Hello! Again. :)

Lianna Carter-Jackson
07:00:06 PM
Hey everyone and welcome to the 3rd FIEA Chat!

Jonathan Baldessari
07:00:29 PM
Hi there!

Gina Levy
07:00:32 PM
Hey

Mohammad Mustafa
07:00:40 PM
hello :)

John-Thomas Lascha
07:00:45 PM
Hello!

Chaohao Wang
07:00:48 PM
Hello

Rick - FIEA Production Hall
07:00:48 PM
Howdy

Ross Winters
07:00:49 PM
How is everyone doing tonight?

Salma Eid
07:00:50 PM
Hello

Susan Kiechel
07:00:55 PM
Hello :)

Carter Blalack
07:01:16 PM
Hey y'all

Chaohao Wang
07:01:18 PM
I'm doing great :)

Kelby Martin
07:01:27 PM
Hi! :)

Gina Levy
07:01:40 PM
I got sick, so you know, hanging in there. lol

Carter Blalack
07:01:44 PM
same

Lianna Carter-Jackson
07:02:00 PM
Please feel free to check out the slide to see who will be in the chat :)

Zachary Hanitz
07:02:05 PM
Doing well, working on Game Design documents and various side-projects. :)

Chris Roda

07:02:09 PM
Howdy Folks This is Chris, I am the Technical Art Directory ... representing Art :)

Lianna Carter-Jackson
07:03:36 PM
If anyone has questions, fire away! :)

Samuel Roberts
07:03:47 PM
Hello

Rachel Morton
07:04:02 PM
hi

Susan Kiechel
07:04:27 PM
If we applied for a fellowship, when would we hear back by?

Zachary Hanitz
07:04:34 PM
How was GDC? (For those who went)

Nathan Beals
07:04:51 PM
Hola

Carter Blalack
07:04:55 PM
Really good (besides whatever bug I brought back)

Meredith May
07:05:08 PM
Hello!

Zachary Hanitz
07:05:17 PM
Is a trip to GDC included in the cost of FIEA, or is that a separate/optional expense?

John-Thomas Lascha
07:05:20 PM
GDC was a lot of fun. There was a board game area, which I stayed at almost the whole time. I swapped business cards with lots of cool people

Rachel Morton
07:05:24 PM
Where have recent animation graduates gotten hired?

Ross Winters
07:05:34 PM
From start to finish, how long does it take to earn your degree at FIEA? How many semesters?

Lianna Carter-Jackson
07:05:34 PM
Susan, the deadline to apply is the 30th, so approximately one week after the deadline :)

Susan Kiechel
07:05:55 PM
Awesome!

Lianna Carter-Jackson
07:06:01 PM
Zachary, no the trip is not included in the cost of tuition :)

Carter Blalack
07:06:06 PM
@Zachary Separate and optional, I'd guesstimate that between 1/3-1/2 of the cohort went this year, probably on the lower side

John-Thomas Lascha

07:06:28 PM
If you share a small room and bed with several other students, you can make it kinda cheap...

Carter Blalack
07:06:28 PM
@Ross 4 - fall, spring, summer, fall, so roughly 18 months

Lianna Carter-Jackson
07:06:36 PM
Ross, 16 months, 4 semesters

Zachary Hanitz
07:06:43 PM
Ah, ok. That's still great many got to attend. :)

Kelby Martin
07:06:43 PM
Was busy being a CA, so I didn't get to drop into the FIEA party at GDC. :P

Kelby Martin
07:06:46 PM
Hope y'all had a good time!

Chris Roda
07:06:48 PM
There was one animator I know of, who was hired at 2K in the Bay as a MOCAP artist, ANother was hired by Rockstar, also for MOCAP

Rachel Morton
07:07:29 PM
that's cool!

Chaohao Wang
07:08:23 PM
Is there any other common financial aid opportunities other than the FIEA fellowship and student loans?

Kelby Martin
07:08:47 PM
@Rick - After much consideration between specializing in level design or tech design to supplement my production education, I'm pretty settled on tech design. Any tips for not drowning in C# bootcamp?

Kelby Martin
07:09:01 PM
Been teaching myself C# via an online course and I'm a good chunk into it now

Lianna Carter-Jackson
07:09:41 PM
Chaohao you can do A2O with UCF to help you find more scholarships

Rick - FIEA Production Hall
07:09:51 PM
@kelby Good choice. My recommendation is to learn with actual projects in mind. It's harder to learn syntax when you don't care about the end product. If you choose a project that you'd really like to use when you're done, it's much easier to stay motivated

Zachary Hanitz
07:09:59 PM
Are multiple portfolio submissions cumulatively taken into account over time, or do they each stand-alone? (E.g. does my 1st application/portfolio submission have any direct or indirect influence on future submissions?)

Lianna Carter-Jackson
07:10:14 PM
More info on A2O can be found here: https://finaid.ucf.edu/types-of-aid/scholarships/

Gina Levy
07:10:17 PM
What jobs can you get as a lvl designer vs a tech designer?

Chaohao Wang
07:10:22 PM

Thanks!

Kelby Martin
07:10:37 PM
@Rick - Thanks! The course I'm doing is actually designed for Unity, so we're working on sample projects -- great, considering the one I'm currently working on is a stripped-down version of a game I want to build anyway as a personal project

Rick - FIEA Production Hall
07:10:40 PM
@zach I'm aware of any your submitted this year, but if you reapply in a subsequent year, that may go too far back

Rachel Morton
07:11:00 PM
Do animation courses cover any visual effects? @Nick @Chris

John-Thomas Lascha
07:11:23 PM
@Kelby, the class mostly covers intro to programming, and Object Oriented Programming. Learning with Unity is helpful, as it forces you to use some OOP.

Jacqueline Bornstein
07:11:32 PM
what do you guys think of the big layoffs recently in the industry?? (looking at you, EA) is this something to worry about?

Kelby Martin
07:12:08 PM
@John-Thomas - That's good. I've already begun to dig my claws into C# and am getting more and more comfrtable with it, so this should be familiar stuff.

Rick - FIEA Production Hall
07:12:09 PM
@gina There is some overlap between tech design and level design, depending on what you're doing. Lots of companies have lots of different job titles. Some level builders are more aesthetic focused, and can overlap with art. Others are more game mechanical focused, while others are focused on content, like mission design

Zachary Hanitz
07:12:12 PM
My first Production Portfolio submission was primarily business/logistics-focused (Game Analysis assignment, resume, business-plan, venture-pitch speech/powerpoint, etc.) Should I include any of those documents in my 2nd portfolio submission; or, should I strictly focus on more creative-centered work like the Game Design assignment, narrative/short-stories, chapbook, and/or other material.

Chris Roda
07:12:19 PM
@Rachel - The animation does not cover VFX training but The Tech Art track does. Knowing Animation is an excellent skill for VFX

Zachary Hanitz
07:12:31 PM
(I don't want to risk swaying too far to the creative-side and receiving future production portfolio feedback stating that there wasn't enough business/logistics work in my 2nd submission, as there was in my 1st submission.)

Kelby Martin
07:12:56 PM
@Rick - I'm very interested in tech design, but still find traditional production work (ie project management) exciting. Can I still learn and cultivate that skillset in addition to my technical, hard skills at FIEA?

