Rick would be better to address, but yes there is no prior coding knowledge required for the production track as far as I know.
CWard4cba40	CWard4cba40: What do you look for in a technical artist portfolio when applying? @FIEA_Art_NickZ
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, these are things I have learned more in depth since being here, but wish I would have known more before. You will be crazy good in game design class if you have that level of though about video games before even coming to FIEA.
FIEA_Todd_Admission	(FIEA_Todd_Admission): rohan
FIEA_Art_NickZ	(FIEA_Art_NickZ): Bowman - It's all good! :) Glad you are here in the chat! :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): yes. if we have sent you the interview doc, just fill it out and return it.
Marshallscarp	Marshallscarp: @Rick is this true?-> "FIEA_Tom_Programming:@marshall - Rick would be better to address, but yes there is no prior coding knowledge required for the production track as far as I know."
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): there isn't technically, but you have a 6 week programming class you take
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): in the beginning
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall Yes, that's true. Sorry I missed it. We've had quite a few FIEAns who came into production with no coding experience at all. Some have opted to ramps up while here, and others have taken paths where it wasn't necessary, like the management track
FIEA_Todd_Admission	(FIEA_Todd_Admission): Nick can you answer cward's ?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): and it was over C#
abbycub	abbycub: @Zach do you bring any friends outside of a team to help you work through anything?
CWard4cba40	CWard4cba40: This is Christopher, by the way. :)
ryanhiggins	ryanhiggins: For the production portfolio, what types of works and how many are recommended for submission?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, I utilize people in general to the best of my ability, but can you be more specific?

FIEA_Production_Rick	(FIEA_Production_Rick): @ryan it depends on which specialization you're applying to
Bowman94	Bowman94: @Nick @Rick @Todd ~ Thanks! Because I really want to give my try at applying for the Production track and seeing if I can make it, even though I'm confident in the art track, I just don't want to shoot myself in the foot ya know? So I was thinking I could shoot for the Production track for the Feb. deadline and then if I tank that, apply for the art track in the April deadline.....?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, are you referring to people in the FIEA program as well, and if I bring friends on other teams in to help out?
Marshallscarp	Marshallscarp: @Rick Thank you! That's very encouraging! So when you say "the management track" does that refer to some sort of smaller subtrack within Production? If it's on the website I apologize in advance, but I can't seem to find anything about that
abbycub	abbycub: like if I am working on a project and I need help working a a levels run would I have to use my team mates? @ Zach
ImRohan_7	ImRohan_7: @FIEA_Todd_Admission:Yes, then just send me the interview file as soon as possible. I am from India. Don't want to delayanymore. The PRD for international students is 15 FEB so, I am going to submit my portfolio soon after interview.
FIEA_Production_Rick	(FIEA_Production_Rick): @marshal yes. Our producers subspecialize in either tech design (coding), Level Design, game design, or management
FIEA_Art_NickZ	(FIEA_Art_NickZ): CWard - Chris likes to see actual examples of code if you have it. Also any tool development or rigging abilities.
ryanhiggins	ryanhiggins: @Rick I was planning to go into the design specialization.
abbycub	abbycub: @Zach yes in the FIEA program and outside of it.
Marshallscarp	Marshallscarp: @Rick Fantastic! That sounds like it would be the best potential fit for me.
FIEA_Todd_Admission	(FIEA_Todd_Admission): @Rebecca I hear you.
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall then when you apply, you'll want to ask for the game analysis assignment
Bowman94	Bowman94: :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): I think the best thing to do would be to talk with nick and rick and get advice on what you might submit.
FIEA_Art_NickZ	(FIEA_Art_NickZ): Bowman - Sure thing, would you say you are wanting to be more in level design?
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall when you analyze the game, use your marketing background as a filter, and create something like a min-thesis, where you look at a game through that lens
ImRohan_7	ImRohan_7: Also which email address I should use to contact you so that I can connect with you without any delay ?

