George Mason University  
College of Visual and Performing Arts  
Computer Game Design Program

GAME 489: Pre-Internship Seminar  
Instructor: Dr. Scott M. Martin  
Office: AB RM 2020  
Spring Semester 2015  
Classroom: AB 2002  
1 Credit Hour  
Class: Friday 1:30PM-2:20PM  
Office Hours: F-11:00AM-1:30PM  
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smartin4@gmu.edu

Prerequisites: Game 410

Course Description:
Prepare students for the professional interview and application processes associated with securing an internship. By the completion of the course, students will develop and design a professional resume and portfolio ready for submission to potential employers. The semester will culminate in a mock interview where the students can apply the skills learned in the course and present their portfolios to faculty in preparation for the internship application process.

Objectives:
Students will be able to use strategies for effective interviewing and resume writing, working with faculty with experience in the field of Computer Game Design. To create the ability to focus personal career plans and to develop communication skills, planning strategies and to nurture the skills and attitudes that enable students to creatively solve problems, and identify opportunities in and outside of fields of their choice, and possess professional communication skills, attitude, attire, and demeanor.

Requirements and Evaluation:
At the beginning of each class meeting, students should be prepared to discuss the assigned readings, topic assignments, and examples discussed or assigned in the previous class. In addition, students should be prepared to discuss with the class the status and stage of their project(s), as well as any related strategic, philosophical, technical, or ethical issues. A lecture will follow, accompanied where possible by guest presentations or topics discussions.

At mid-term, each student is required to submit and present a professional ten-minute presentation outlining their personal career plan, including a personal values statement, employment and compensation goals, a networking strategy, a strategy for obtaining a “career mentor” and a time table. The mid-term project shall contain original concept ideas and research.

During the final two weeks of the semester, students will publically present their resume, online portfolio, and qualifications, and address questions from the audience.

Recommended Readings:


Grading:
Grading will be based on participation in classroom discussions (20%), mid-term presentation and project (40%), and the final presentation and project (40%).

To receive a grade of "A" a student must achieve a minimum average grade of 90% on the course work requirements.
To receive a grade of "B" a student must achieve a minimum average grade of 80% on the course work requirements.
To receive a grade of "C" a student must achieve a minimum average grade of 70% on the course work requirements.
To receive a grade of "D" a student must achieve a minimum average grade of 60% on the course work requirements.
Failure to receive a "D" grade will result in a grade of "F".

Written Material:
All written material must be typed, double-spaced, free of typos, misspellings and grammatical errors, as well as fully footnoted (or end noted) and consistent use of either MLA or APA style. If you do not know how or when to footnote, it is incumbent upon you to discover how. Cite videotapes, other games, news programs, websites and other media forms you use in your Game Design Document.

Honor Code:
Remember George Mason University's Honor Code. Using other student’s materials (written or visual), using a source without proper citation, buying, borrowing or appropriating material from the web and claiming it as your own all violate ethical standards agreed upon by this institution. Your work should be your own. You can be expelled for a violation of the Honor Code.

Course Outline

Week #1 Concepts and Purpose
Objective Appraisals/SWOT

Week #2 Document Design For Resumes
Job Search Techniques

Week #3 Resume Critique Workshop
Strengths and Weaknesses

Week #4 Interview Strategies
Employment and Compensation goals

Week #5 Personal Values and Networking Strategies

Week #6 A Day in the Industry
Guest Speaker

Week #7 Showcasing Your Skills
Week #8  Marketable Industry Skills

Week #9  Mid-term Presentations

Week #10  Letters of Introduction
        Value of a Mentor

Week #11  Finding the Perfect Job Site
        Choosing an Area in the Industry

Week #12  Strategies for Succeeding in the Industry

Week #13  Starting Your Own Company: A Primer

Week #14 and #15  Final Presentations