Kelby Martin
07:13:24 PM
@Jackie - > One of my industry mentors has made a very long post about this exact subject; I can share it to you privately if you're interested

Rick - FIEA Production Hall
07:13:28 PM
@zach Stick to the creative centered work. I still have your previous submission materials

Zachary Hanitz
07:13:48 PM
Ok

Rick - FIEA Production Hall
07:14:15 PM
@kelby yup. The program allows for you to monitor other classes, even if you're not officially registered for them

Susan Kiechel
07:14:16 PM
@Jackie I don't think the layoffs are surprising in the EA case. Battlefield V kinda flopped, as did anthem. With two major releases not doing as well as they expected, i was expecting something like the layoffs.

Samuel Roberts
07:14:53 PM
Is there a good place to start in learning C#? I want to prepare myself for the bootcamp but I'm not sure what would help me.

Gina Levy
07:15:00 PM
When we get our degrees, is our track/specialty be on the degree as well?

John-Thomas Lascha
07:15:28 PM
@Sam, I'd start out with the Unity tutorials

Rachel Morton
07:15:30 PM
Are we allowed to take classes outside of our specialization?

Gina Levy
07:15:30 PM
@Samuel, we been using Udemy when their courses are cheap.

John-Thomas Lascha
07:15:53 PM
Unity has a lot of great tutorials that 'll give you goal oriented lessons, and allow you to put things on the screen quickly

Lianna Carter-Jackson
07:16:00 PM
Samuel shoot me an email and I can send you some helpful recommendations

Samuel Roberts
07:16:06 PM
Okay, thank you!

Jacqueline Bornstein
07:16:14 PM
@kelby - totes interested.

John-Thomas Lascha
07:16:20 PM
@Rachel, you can audit any class you want. The hard part is finding time to do that.

Kelby Martin
07:16:28 PM
Yeah, honestly people like to dunk on Udemy but Rick Davidson's Unity courses are genuinely great

Susan Kiechel
07:16:32 PM
Whats the computer situation for working in class? Like, do we need high-end laptops? I have a really good desktop, but my laptop is subpar.

Carter Blalack
07:16:35 PM
^what John-Thomas said

Kelby Martin
07:16:45 PM

@Susan - FIEA will provide you a laptop, included in your tuition cost

Jacqueline Bornstein
07:16:53 PM
@susan - makes sense, but it just seems like there's been a lot recently from other studios as well, like blizzard/activision? or maybe it just seems like it

Carter Blalack
07:16:54 PM
@Susan you will be getting a really nice laptop as part of tuition

Susan Kiechel
07:16:57 PM
Oh lol. thats amazing

Chaohao Wang
07:17:07 PM
So when are we going to get our laptop from FIEA?

Carter Blalack
07:17:17 PM
If I remember the specs, i7, 1070, 2TB

Rick - FIEA Production Hall
07:17:21 PM
@Chaohao - During orientation

Carter Blalack
07:17:22 PM
You get it on orientation day

Lianna Carter-Jackson
07:17:23 PM
Chaohao on your first day

Chaohao Wang
07:17:30 PM
Ahh OK!

John-Thomas Lascha
07:17:43 PM
I don't remember the specs, but I've never had problems running any game on any settings on it. So, it's nice.

Chris Roda
07:18:04 PM
@Rachel - All Artist have to go through bootcamp in the first 8 weeks when they takes all animation, 3D and Tech Art classes. After the 8 weeks they get to make a declarations. Of course anyone may attend any class whenever, with instructor's permission :)

Jacqueline Gomez
07:18:10 PM
@susan students get an Alienware laptop

Ben Taylor
07:18:23 PM
If I don't score well enough on the GRE, but have a stellar portfolio and experience would that be something that could assist me in getting in? This would be for the production track

Kelby Martin
07:18:53 PM
Honestly, in both school and in the industry at large, your portfolio is often always more impoirtant than anything < --- Personal opinion

Zachary Hanitz
07:19:00 PM
@Rick, I had submitted 3 Game Design documents in my first portfolio submission, but I don't believe they were the format that you were looking for. I had done the Game Analysis assignment my first portfolio submission, in order to stand out, so I was not aware of the criteria for the FIEA Game Design document assignment, which is more like a Game Pitch / elevator-speech, in a way.

Susan Kiechel
07:19:05 PM
Now I'm extra excited to start. My laptop is going to die on me any day now

Lianna Carter-Jackson
07:19:32 PM
Ben, we consider all aspects. Portfolio, GRE, GPA, and Written Interview

Rick - FIEA Production Hall
07:19:36 PM
We take all the submission materials into account: GRE, GPA, the assignment, the interview. None of them completely dominate the process, and rarely ruin your chances in and of themselves

Lianna Carter-Jackson
07:20:08 PM
Rick's response sounds so much better :)

Rick - FIEA Production Hall
07:20:23 PM
@zach Here's a couple of examples

Rick - FIEA Production Hall
07:20:24 PM
http://www.rickhallauthor.com/GameDesigns/

Zachary Hanitz
07:20:29 PM
I am currently working on a 4th Game Design document for my 2nd portfolio submission, specifically for the FIEA Game Design assignment, but I could re-format the previous 3 that I did to what you're specifically looking for?

Zachary Hanitz
07:21:07 PM
Ok, great! I'll check those out.

Rick - FIEA Production Hall
07:21:11 PM
@zach sure, although they'd be considered ancillary materials, with the assignment one being the primary submission. That means they wouldn't weigh as heavily

Jonathan Baldessari
07:21:29 PM
@Rick is Production similar to what @Chris said with art and having some weeks to see the tracks? I'm still on the fence about what I would specialize in.

John-Thomas Lascha
07:22:24 PM
@Jonathan, Production gives you a lot of time to figure it out. Everyone basically starts as a tech producer, and then specializes a month or two in

Rick - FIEA Production Hall
07:22:41 PM
@Jonathan Yes. You don't technically have to make a final decision for specialization in Production until the end of the first semester, although it's built for you to make that decision in week 6 of semester 1

Jonathan Baldessari
07:22:51 PM
Ok great!

Zachary Hanitz
07:23:14 PM
Is there currently an active wait-list for any of the tracks? How many Production positions are currently still open/available as of right now?

Gina Levy
07:23:49 PM
I also want to attend some art class, especially some drawing. Do I need special permission for that? Or can I just join the class? I'm in the Production class

John-Thomas Lascha

07:24:03 PM
Anyone can audit any class

Rick - FIEA Production Hall
07:24:19 PM
@zachary I don't believe anyone is on a wait list at the moment. We've accepted about 2/3 of our projected Production spots so far in the first two PRDs

Carter Blalack
07:24:49 PM
@Gina, as far as I'm aware no special permission, though for the drawing class w George you will need to buy your own supplies

Gina Levy
07:25:18 PM
@carter, Oh I have tons of art supplies. lol. How many females are currently accepted into FIEA?

Lianna Carter-Jackson
07:25:41 PM
Gina, we aren't sure just yet

John-Thomas Lascha
07:25:53 PM
cohort 15 was 33% female if I remember correctly

Lianna Carter-Jackson
07:26:02 PM
Correct John!