Bowman94	Bowman94: @Nick Yes? I believe so. I want to do create the whole level as it were, I want to model the environment and carry it all the way through to what the end result should look in the game. To physically make the environment and its layout.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, I have a couple people that constantly wanted to rely on their own talents to get through many things, but would get stuck and not seek help. What I have learned in life is to utilize the talents and skills of people around me, and this program has not been any different. Those people in the beginning who didn't seek help, I personally reached out to them and explained: "Everyone who got into this program is talented, and very good at their own things. The most valuable resource me, or any other FIEA'n has is each other (in my opinion)." I constantly find things that I am ok at, but seek to get better at, and I have a lot of very talented individuals here who help me every day. You may not be told in a syllabus that "seek help when needed", but nobody here is unwilling to help wh
CWard4cba40	CWard4cba40: @FIEA_Art_NickZ - I can rig and skin characters in Maya. Just wondering if that would be a viable route in choosing the technical artist. Or can I do that in the 3D Artist track.
abbycub	abbycub: @zach thank you I was worried that despite the team thing it would be odd to ask for help.
FIEA_Art_NickZ	(FIEA_Art_NickZ): Boweman - I would say that neither art nor design fully owns a level in the way that I think you are describing, but if you want to build the art that actually populates the level then that is going to fall on art.
ImRohan_7	ImRohan_7: @FIEA_Todd_Admission:Yes, then just send me the interview file as soon as possible. I am from India. Don't want to delayanymore. The PRD for international students is 15 FEB so, I am going to submit my portfolio soon after interview.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): No problem @abbycub
FIEA_Production_Rick	(FIEA_Production_Rick): @NickZ - Agreed
jacwb	jacwb: Hi hello, I'm Jackie! I've been creeping on FIEA for the past year and am interested in applying for next Fall (2019) as a tech artist? mayyybe programming?
Marshallscarp	Marshallscarp: @Rick Alright, I see where I would find the assignment/instructions to access it. Thank you very much! When it says that it is a timed assignment, how much time is given? Are you allowed to disclose that info?
FIEA_Todd_Admission	(FIEA_Todd_Admission): Great Rohan. Look forward to getting your stuff in.
FIEA_Production_Rick	(FIEA_Production_Rick): @marshall - 2 weeks
Marshallscarp	Marshallscarp: @Rick Thank you!

FIEA_Tom_Programming	(FIEA_Tom_Programming): @Jackie - Welcome! what is your undergrad degree in and how much have you programmed?
jacwb	jacwb: My biggest conundrum is I'm also interested in HCI/UX and feel unsure about FIEA just because everyone always talks about how "risky" the gaming industry is?
jacwb	jacwb: I'm a psych major and have a computer science minor
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Jackie - wow awesome combo!
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): right!
FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - have you enjoyed your CS classes?
jacwb	jacwb: so programming fundamentals, discrete, currently taking computer organization & data structures and I'll have operating systems and hopefully a HCI class by the time I graduate lol
ryanhiggins	ryanhiggins: @Rick So if I am looking to go into the game design spec what / how much are you mostly looking for in a portfolio? (Sorry to ask again I think it got lost in the chat)
FIEA_Todd_Admission	(FIEA_Todd_Admission): creep away Jackie! Glad you are here.
jacwb	jacwb: Yes, I like them! The reason HCI and tech art appeals to me though is that they seem (at least for HCI) more people-oriented rather than sitting down and chucking out code all day?
Bowman94	Bowman94: @Nick lol I want to do it alllllllll is my problem, so I don't know what to apply for. Since I'm already familiar with modeling I really want to give Production-Level design a go, but ultimately my goal is to first be accepted in the school. So I guess in a nutshell what I'm asking is with those deadlines can I afford to take the chance to even apply for the Production track or even with those separate dates, should I just apply for the art and maybe switch later on....