Ben Taylor
07:26:06 PM
Is it realistic to work a part time to full time job while attending?

Rick - FIEA Production Hall
07:26:07 PM
@gina the last year or two has been in the 30% - 40% range, yes

Lianna Carter-Jackson
07:26:24 PM
Ben, no lol

Lianna Carter-Jackson
07:26:44 PM
FIEA is a full time job :)

Rick - FIEA Production Hall
07:26:58 PM
@Ben It has been done, but it makes things quite a bit more challenging

Rick - FIEA Production Hall
07:27:04 PM
It's rare

Jacqueline Bornstein
07:27:28 PM
you could always just sell a kidney instead

Jonathan Baldessari
07:27:39 PM
Good to know

Carter Blalack
07:27:42 PM
@Ben, from what I know I think 2 people in ch15 have part-time jobs, and they are both at strange hours to accommodate for the workload and schedule or FIEA

Rick - FIEA Production Hall
07:28:19 PM
It's also hard to have a family or social life for that year too

Ross Winters
07:28:19 PM
How many classes are there per day and on which days of the week? If it varies, I plan on participating in the Programming Track.

Ben Taylor
07:28:55 PM
So is the common strategy that most people use scholarships, financial aid, and loans to handle bills for those 18 months if it isn't feasible to maintain a job.

Susan Kiechel
07:29:07 PM
So I won't have time to go to Disney @Rick? :(

Zachary Hanitz
07:29:10 PM
I noticed the 2018 class-size was smaller than usual. Will FIEA have a full 75/75 body of students for Fall 2019, or will it be more-or-less the 68/75 students like in Fall 2018? ($35,000 x 7 students = $245,000 missed out on for FIEA, in business terms.)

John-Thomas Lascha
07:29:20 PM
Yep! I have quite a lot of loans.

Rick - FIEA Production Hall
07:29:22 PM
@susan You might squeeze in a trip on semester break

Rick - FIEA Production Hall
07:29:54 PM
@zach it always depends on how many applications we get, but the numbers are quite strong this year so far

Kelby Martin
07:29:57 PM
I know two people who work/have worked during FIEA

Zachary Hanitz
07:29:58 PM
Are there graduate-assistantships / teacher-assistant positions for FIEA students?

Kelby Martin
07:29:59 PM
It is TOUGH.

Kelby Martin
07:30:11 PM
Schools like FIEA and Guildhall will take over your life, but you'll come out a champ, tbh

Lianna Carter-Jackson
07:30:16 PM
Zach no

Carter Blalack
07:30:17 PM
@Ross, it does vary based on track (and if youre still in the bootcamp/into period), but if your schedule ends up like ours, at least one class a day monday through thrusday, probably 2 at least once a week

Gina Levy
07:30:25 PM
@susan, yeah we plan on at least lunches and dinners with the group. lol

Lianna Carter-Jackson
07:31:30 PM
Ross, classes are typically M-Th with optional speaker sessions on some Fridays. (provided there are no changes in scheduled class times)

Zachary Hanitz
07:32:08 PM
@Rick where do I apply to be your secretary in order to shadow you, haha

Gina Levy
07:33:02 PM
@Zach, where will you find the time? lol

Rick - FIEA Production Hall
07:33:19 PM
@zach It would bore you senseless anyway. I'm an anticocial hermit

Zachary Hanitz
07:33:26 PM
LOL

Jacqueline Bornstein
07:33:54 PM
does that programming track have subspecialties like production and art do?

Tom Carbone
07:34:10 PM
@Jackie - No, we create generalists

Rick - FIEA Production Hall
07:34:23 PM
Genius generalists

Ross Winters
07:34:25 PM
I am interested in the critical path of the primary game we will work on at FIEA. In Game Design Workshop, our critical path is usually between 6 - 12 minutes. How long are students attending FIEA shooting for in terms of final game length at the end?

Jacqueline Gomez
07:35:04 PM
@john although you might not be able to work while attending FIEA, our program does a great job preparing our students for the workforce so that you are able to find a job in the industry after graduation.

Tom Carbone
07:35:05 PM
@Jackie - In Programming 3, each students gets to select a personal programming project to take a deep dive in an area of their choosing.

Rick - FIEA Production Hall
07:35:10 PM
@Ross it varies, but usually falls between 15-30 minutes if you don't count replay value

Jacqueline Bornstein
07:35:12 PM
Do you guys get into things like graphics and networking as well or more general?

Tom Carbone
07:35:38 PM
@Jackie - Yes we introduce both concepts, and many programmers do their personal project in those areas.

Kelby Martin
07:36:05 PM
@Rick - is your office generally open for questions/advice? I love learning from old coots in the industry like you. :P

Rick - FIEA Production Hall
07:36:38 PM
@kelby Yup. I have a reputation for even lurking around on breaks, and when everyone else drifts off to GDC

Zachary Hanitz
07:36:56 PM
Many elite graduate schools and programs are doing away with the archaic requirement of GRE scores for their Master's and PhD programs (Cornell, Harvard, etc.) Does UCF / FIEA have any plans to follow suit?

Jacqueline Bornstein
07:36:59 PM
@Tom - Logan and Shaan say hello lol. And thanks for answering

Susan Kiechel

07:37:25 PM

I remember years ago when someone came to talk about FIEA at my school they talked about the SREB Academic common market thing, where if the master's degree isn't available in your home state, then you can get in-state tuition at the place you're going. Do you see many FIEA applicants with this, or is it a pretty rare thing?

Lianna Carter-Jackson
07:37:31 PM
Zach, as of now no

Carter Blalack
07:37:47 PM
@Susan I have that :) saved me a lot of money

Lianna Carter-Jackson
07:37:56 PM
Susan, we see it pretty often!

Susan Kiechel
07:38:02 PM
@Carter Was it hard to get?

Susan Kiechel
07:38:24 PM
I think that answers that question lol

Carter Blalack
07:38:29 PM
Yes and no. Getting the approval from the state was pretty easy, getting it to the right person at UCF was a bit of a hassle.

Lianna Carter-Jackson
07:38:33 PM
In fact, I plan to reach out to acm students soon

Susan Kiechel
07:39:03 PM
Is it too late to get that process started? I'm looking up information on it now because I just remembered it yesterday when I was trying to figure out how I'm paying.

Lianna Carter-Jackson
07:39:19 PM
you can find more info on ACM here: https://www.sreb.org/academic-common-market

Lianna Carter-Jackson
07:39:34 PM
It's not too late!

Susan Kiechel
07:39:54 PM
Awesome! That makes me feel a bit better about tuition haha

Carter Blalack
07:39:57 PM
I think I got my approval in July, so no it's definitely not too late.

Gina Levy
07:39:58 PM
In the future, will FIEA have a Process on the site of what to do after you are accepted? That would be cool in my opinion.

Rachel Morton
07:41:04 PM
when should we have housing figured out by?

Lianna Carter-Jackson
07:41:20 PM
Gina, is there something more specific you'd like to see? Fee free to email me :)

Mohammad Mustafa
07:41:22 PM

On semester 4, if I choose to go for an internship how does that work ? are there specific studios that are accepting interns from FIEA ?

Lianna Carter-Jackson
07:41:56 PM
Rachel there is no deadline unless you are referring to UnionWest

Susan Kiechel
07:42:10 PM
Oh, @Lianna, you mentioned in a previous email you would be sending out a welcome packet of information soon. Is soon like, this week, or later on? I'm too excited and can't wait to get everything ready

Jonathan Baldessari
07:42:26 PM
What is the deadline for UnionWest?

John-Thomas Lascha
07:42:27 PM
@Rachel, get housing figured out as soon as you can (after acceptance of course). I waited a while, and places were going really fast. Try to room with your cohort members if you can.

Lianna Carter-Jackson
07:42:28 PM
Susan, Mid-April :)

Susan Kiechel
07:42:58 PM
So close yet so far.

Rick - FIEA Production Hall
07:43:35 PM
@Mohammad Several studios come back every year to interview for internships. We usually see between 30% and 40% take that route

Kelby Martin
07:43:47 PM
How does FIEA aid in the internship search during the last semester? I intend on applying to internships around the country.

Gina Levy
07:44:00 PM
Oh are some of those internships out of state or in FL?

Kelby Martin
07:44:10 PM
I know FIEAns in the past have interned with Tiburon, Zynga, and Iron Galaxy Orlando

Lianna Carter-Jackson
07:44:32 PM
Jonathan, I'm not sure of the deadline, BUT you can find out more info on UnionWest here:
https://unionwest.ucf.edu/

Lianna Carter-Jackson
07:44:43 PM
Susan haha

Rick - FIEA Production Hall
07:44:55 PM
@kelby and @Gina You are free to seek our own opportunities, and FIEA brings in companies every year as well. We also offer seminars on resume building, interviewing and creating your presentation materials to help get you ready

Zachary Hanitz
07:45:17 PM
I recently published https://www.avengames.com/ -- a website for my video game studio start-up company. Is there a way to include this in my 2nd application submission / production portfolio? (Maybe I can partner with FIEA's Industry Relations Department?)

Gina Levy
07:45:28 PM

I'm excited about the internships for sure!

Kelby Martin
07:45:46 PM
Zynga just opened their internships for this summer...hinthint to any current FIEA students here... ;)

Lianna Carter-Jackson
07:45:49 PM
In addition to all of those things we have Courtney, the Industry Relations Coordinator who will help you throughout that process

Gina Levy
07:46:11 PM
^___^

Rick - FIEA Production Hall
07:46:41 PM
@zach I do consider things like that if you include the appropriate links in your application. You'd have to talk to Courtney about any sort of partnerships, though.

Zachary Hanitz
07:46:46 PM
https://www.gamedevmap.com/ is a great resource, too, for any one seeking positions at game dev studios

Kelby Martin
07:47:07 PM
RIP OrcaHQ. :|

Nathan Beals
07:47:46 PM
Is living about 20m away from FIEA close enough?

Rick - FIEA Production Hall
07:48:51 PM
@Nathan - Sure, as long as you have the means to get here. Plenty of students live in that sort of proximity

Zachary Hanitz
07:48:53 PM
Will Creative Village offer on-site 'off-campus' housing, outside of UnionWest and the UCF Campus Housing Portal?

Carter Blalack
07:49:00 PM
20 minutes? I know quite a few people who live about that far.

Jacqueline Bornstein
07:49:13 PM
@nathan - traffic in orlando is pretty awful. I'd pull up google maps and toy with the "arrive by"/"leave by" settings to see what traffic is life at certain times to help you determine if it'd work for you

Nathan Beals
07:49:17 PM
Noice

Lianna Carter-Jackson
07:49:56 PM
Zachary, not that I'm aware of

John-Thomas Lascha
07:50:05 PM
@Nathan, I'd definitely look into the lynx bus system. It's free to UCF students, and its the main station station is super close to fiea. I live right next to a bus stop and it's very convenient

Rick - FIEA Production Hall
07:50:11 PM
@Jackie Assuming we're not comparing it to Manhattan or Los Angeles

Rick - FIEA Production Hall
07:50:20 PM
Or DC

Gina Levy
07:50:26 PM
I like using Waze to determine how long it will get me somewhere and to avoid I-4.

Nathan Beals
07:50:27 PM
Or New York

Lianna Carter-Jackson
07:50:40 PM
You can find more info on Creative Village here: http://creativevillageorlando.com/

Carter Blalack
07:50:46 PM
@John-Thomas, how late do the buses run?

Rick - FIEA Production Hall
07:51:14 PM
Lynx busses rock

John-Thomas Lascha
07:51:34 PM
last bus leaves from main station at 9:15 pm

Jacqueline Gomez
07:51:39 PM
@Nathan Closer is always better:) but if you have to live 20m away, it is not too bad.

Jacqueline Bornstein
07:51:47 PM
@rick - TRUE lol just figured i'd put it out there

Zachary Hanitz
07:52:30 PM
Amelia Court and Concord Court seem like very close proximity, walking/biking-distance, for off-campus housing.

Rick - FIEA Production Hall
07:53:06 PM
@Jackie It wasn't a fair comparison of me. The DC Beltway isn't so much a road as a really long, skinny parking lot

Susan Kiechel
07:53:25 PM
Can we all mourn my chance at getting in state tuition? Just found out NC is not a part of SREB academic common market anymore :(

Zachary Hanitz
07:53:41 PM
:(

Zachary Hanitz
07:53:46 PM
Sorry to hear that

Gina Levy
07:53:53 PM
Student loans and Grad Plus loan will help

Zachary Hanitz
07:53:57 PM
^

Carter Blalack
07:54:08 PM
Ouch, that's not good

Rick - FIEA Production Hall
07:54:14 PM
Ack

Jonathan Baldessari

07:54:17 PM
Oof

Jacqueline Bornstein
07:54:20 PM
rip

Susan Kiechel
07:54:27 PM
True, I'm fine with loans in my name. It'll be worth it

Gina Levy
07:54:43 PM
Well jsut think of it, that you are investing in your future career.

Nathan Beals
07:54:44 PM
f

Susan Kiechel
07:55:00 PM
Exactly @Gina :) Not a huge deal

Lianna Carter-Jackson
07:55:13 PM
Just keep in mind all of the beautiful green dollars you'll make once you graduate

Zachary Hanitz
07:55:22 PM
@Rick which Production classes do you teach specifically? All or them or does it vary each semester?

Rick - FIEA Production Hall
07:55:34 PM
And since you won't have enough money for a social life, you can really get everything possible out of the year you're here

Kelby Martin
07:55:37 PM
<--over here wanting to enter games not for the money

Gina Levy
07:55:41 PM
You mean digital dollars. I like direct deposit.lol

Kelby Martin
07:55:55 PM
This industry is kind of a mess, but we have the power to slowly change it

Zachary Hanitz
07:55:57 PM
I can pay you in ESO crowns haha

Susan Kiechel
07:56:03 PM
@Rick makes a good point.

Susan Kiechel
07:56:07 PM
I prefer bitcoin please.