FIEA_Production_Rick	(FIEA_Production_Rick): @ryan a typical submission for game design is maybe 2000-3000 words. If you have other game designs you've written, feel free to send me a link, but we place the most weight on the submission assignment itself. If you'd like to see an example of a design pitch or two, I can give you a link
FIEA_Art_NickZ	(FIEA_Art_NickZ): Boweman - There is a scenario that could play out the way you describe, start up or indy company, that really just happens because there are so few bodies that you end up owning a lot of responsibilities. So of that is your aim then it could be a possibility. But I wouldn't say that the games are developed this way at FIEA, it is a shared responsibility for the team.

FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - yeah I can see that. They¿re pretty different in terms of day-in day-out type stuff you work on. If you¿re wanting to implement UIs, that¿s a programmer. If you¿re wanting to design them, that¿s a programmer or designer depending on team, and if you¿re wanting to create the content that¿s the artist. TAs don¿t usually do *too much* UI but I know some that get roped into creating content for them occasionally.
jacwb	jacwb: @Todd - thanks! I feel like Tara and Sarah are old friends at this point haha
b0140879	b0140879: @ Todd, Hi there- I will be applying for the Feb. 15th PRD and I'm in the application process, will you be a direct contact for any specific questions during the process?
ryanhiggins	ryanhiggins: @Rick that would be great! Thanks!
ImRohan_7	ImRohan_7: I have mentioned the 3 reference names in the online application form and also sent them to Sara Mam. I have not receivedany reply from them. Worried aboutthat. To whom should I submit my portfolio link?
FIEA_Todd_Admission	(FIEA_Todd_Admission): @Jackie, good to hear. Just so you know, Tara has moved to NC and Sara is working PT as she transitions to another job.
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Jackie - you might be surprised at how much time game programmers actually spend interacting with other members of the team
FIEA_Todd_Admission	(FIEA_Todd_Admission): so we will still be there for you but who you hear from and when may be a little different.
FIEA_Production_Rick	(FIEA_Production_Rick): @ryan - sent you a PM
FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - it¿s typical that gameplay and UI programmers spend tons of time with designers and artists, working with them to get the content just right.
b0140879	b0140879: Awesome, thanks everyone! :)
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @Jackie, I am around the programmers all the time, but we also could have just got a very social bunch of programmers, lol
FIEA_Art_NickZ	(FIEA_Art_NickZ): Bowman - What we (Art) suggest is that you highly specialize in one area. So even in art, you would be a 3D artist for example. And within 3D you would be either a character artist, environment artist or a prop/hard surface artist. Companies usually only want generalist when you have become a generalist from years of industry experience.
abbycub	abbycub: With the cohorts do you share a desk area (the actually circle cubicles I saw while on a tour after press play) with someone from the same track as you?
jacwb	jacwb: @ Todd - Oh no!! Haha, I have spoken to them a fair amount

FIEA_Todd_Admission	(FIEA_Todd_Admission): abby u will have your own desk while a student at fiea.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, I wonder if I'm one of the producers who showed you around. Producers, Programmers, and Artists all have their own area initially
FIEA_Todd_Admission	(FIEA_Todd_Admission): @jackie
Bowman94	Bowman94: @Rick @Todd thoughts?
abbycub	abbycub: @Zach you might have been
FIEA_Todd_Admission	(FIEA_Todd_Admission): I know. we wish them well and will be hiring new folks soon who will give the same great service.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): but when moving to capstone projects, @abbycub, the teams move together in an area they pick
Marshallscarp	Marshallscarp: @Rick I saw that you offered to link Ryan a couple of examples for game design, would it be possible to provide similar links for the game analysis?
jacwb	jacwb: I think I'm just worried I'm not the strongest programmer to be doing software development haha
jacwb	jacwb: but I've also only been programming for a year now
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @jacwb: While a large part of what we do is the coding and the deeper coding, an equally major part of what we do is communicating with our teammates and making sure that we're implementing what they want in a way that's fun. Programming is integral to what we do, but there's a ton of talking and planning that I do with my teammates during the design phase as well.
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Jackie - if you enjoy it, you¿re bound to get better and better because you won¿t shy away from doing it.
FIEA_Production_Rick	(FIEA_Production_Rick): @Bowman I've always advised people to apply to FIEA with their best skill. If you get in and it's not for you, there is the option to jump tracks, as long as you plan for it
abbycub	abbycub: @Zach okay, and can like a group of people like borrow the movie room to "Analyze" movies?
FIEA_Todd_Admission	(FIEA_Todd_Admission): Rebecca you will have time to apply to another track should you not make it. if that is your question.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @Jacob, great answer
FIEA_Todd_Admission	(FIEA_Todd_Admission): I agree with rick. put your best foot forward to get in.
ImRohan_7	ImRohan_7: @Todd I have mentioned the 3 reference names in the online application form and also sent them to Sara Mam. I have not received any reply from them. Worried about that. To whom should I submit my portfolio link?
FIEA_Art_NickZ	(FIEA_Art_NickZ): jacwb - if you are dangerous at programming and know a little art, tech art could be a very nice fit.

FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, we can "analyze" movies, or just in general use the room for movies, hahaha
FIEA_Todd_Admission	(FIEA_Todd_Admission): Rohan, submit to sara. she is getting them I am positive.
jacwb	jacwb: Tech art just sounds so nifty
FIEA_Todd_Admission	(FIEA_Todd_Admission): do not worry.
FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - it¿s great you¿re getting exposed to it as a minor - if you love it, we are a great place for you to continue your work and focus on UX for games. If you¿re finding that you like the UX work more and don¿t like the technical stuff as much, maybe Modeling and Simulation might be a better place to continue your education.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): we also use the big room called The Bridge, if you sat in on a class there. We have even used that room to have fighting game tournaments, lol.
abbycub	abbycub: @Zach good to know, also do have fun "Analyzing" your Guardians of the galaxy movies
FIEA_Production_Rick	(FIEA_Production_Rick): Guardians of the Galaxy is quite instructive!
jacwb	jacwb: From when I talked to students before, it sounds like you have a lot of ability to learn from different tracks??
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): the sequence of the beginning of the second movie with Groot was masterful, lol
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @jacwb, from each other, from other tracks, just in general be open to learning, and most people are open to instructing
abbycub	abbycub: @Zach & @Rick it is indeed instructive and yes Groot himself is masterful
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Zach: Shhhh, we don't want the teachers to know we party in the bridge after hours.
Marshallscarp	Marshallscarp: @Rick are there any examples of a game analysis that you would be willing to provide links for? I saw that you'd offered to provide some links for Ryan on game design earlier, so I was just wondering. It would be a great help.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @Jacon, ...whoops
jacwb	jacwb: @Tom - would you suggest programming track for the application then, and keeping in mind tech art in case of switching??
FIEA_Todd_Admission	(FIEA_Todd_Admission): so that's why there was all that spilled popcorn in the bridge!
CWard4cba40	CWard4cba40: @FIEA_Todd_Admission How's Connor Hollis and Ryan Hill doing these days after graduating from FIEA? #FriendsFromCohort13

ImRohan_7	ImRohan_7: @TOM How many code sample should I include in my portfolio ?I have few games and many undergradprojects in C++, C#.NET, JAVA, Android and php.
FIEA_Production_Rick	(FIEA_Production_Rick): @Marshall I sent ryan a link to my website where I'd posted a handful of my designs. Unfortunately, I don't have nay good examples of game analyses there. But if you drop me a note, we can exchange phone numbers, and I'd be happy to discuss it with you
Bowman94	Bowman94: I'm assuming that even if your GPA is high enough the GRE is still mandatory?
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Rohan - I would pick your favorite two C++ projects.
abbycub	abbycub: @Zach would you or @Rick have any suggestions for a hopeful production designer to look at for GDD's
jacwb	jacwb: ^^^^jumping off Rohan, if I were applying for tech art, what's the balance of things I should submit in the portfolio? c++ things and art things?? I don't really have any experience making any tools?