Rick - FIEA Production Hall
07:56:08 PM
@Zach I teach Game design 1, Capstone 1 & 2 (with Tom), and Project Management 1, 2, and 3

Mohammad Mustafa
07:56:09 PM
@Rick, so you are not always guaranteed to get an internship for Semester 4, or are the other 60% to 70% decide to go for the digital venture practicum?

Jacqueline Bornstein

07:56:13 PM
LOL and since you won't have a social life, you don't have to worry about spending excess money on fun xD

Zachary Hanitz
07:56:14 PM
Or microsoft points. Are those still a thing? Lol

Susan Kiechel
07:56:30 PM
Nah its currency @zach no points

Gina Levy
07:57:02 PM
Heyyy we are your new social buddies.

Samuel Roberts
07:57:08 PM
What else should I try teaching myself before I come into the production track in fall?

Jonathan Baldessari
07:57:22 PM
^^^

Rick - FIEA Production Hall
07:57:23 PM
@Mohammad Unfortunately, we cannot guarantee an internship. So yes, the people who don't get internships go the Venture Track route

Samuel Roberts
07:57:31 PM
I'

Kelby Martin
07:57:39 PM
@Samuel - Read up about agile scrum, get comfortable with the workflows of Unity and UE4, maybe do some reading about blueprints orC#

Rick - FIEA Production Hall
07:57:51 PM
@Kelby grasshopper, you are wise

Kelby Martin
07:58:32 PM
@Rick - That means a lot, coming from you

Kelby Martin
07:58:37 PM
:)

Samuel Roberts
07:58:39 PM
Can you expand more on what you mean by workflows? I've done some UE4 level design and blueprint work (For my portfolio) but other than that not much.

Zachary Hanitz
07:58:41 PM
Kelby are you a current FIEA student or applicant?

Kelby Martin
07:58:47 PM
@Zach - incoming student

Zachary Hanitz
07:58:58 PM
Nice

Rick - FIEA Production Hall
07:59:17 PM
@Samuel, I'll let Kelby tackle that. It's like a pre-student test.

Kelby Martin
07:59:25 PM
@Samuel - Sure. I guess by "workflows" i mean learn the ins and outs of the editor. learn all its components, and get a familiarzation of not only what YOU'LL be working with, but what your PEERS will be working with

Rick - FIEA Production Hall
07:59:41 PM
LOL. Good answer

Kelby Martin
07:59:48 PM
So when you're doing design work and your team encounters blockrers - you, as the good producer as you are, will be able to better help them

Carter Blalack
07:59:54 PM
@Mohammed - that being said, I have noticed a number of people actively choosing to go venture track, because they have a game they'd want to pour their time into or they want to make a startup in a relatively safe environment

Kelby Martin
07:59:56 PM
That was LOL-worthy

Kelby Martin
07:59:57 PM
Uh-oh...

Kelby Martin
07:59:59 PM
??

Samuel Roberts
08:00:14 PM
Okay I see what you're saying. Thank you

Rick - FIEA Production Hall
08:00:15 PM
A

Kelby Martin
08:00:43 PM
I'd also reccomend just digging into some online courses, stay hungry for knowledge, and keep a growth mindset

Kelby Martin
08:01:00 PM
All of these things will help you in FIEA and they're absolutely critical in an industry as...interesting as the games industry

Rick - FIEA Production Hall
08:01:04 PM
Initiative is a producer's most essential quality

Samuel Roberts
08:01:21 PM
I spent a lot of time digging into UE4 for my portfolio but now that I've accepted I heard from a current student that the C# boot camp can be tough, so I'll probably start there

Kelby Martin
08:01:23 PM
Initiative, organization, and foresight.

Rick - FIEA Production Hall
08:01:26 PM
And a near suicidal qork ethic

Rick - FIEA Production Hall
08:01:32 PM
work ethic

Jacqueline Bornstein

08:01:36 PM
@samuel - if you're not familiar with programming, I'd definitely try to get a head start with that since we'll all be in tech design for a few weeks

Kelby Martin
08:01:49 PM
@Samuel - UE4 is fantastic; I'm a UE fanboy, but take some time to pick up Unity, as well

Kelby Martin
08:01:59 PM
Lots of smaller devs use it, and you'll be using it in FIEA no doubt

Kelby Martin
08:02:06 PM
It's actually the #1 most used middleware engine on the market

Nathan Beals
08:02:08 PM
It's very nice.

Nathan Beals
08:02:14 PM
Until it hurts you.

Kelby Martin
08:02:21 PM
@Nathan - Unity? Or Unreal?

Kelby Martin
08:02:24 PM
Or both?? xD

Nathan Beals
08:02:26 PM
both

Kelby Martin
08:02:29 PM
YEP

John-Thomas Lascha
08:02:30 PM
@Samuel, if you know C++ from Unreal, the C# bootcamp will be simple. Any programming experience will be helpful. C# in unity is ideal

Samuel Roberts
08:02:30 PM
I want to try unity mainly just to work with C# over the blueprint system in UE4

Nathan Beals
08:02:37 PM
but I mainly use Unity now

Kelby Martin
08:02:51 PM
Blueprints is basically visual C++ but I think learning C# will give you a more solid programming foundation

Kelby Martin
08:02:59 PM
Because that will transition to BP

Samuel Roberts
08:03:00 PM
Since I had 0 prior knowledge I mainly stuck to blueprints instead of C++

Jacqueline Bornstein
08:03:03 PM
I'm not as familiar with UE4, but I'd definitely say scripting in Unity was nice lol it's a lot easier to get a grip on Object Oriented Programming through doing Unity things me thinks

Zachary Hanitz
08:03:08 PM
Good video game story/content writers are in high demand, but many programs like MFAs teach how to write for a novel or TV script, and not video game writing. Does the FIEA Production track have any Narrative-design courses that take advantage of this growing field? Would that be touched on in the Production And Design and/or Production For Media class?

Ross Winters
08:03:11 PM
As a programmer, I've published a game on Steam and plan on publishing another at the end of the semester. Both of these games I've programmed using blueprints in UE4. When displaying those on my portfolio, is it worth including those blueprints as a part of the "source code?" I have other VR projects I programmed in Unity using C# I plan to include as well.

Kelby Martin
08:03:21 PM
In addition, if you're super results-driven like me and like seeing stuff happen from your code, learning C# with Unity is a nice way to go

Rick - FIEA Production Hall
08:03:26 PM
@Kelby yeah, Blueprints has the drawback of being proprietary, so learning a scripting language is more porable

Mohammad Mustafa
08:03:33 PM
@Rick/Carter , fair enough , both sounds exciting anyways but I will most likely try to go for an internship :).

Kelby Martin
08:03:38 PM
Doing textbook exercises in the VS/Windows console isn't the most riveting thing

Samuel Roberts
08:04:19 PM
I am coming in as a level designer, but does that mean I am tied in as a level designer throughout all of FIEA?