FIEA_Art_NickZ	(FIEA_Art_NickZ): Bowman - yes GRE is still required.
Marshallscarp	Marshallscarp: @Rick that works for me!
FIEA_Todd_Admission	(FIEA_Todd_Admission): cward Ryan is doing great. Love that guy. Not sure
FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - just c++ things for the programming track ;)
FIEA_Todd_Admission	(FIEA_Todd_Admission): what connor is up to.
jacwb	jacwb: that should be doable lol
Bowman94	Bowman94: Awesome! Thanks guys! That's all of my questions!
Bowman94	Bowman94: **those are
FIEA_Todd_Admission	(FIEA_Todd_Admission): Awesome Rebecca. Glad we could get some questions answered.
Bowman94	Bowman94: Have a wonderful night!
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Everyone - I¿m teaching on UCF main campus this semester, a class called ¿AI for Games¿, it meets MW 1:30-245 in HEC0118, if any of you are around there and have questions, feel free to swing by and say hi!
Marshallscarp	Marshallscarp: Thank you for all the help, everyone! It was nice getting to know you all, if only a little bit
FIEA_Art_NickZ	(FIEA_Art_NickZ): Bowman - thanks for chatting, emial me if you want to do a private call.
ImRohan_7	ImRohan_7: @TODD Sir can you send me the written interview doc file so that I can complete it? I have already sent my transcripts, GRE and TOEFL scores to UCF as well.
CWard4cba40	CWard4cba40: Both Ryan and Connor are doing fine. I was working with Ryan Hill at Otronicon on the RealSense Camera, we were both artists on a game design team.

FIEA_Todd_Admission	(FIEA_Todd_Admission): @marshall glad you dropped in. Hope you will come and tour or apply if you want to. We often have speakers as well.
FIEA_Todd_Admission	(FIEA_Todd_Admission): rohan, will do.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @whoever said they have a marketing degree:
jacwb	jacwb: thanks very much for the help! Have a good night everyone
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): Psychographics are incredibly important in designing a game, because creating a game is also like creating a marketing plan to a certain extent
FIEA_Art_NickZ	(FIEA_Art_NickZ): Good night jacwb!
FIEA_Tom_Programming	(FIEA_Tom_Programming): @jackie - good night!
FIEA_Todd_Admission	(FIEA_Todd_Admission): ok with this lull in the action what does everyone think about Nintendo's labo?
FIEA_Tom_Programming	(FIEA_Tom_Programming): @todd - labo: 12/10 imo
sbaeringer	sbaeringer: Hello all, I'm still unsure if I will attend FIEA, and have been applying to studios instead while keeping the possibility open for next year. I have a 45 minute skype interview with Playstation for an Associate Technical Design - Intern position and was wondering if you had some interviewing advice.
abbycub	abbycub: Labo? whats that
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Todd: It's bananas, but that's kinda what Nintendo specializes in. I think it will be really great for the younger crowd and die hard Nintendo fans.
FIEA_Todd_Admission	(FIEA_Todd_Admission): love it too.
FIEA_Todd_Admission	(FIEA_Todd_Admission): that piano was amazing.
FIEA_Todd_Admission	(FIEA_Todd_Admission): sbaeringer no runaway cussing.
FIEA_Todd_Admission	(FIEA_Todd_Admission): LOl
ImRohan_7	ImRohan_7: @TODD After my profile gets reviewed on PRD(15 February), when will I receive the decision from FIEA?
FIEA_Todd_Admission	(FIEA_Todd_Admission): usually takes us about three weeks to get back to you.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Todd: -Labo: They'll just have to work hard to make sure it doesn't hit the NintendoLand problem where the cardboard is mostly novelties. They'll need some actual solid content to make it worth the purchase.
FIEA_Todd_Admission	(FIEA_Todd_Admission): sbaeringer seriously, do you have a web site to show off work? also, research the company and what they make and have some good questions for them when they ask.
lwellington265	lwellington265: I've been following along so far and had a few questions of my own now that haven't been totally answered yet. But first, I think labo is either bizarrely brilliant or brilliantly bizarre, and only time will really tell.
FIEA_Todd_Admission	(FIEA_Todd_Admission): fire away lwell

sbaeringer	sbaeringer: Got it! I've also been looking at linked in and I see that FIEA has a good relationship with EA so I was interested, just not sure if I could attend due to financial reasons. My website is here http://sbaeringer.com
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @sbaeringer, you know what you gain at FIEA? 1. Industry experience from the get go. 2. Connections from prior Cohorts who are currently in the industry. 3. The chance to work with different disciplines and to become a better team member
lwellington265	lwellington265: As for me, the idea of crossing over between tracks has come up a few times, and I'm curious how different the experiences would be between a programmer that dipped into production classes, or a producer that attended programming. Obviously the tracks are going to be different, but what real core pieces of the curriculum would one miss out on depending on how I applied?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): That would be what some producers are specializing in, tech design
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): other producers attend the production classes @lwellington, because what the producers learn is valuable. You can attend any class you want, whether you have time to is the biggest thing
FIEA_Todd_Admission	(FIEA_Todd_Admission): 15 minute warning.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): (not saying what the other tracks learn isn't invaluable)
FIEA_Production_Rick	(FIEA_Production_Rick): @lwellington if you started in Programming and switched to production, and didn't sit in on any of the production classes, you'd miss the first semester of Game Design, and either Tech Design or Level Design or Project management, depending on what spec you were taking
sbaeringer	sbaeringer: How often are fellowships awarded and can they cover tuition? Alternatively, is there a financial aid contact?
FIEA_Todd_Admission	(FIEA_Todd_Admission): baeringer
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @lwellington: Specializing in Programming is much closer to a regular Master's degree in computer science. We deep dive into algorithms, data structures, and move into game specific domains like hardcore memory management and some graphics programming. Having attended a few of the production classes, I definitely learned a lot, but not having time to do the homework and practice the content definitely means I missed out on a lot of the specifics of proper game design methodology.
FIEA_Todd_Admission	(FIEA_Todd_Admission): we award fellowships after acceptance
abbycub	abbycub: scholarships and grants able to be used to help pay for FIEA classes or no?

ImRohan_7	ImRohan_7: @Todd Thank you, sir. Feels good to get my questions answered. It is 5-30 AM here in India. just woke up for the chat session. Thanks a lot :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): most will not cover the full cost of attendance and can be from 1k to 10k or more with very good students. they are merit based.
lwellington265	lwellington265: @Jacob thanks, that's kind of what I figured. I'll have to put some more thought into it, thanks Zach as well
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): you are welcome @lwellinton265
FIEA_Todd_Admission	(FIEA_Todd_Admission): Rohan you are a warrior! So glad you go in and could chat. get some coffee.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @lwellington: You're welcome!
FIEA_Todd_Admission	(FIEA_Todd_Admission): we also do have fa contacts and you wil have access to fa
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @rohan: Definitely get coffee. It keeps us programmers going.
FIEA_Todd_Admission	(FIEA_Todd_Admission): 10 minute warning.
lwellington265	lwellington265: I'll probably call it a night here, thanks for taking the time for us all and answering that last question of mine
ImRohan_7	ImRohan_7: @Jacob yeah. Is there any Indian student currently in this program?
lwellington265	lwellington265: And tell Nate that he's useless for me
abbycub	abbycub: Living situations do FIEA'ns have their own dorm area or how does that work do they live off campus or at the main campus? I heard that construction on the FIEA building will be happening to help expand in 2019.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Rohan: Quite a few, actually. Indian students make up around 1/3 of the programming cohort.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @abbycub, something I didn't know was that after getting accepted, you get invited to a facebook page, and people usually look for housing together
abbycub	abbycub: okay @Zach good to know
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): I am living with two of the people in the Art track
CWard4cba40	CWard4cba40: How much is the rent?