Rick - FIEA Production Hall
08:04:25 PM
@Mohammad If you get out ahead of the search and really take a strong sswing at it, you're odds aren't bad

Kelby Martin
08:04:40 PM
Yeah. Blueprints also has to be parsed at runtime into C++ so it's slower, thus a lot of devs like to use it for prototyping or use it to supplement C++ code

Kelby Martin
08:04:42 PM
Which is smart

Carter Blalack
08:04:49 PM
@Samuel - you'll have the opportunity to switch during your first semester, plus you can audit courses to expand your horizons

Rick - FIEA Production Hall
08:05:10 PM
@Samuel Nope. You can change your specialization up until the end of Semester 1, provided you monitor the classes for the one you want to migrate to

Carter Blalack
08:05:14 PM
but your specialization class should come first, whether that ends up being LD, TD, etc

Mohammad Mustafa
08:05:16 PM
@Rick, that is the plan :) thanks

Kelby Martin
08:05:18 PM

Yup!

Kelby Martin
08:05:44 PM
As a level designer, I'd reccomend picking up 3D modelling in Maya to pinch-hit for 3D artists to make whiteboxing nicer/mopre accurate and making placeholder assetrs

Rick - FIEA Production Hall
08:05:44 PM
@Mohammad You had good, strong submission materials. I like your chances

Kelby Martin
08:05:45 PM
Super important

Kelby Martin
08:06:12 PM
I did a crash course in Maya's interface so I've got a basic familiarty with it. You need a really jank looking lamp/palm tree? I could _maybe_ make it

Zachary Hanitz
08:06:13 PM
What is the ratio of Project Managers to pure Game Designs within the production track?

Kelby Martin
08:06:13 PM
hehehe

Carter Blalack
08:06:31 PM
what do you mean by "pure game designs"?

John-Thomas Lascha
08:07:10 PM
@Zach, not a lot of project managers. Game design / level design is like ten people, with the rest of us being TD

John-Thomas Lascha
08:07:19 PM
I think there's 4 PMs

Zachary Hanitz
08:07:21 PM
story/content writers, writing narrative, dialogue, game mechanics, concepts, etc

Zachary Hanitz
08:07:25 PM
Kk

Rick - FIEA Production Hall
08:07:57 PM
There are only 3 PMs this year, plus one who comes to all the classes and does all the homework. Last year there were 5

John-Thomas Lascha
08:07:57 PM
writing is pretty niche

Kelby Martin
08:08:15 PM
Games writing is honestly very very difficult to get into

Carter Blalack
08:08:27 PM
I keep forgetting that one person isn't actually a PM

Kelby Martin
08:08:27 PM
I would honestly say it's one of the hardest disciplines to break into in an already difficult industry

Rick - FIEA Production Hall

08:08:28 PM
Yes, If you're not a published author, it's very hard

Zachary Hanitz
08:08:31 PM
Well it's good to be a niche, that way you corner and hone your craft :)

Kelby Martin
08:08:38 PM
Don't let me stop you, of course, but just know what you're getting yourself into

Kelby Martin
08:09:00 PM
One friend of mine is a jr narrative writer at a game dev and it took her 5 years and she's a hell of a better writer than I am, as a hobbyist

Kelby Martin
08:09:22 PM
THAT BEING SAID - knowing how to write concise, clear, and detailed documentation is critical as a designer and even as a producer

Ross Winters
08:09:28 PM
I think my last question might have been buried. Is it worth including blueprints on my portfolio under the "source code" requirement as a programmer?

Rick - FIEA Production Hall
08:09:29 PM
There aren't many pure writers in the industry, and most of them are contractors

Kelby Martin
08:09:31 PM
So having good writing chops is still good. :)

Carter Blalack
08:09:41 PM
@John-Thomas, I forget, how many producers are there total in our cohort?

John-Thomas Lascha
08:09:53 PM
I think it's like 28?

Rick - FIEA Production Hall
08:10:24 PM
@Ross Yeah, Sorry, I missed it. You don't need to include the blueprints, but if you're submitting a prototype, you can narrate the features you worked on, and I have a pretty good idea what went into it

Lianna Carter-Jackson
08:10:31 PM
Tom can you answer Ross?

Jacqueline Bornstein
08:10:37 PM
did you guys get to play with magic leap's head set??????? I remember Todd (or Paul??) saying something about possibly having a deal with them??

Lianna Carter-Jackson
08:10:44 PM
Nevermind :)

John-Thomas Lascha
08:10:49 PM
We do have access to a magic leap

John-Thomas Lascha
08:10:55 PM
honestly... not a great time with that thing

Jacqueline Bornstein
08:11:05 PM

sorta mixed feelings about their company lol but was their headset cool? XD

Rick - FIEA Production Hall
08:11:06 PM
OOps. Yeah. Sorry. I missed the programming part. I'll defer that answer to Tom

Tom Carbone
08:11:12 PM
@Ross - No, just C++ code

Jacqueline Bornstein
08:11:23 PM
OH WOWWW... that sucks

John-Thomas Lascha
08:11:55 PM
@Jackie, the main problem with is it is the extremely limited field of view, and weak control scheme options. My gamelab team started in magic leap and switched to hololens

Rick - FIEA Production Hall
08:11:55 PM
The Occulus is fun

John-Thomas Lascha
08:12:03 PM
I love the Occulus so much

Kelby Martin
08:12:19 PM
Superhot VR and Rez Infinite were transcendental experiences

Kelby Martin
08:12:23 PM
and that's about my experience with VR lol

Zachary Hanitz
08:12:24 PM
Well, this is in my Game Design Document, but spoiler: The Entertainment Software Association (ESA) provides annual data on the factors that influence the decisions to purchase video games. Year after year, study after study, "an interesting story/premise" consistently ranks as the largest, most important factor to why people buy and play games. So, with that said, video gamer writing/writers in general are very important to attracting a loyal audience and fanbase. Especially for large AAA franchises (Star Wars, The Elder Scrolls, Final Fantasy, etc.)

Rick - FIEA Production Hall
08:12:26 PM
Hez's Haunted House escape room game with the Occulus is way cool

Jonathan Baldessari
08:12:53 PM
I've never tried VR outside of DisneyQuest lol

Jonathan Baldessari
08:12:57 PM
RIP DisneyQuest

John-Thomas Lascha
08:13:02 PM
RIP DISNEYQUEST

Jacqueline Bornstein
08:13:02 PM
oculus is super fun ~ got to play with a lot of VR in my lab lol

Zachary Hanitz
08:13:02 PM
Emergent story-telling seems to be the new craze and buzzword on Gamasutra

Samuel Roberts
08:13:16 PM
I just got a Vive lol

Susan Kiechel
08:13:16 PM
How hard is it to program for VR? I'm super interested in the technology and I really want to work with it.

Samuel Roberts
08:13:18 PM
Been a lot of fun

Carter Blalack
08:13:42 PM
@susan - getting a VR project running in Unreal 4 is super easy, we've been doing it in our art core class

John-Thomas Lascha
08:13:47 PM
In Unity, it's not harder. Unity is so friendly with different platforms

Zachary Hanitz
08:13:50 PM
We played around with the HTC Vive and Google Cardboard back in FGCU Game Design Club

Susan Kiechel
08:14:05 PM
Awesome :D

Susan Kiechel
08:14:17 PM
Haha I remember google cardboard.

Ross Winters
08:14:18 PM
I've made two smaller VR games in Unity using C#, its not tooooo difficult. But definitely a skill to learn

Carter Blalack
08:14:40 PM
The biggest thing is maintaining your FPS

Nathan Beals
08:14:57 PM
and not making people crumple

Jacqueline Bornstein
08:15:09 PM
I'm super hype for AR/VR - I briefly used the hololens and it was pretty nifty!! Bummer about Magic Leap - it seems their product wasn't too great and their business culture doesn't seem swell either...

Rick - FIEA Production Hall
08:15:13 PM
Keep in mind that on a team with 100 people making a big Star Wars type of game, you might have 1 or 2 writers. The story plays a big part, but doesn't amount to a huge percentage of developer positions.

Kelby Martin
08:16:01 PM
Rick's hit it right on the nail.

Kelby Martin
08:16:07 PM
Er, head?

Kelby Martin
08:16:10 PM
Ah, whatever.

Rick - FIEA Production Hall
08:16:59 PM
That said, I really liked the story in Hellblade

Kelby Martin
08:17:10 PM
And some writers tend to do other roles, to be frank

Zachary Hanitz
08:17:20 PM
Elder Scrolls Online even has its own Loremaster position, above Narrative Lead / Lead Writer, etc.

Kelby Martin
08:17:24 PM
Cory Barlog - co-writer, director, exec producer

Kelby Martin
08:17:32 PM
Tetsuya Nomura - Writer, character designer

Kelby Martin
08:17:36 PM
Even though I hate Nomura's writing

Lianna Carter-Jackson
08:18:10 PM
We're nearing 8:30, does anyone have any admissions questions??

Zachary Hanitz
08:18:11 PM
Well the role of Production is that of a jack-of-all-trades, including game design, level design, dialogue/story writing, etc. Multiple hats & positions.

Jacqueline Bornstein
08:18:22 PM
I believe it was Rick who told me to do whatever it takes to get into the industry, and once you're in, feel free to try side-stepping into other areas ~ having tech skills will definitely help in that

Zachary Hanitz
08:18:35 PM
So it makes sense to include narrative design / video game writing in that sub-spec. :)

Rick - FIEA Production Hall
08:18:43 PM
@Jackie yeah. I think that's the most pragmatic approach

Kelby Martin
08:19:06 PM
I disagree with the notion of production being a jack-of-all-trades significantly, but that's a discussion not meant for here.

Adria Llerena
08:19:14 PM
Hi everyone!

Kelby Martin
08:19:18 PM
Hi!

Carter Blalack
08:19:21 PM
Hello

Rick - FIEA Production Hall
08:19:22 PM
Hey Adria!

Lianna Carter-Jackson
08:19:27 PM
Hey Adria!

Jonathan Baldessari
08:19:27 PM
Hi there!

Kelby Martin
08:19:40 PM
@Rick - Can you tell me what I can expect for my first semester of FIEA?

Jacqueline Gomez
08:19:49 PM
Hi Adrea

Mohammad Mustafa
08:19:56 PM
Hello :)

Jacqueline Gomez
08:19:57 PM
*adria

Gina Levy
08:20:09 PM
Hello.

Zachary Hanitz
08:20:12 PM
@FIEA current students, what has been your favorite class/project so far?

Adria Llerena
08:20:31 PM
I was wondering if we got accepted into one track, and we find we're good at another skill/set of skills for another track are we allowed to switch tracks/focus on that? I.e. I got accepted for Production but what if I find I'm better at the Artist track or programming track?

Rick - FIEA Production Hall
08:20:36 PM
@Kelby First semester for Producers is Production for Media (an intro to the Induystry), Game Design, Rapid Prototyping, and your track specialization class

Kelby Martin
08:21:01 PM
@Lianna - I've done my FAFSA, loan entrance counseling, and will be doing immuniation forms closer to school. I believe loan applications for grad plus start in April adn stafford is available once you do the FAFSA

Kelby Martin
08:21:04 PM
Am I missing anything?

Rick - FIEA Production Hall
08:21:09 PM
@Adria you'd have to talk to the Art faculty in that example, but track switching does sometimes occur

Tom Carbone
08:21:11 PM
@Adria - Yes it happens but very rarely. Some of the very best FIEA programmers of all time started as producers.

Carter Blalack
08:21:27 PM
@Adria - you are allowed to switch during the first semester, as long as you've been keeping up with that other class as well so you don't end up too far behind when you make the switch

Zachary Hanitz
08:21:50 PM
@Kelby, if Production is not a jack-of-all-trades, then why does FIEA's website list Game Design, Tech Design, and Project Management as Production focuses/specializations.

Lianna Carter-Jackson
08:22:05 PM
Kelby, nope! You're right on track

Adria Llerena
08:22:12 PM
Oh awesome, thank you and what skills do you look for in a student in the art track?

Rick - FIEA Production Hall
08:22:41 PM
@Zach Production is a big umbrella term. It might be more accurate to describe it as a collection of niches

Kelby Martin
08:23:20 PM
@Zachary - Because producers need to specialize, and most producers tend to side-pitch as designers in most cases

Chris Roda
08:23:22 PM
@Adria - It would be very hard to switch into the art track after the first semester. The students are drinking from the fire-hose as it is. Of Course if you can demonstrate sufficient aptitude to keep up with the work you will be more then welcome :)

Meredith May
08:23:22 PM
@Nick @Chris - As an incoming student to the art track, what sort of things would you recommend I work on while waiting for the semester to start?

Kelby Martin
08:23:34 PM
In addition, having a solid design background is the ticket to being a great producer

Carter Blalack
08:23:39 PM
@Adria - as a student in the art track, the most successful people I've seen have been open to feedback and new processes, curious, and creative-minded

Kelby Martin
08:23:39 PM
Hence why a lot of great producers come from QA

John-Thomas Lascha
08:23:43 PM
@Zach, It's hard to pick a favorite. Capstone is probably the best because it's exciting to make something big with a big group. RPP was fun for meeting lots of people and working on lots of creative things. Game design was great because of creativity, and the endless font of entertainment that is Rick Hall.

John-Thomas Lascha
08:24:04 PM
Also, day 1 tips, make a Rick Quotes document. Most important notes I've taken at FIEA

Kelby Martin
08:24:05 PM
@Lianna - Whew! Thanks! :)

Zachary Hanitz
08:24:07 PM
Video game writing and narrative design is as much of a specialty as level design is. :)

Susan Kiechel
08:24:09 PM
Is the game industry pretty open to tattoos? I generally cover mine for interviews but I always wondered if it was any different

Rick - FIEA Production Hall
08:24:14 PM
@John-Thomas LOL. I do curse a lot

Kelby Martin
08:24:15 PM
@John-Thomas OOH BOI YES

Adria Llerena
08:24:15 PM
@carter I'm not sure I understand when you say they are drinking from the fire hose?

Lianna Carter-Jackson
08:24:31 PM
Kelby, you're welcome!!

Adria Llerena
08:24:37 PM

Ditto on the tattoo question.....

Carter Blalack
08:24:51 PM
It's a lot of information coming at you very fast, and you have to absorb all, or at least most, of it to succeed.