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): no dorm situation though
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): depends on how safe you feel in certain areas, hahaha. I stay in Maitland, FL, about 15 minutes away, rent is $1700, split three ways
CWard4cba40	CWard4cba40: haha nice that's good to split the payment in three ways

abbycub	abbycub: so about 600 bucks a month, thatsnot horrible but it would make sense it depends on area
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): some people here have situations 4 people live together in a two bedroom, depends on how you do it
CWard4cba40	CWard4cba40: Good idea, Maitland is a good area.
ImRohan_7	ImRohan_7: @Jacob alright. Thanks. Looking forward to join FIEA :)
abbycub	abbycub: are there certain hours the building is open or does it run base on like key card entry thing
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Rohan: Looking forward to having you!
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @abby: key card thing. Believe me, I've been there at all hours of the night.
abbycub	abbycub: okay good to know
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @abbycub: One of the awesome things is that there are security guards present all night, so it's never completely abandoned.
CWard4cba40	CWard4cba40: Good luck to everyone getting accepted at FIEA this year! I hope to get accepted as well, cheers and see you all this August! Have a good night everyone. :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): take care!
CWard4cba40	CWard4cba40: thanks Todd :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): if anyone has any questions, please email us at fieaadmission@ucf.edu
abbycub	abbycub: on a less serious note, do you get to play demos for games before they are released, like from other students
FIEA_Todd_Admission	(FIEA_Todd_Admission): I will also be posting the transcript of this in the next couple of days.
sbaeringer	sbaeringer: Thanks for the chat! I'll be sure to do some more research for wherever I end up in a year :) Peace!
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): all the time @abbycub, lol. We iterate with each other, and get others impressions all the time
FIEA_Todd_Admission	(FIEA_Todd_Admission): 2 minute warning.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): testing is necessary, especially for people to break your game :(
abbycub	abbycub: hahaha yeah
FIEA_Todd_Admission	(FIEA_Todd_Admission): Also make sure you follow us on social media as we have some good speakers coming up this spring.
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @abbycub: Yeah, we all play each other's games pretty frequently. It's a fun way to learn other people's design strategies and also to break their games so they can fix them. :D
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): also, come see us here, get tours, get to meet the people currently in the program. It's a great way to see what you could be doing eventually!

FIEA_Tom_Programming	(FIEA_Tom_Programming): @Todd make sure you ask everyone how they heard about the chat
FIEA_Todd_Admission	(FIEA_Todd_Admission): heck yes.
FIEA_Todd_Admission	(FIEA_Todd_Admission): I did at the beginning. but thanks for the reminder.
FIEA_Tom_Programming	(FIEA_Tom_Programming): @Todd - I heard about it from an email from you.
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): @Todd, me too
FIEA_Todd_Admission	(FIEA_Todd_Admission): @tom o good to hear!
ImRohan_7	ImRohan_7: Email from Sara Mam
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): @Todd: Yeah I actually saw it on FB
FIEA_Todd_Admission	(FIEA_Todd_Admission): Good.
FIEA_Tom_Programming	(FIEA_Tom_Programming): Good night everyone! Good luck!
abbycub	abbycub: Glad to hear from all of you I got lots of useful info tonight so thank you for taking the time away from both your jobs and your Capstone projects!
ImRohan_7	ImRohan_7: good night :)
FIEA_Todd_Admission	(FIEA_Todd_Admission): Ok everyone. Good night and talk to you soon!
FIEA_Production_Student_Zach	(FIEA_Production_Student_Zach): good luck everyone!
FIEA_Programming_Student_Jacob	(FIEA_Programming_Student_Jacob): Good night everyone!
FIEA_Art_NickZ	(FIEA_Art_NickZ): Good night everyone!
FIEA_Production_Rick	(FIEA_Production_Rick): Night!