Kelby Martin
08:25:01 PM
But yes - Producers can serve a variety of different roles, but they're almost always serving in a design and project management capacity

Rick - FIEA Production Hall
08:25:04 PM
The video game industry is filled with colorful characters. Tattoos won't even stand out

Chris Roda
08:25:06 PM
@Meredeth & @Adia - the Art staff looks for folks with a strong sense or traditional core abilities. Have 3D skills iin addition is a major advantage

Kelby Martin
08:25:13 PM
If you're a technical producer, then you'll be dealing with scripting and guiding programmers

Carter Blalack
08:25:17 PM
For example, earlier this semester in Chris's class, we covered about a year's worth of high-school trig in 90 minutes

Susan Kiechel
08:25:21 PM
Thats what I thought @Rick. It's been an ongoing debate with my mom haha

Kelby Martin
08:25:30 PM
Long story short - Producers' roles differ from studio-to-studio

Adria Llerena
08:25:32 PM
Understandable. I come from a traditional art background but I was turned down initially due to lack of 3d design

Lianna Carter-Jackson
08:25:36 PM
If it makes any of you feel better, I have almost finished my half sleeve :)

Susan Kiechel
08:25:43 PM
Maybe Nintendo will give me a job for just having pokemon tattoos.

Zachary Hanitz
08:25:48 PM
What kind of accommodations does FIEA provide to students with disabilities?

Kelby Martin
08:25:48 PM
I believe this is a longer form of the answer Rick gave me when I asked him why production has students doing design work

John-Thomas Lascha
08:25:58 PM
@Susan, at GDC, "the person with the tattoo" would not be even slightly helpful identifying information

Susan Kiechel
08:26:09 PM
That's what I like to hear!

Rick - FIEA Production Hall
08:26:25 PM
Or purple hair or face piercings etc

Susan Kiechel

08:26:26 PM
I stick out alot at auburn :(

Carter Blalack
08:26:27 PM
Same with "the person with the dyed hair"

Adria Llerena
08:26:30 PM
@john good to know.

Adria Llerena
08:26:45 PM
So dyed hair is fine? My job rn is very strict on that

Nathan Beals
08:26:52 PM
I can't find it, but I think I read somewhere that you could take out loans up to the cost of attendance, but uh, FIEAs tuition is higher than the tuition on UCFs page for cost of attendance, so uh, how does it work out for loans?

Kelby Martin
08:27:00 PM
Adri - I know devs in the industry that have green, pink, blue, etc. hair

Zachary Hanitz
08:27:06 PM
I realize that Producer's role varied from studio-to-studio, which was why I was asking where narrative design fell under FIEA's umbrella, and it seems to be the Game Design focus/track, which is under Production. If I'm not mistaking?

Kelby Martin
08:27:07 PM
Shoot one guy I know works at Square Enix and LOOKS like Noctis

Kelby Martin
08:27:10 PM
like he makes his hair like that

Lianna Carter-Jackson
08:27:11 PM
Last call for questions! :)

Kelby Martin
08:27:12 PM
You're fine, LOL

Chris Roda
08:27:15 PM
@meredeth & @Adria - if you ar comig in as animators or Tech Artists then you definitely need to show sufficient animation and problem solving skills, respectively :)

Adria Llerena
08:27:23 PM
@kelby good because I'm dying this back to red or purple.

Susan Kiechel
08:27:32 PM
I'm rocking blue right now @Adria

Susan Kiechel
08:27:41 PM
It's a mystery what color it will be when I get to FIEA

Rick - FIEA Production Hall
08:27:46 PM
I know a guy who worked at High Voltage who came to work in a Batman costume every day, and entered the building through the window

Adria Llerena
08:27:56 PM

@chris absolutely, but I'm coming in as a level designer

John-Thomas Lascha
08:28:00 PM
also, for producer specializations, Tech Design is more programming than design work. Design is still helpful, but it's secondary. Depending on how you take it, you can end up with a full on programming job.

Chris Roda
08:28:00 PM
Tats and colored hair rock!

Kelby Martin
08:28:03 PM
@Rick - WHAAAAAAAAAAT

Kelby Martin
08:28:05 PM
THAT'S FANTASTIC

Kelby Martin
08:28:07 PM
HAHAHAHA

Adria Llerena
08:28:18 PM
@susan I bet it looks GREAT!

Susan Kiechel
08:28:51 PM
@Adria it totally does! Blue's the best on me :D I'm sure yours will look amazing too!

Kelby Martin
08:28:53 PM
Yeah, tech design is intimidating to me, as I'm still learning programming

Susan Kiechel
08:28:57 PM
God I'm so excited to be around colorful people

Rick - FIEA Production Hall
08:28:58 PM
In the video game industry, if you came to work in a suit, people would think you'd had a mental breakdown

Kelby Martin
08:28:58 PM
But hopefully I'll be up to snuff come fall

Kelby Martin
08:29:15 PM
Yeah, the games industry is very very casual with its dress code

Adria Llerena
08:29:21 PM
@rick good to know!!!

Kelby Martin
08:29:26 PM
I used to intern with an indie dev and I did all my work in socks

Kelby Martin
08:29:27 PM
and jeans

Adria Llerena
08:29:28 PM
I don't do dress code

Gina Levy
08:29:35 PM
Oh so its cool if we come dressed up in cosplay. lol

Zachary Hanitz
08:29:36 PM
Rick, what's your favorite video game?

Jacqueline Bornstein
08:29:48 PM
i know some bombass nerdy tattoo artists in orlando, guys xD

Adria Llerena
08:29:52 PM
Me and Gina have been planning our outfits since we got accepted

Susan Kiechel
08:29:52 PM
Tanktops and sweat pants are my dress code.

Kelby Martin
08:29:58 PM
@Gina - Well, as a producer, I'd say as long as it doesn't distract other folks in the office and hinder producitivty, you do you, friendo. ;)

Rick - FIEA Production Hall
08:29:59 PM
Ever or currently?

Susan Kiechel
08:30:00 PM
Let's go get nerdy tattoos together everyone.

Zachary Hanitz
08:30:04 PM
Both.

Lianna Carter-Jackson
08:30:06 PM
Well this completes tonight's chat! Thank you all for coming!! :)

Zachary Hanitz
08:30:08 PM
I suppose.

Mohammad Mustafa
08:30:10 PM
@Rick LOL

Kelby Martin
08:30:11 PM
I think it's 8:30 - closing time?

John-Thomas Lascha
08:30:15 PM
@Kelby, I recommend playing Human Resource Machine. It's a super accessible game that teaches programming in a fun and simple way. Knowing programming concepts, regardless of language, is a deeply valuable skill. That game will help out a lot. It's the only reason I survived two semesters of assembly in undergrad

Adria Llerena
08:30:15 PM
@susan you need to see my leg piece tat

Susan Kiechel
08:30:28 PM
@Adria what of?

Kelby Martin
08:30:30 PM
I'll absolutely check it out @John-Thomas, thanks!

Tom Carbone
08:30:31 PM
Good night everyone!

Rick - FIEA Production Hall
08:30:41 PM
Currently I play way too much SWGOH. But I suppose I invested 9 years of my life into WoW, so that must be the winner

Gina Levy
08:31:10 PM
Night

Meredith May
08:32:51 PM
Night!