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Strange new world of video game design

By MICHAEL ABURAS
Staff writer

Killing aliens, power ups, weapons upgrades, salivating over your enemy's screams as his pathetic five-armed one-eyed life, if it's not a zombie, exits its bullet-ridden body all begin at the designing stage of a video game.

Associate professor of the multimedia department Pilar Lewis, around a year ago, started work on a certificate in video game development and, after working with people in the game industry, achieved her goal. As a result, Ohlone now offers video game design as part of its curriculum.

Neil Strudwick, who has 15 years of experience working for Namco and Electronic Arts, and Michael Lubuguin, a video game designer who has 20 years of experience working with Namco and other companies, both collaborated with Lewis to create the certificate and design the curriculum.

"The goal of the certificate is

to prepare students with artistic and technical skills for entry-level positions in the video game industry, with emphasis on the following roles: Game and Interactive Software Tester, Game Artist, and Game Designer," said Lewis in an email.

Strudwick, at the time the curriculum was being developed, was teaching 3-D classes and was a valuable resource for connections to and knowledge of the game industry. "His suggestion was to have students sketch by hand because it is required in the industry," and is easier for communicate ideas Lewis said. When she met with Lubuguin, Lewis inquired how she should train students to get jobs in the industry. Lubuguin explained the three existing classes: texture, modeling and animation, were good but we needed a class where the students would learn how to plan a video game, a class to explain the roles of people in the industry, do what those roles require and learn the vocabulary of the industry.

The curriculum consists of MM-118 Intro to Video Game Design and MM-119 Video Game Development, which is taken twice. The prerequisite for both is to take at least one of the three classes Lewis

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'Video games will be the dominant art form of this century'

--Will Paicius



Art courtesy of Paul Hardin

Concept art of a "level 3" demon created by Will Paicius' Video Game Production students. The demon is from their game "Apocalypse."

Gallaudet protesters win point

By ERIC DORMAN
Staff writer

Many in Ohlone's deaf community are enthusiastic following Gallaudet College's recent decision not to hire a controversial educator as college president, though most are simply glad that the strife at the college is over.

"We feel it was a good decision [to not to hire Jane Fernandes]," signed Joe McLaughlin, Dean of Deaf Studies at Ohlone. "The president of a deaf college needs to have strong ties to the deaf community, and we think Fernandes did not have those ties."

Gallaudet, located in Washington D.C., is one of the nation's largest undergraduate universities for deaf students and was the first of its kind in the U.S.

Student riots broke out about three weeks ago, when the Board

of Trustees voted to hire Fernandes as president. Gallaudet students argued that Fernandes was unfit for the position, as she was too orally focused to truly be part of the deaf community even though she was deaf. As a child, Fernandes was not taught American Sign Language. Instead, she was taught to communicate orally, only later did she learn ASL.

Tensions cranked up a notch last Wednesday, when the college tried to use a bulldozer to clear one of the gates in front of which protesting students had set up tents. Several students complained of injuries caused during this and the Metropolitan police were called, arresting several students, according to *The Washington Times*.

Just last Sunday, however, the Gallaudet Board of Trustees reversed its decision on Fernandes, deciding not to hire her and order

was restored in the college.

McLaughlin explained why he was glad of the decision. He said that putting a predominantly oral person at the head of a deaf school was like putting a white person at the head of a predominantly black school; the students might feel like they were not being represented.

Ohlone, with its large deaf population, transfers a good number of students to Gallaudet every year, 6 to 8 students out of a deaf population of about 140, said Deaf Center Employment Developer Kelly Wilmeth.

Deaf students Janette Navarro, Sung Shin, Daniel Harnish and Herminio Mores all echoed McLaughlin's sentiment.

"She was not related to the deaf community," said Shin, who added that, although the riots had not influenced whether or not she wanted to attend Gallaudet so far, if the unrest

had continued it could have.

Mores was a step closer to the struggle. He has a friend at Gallaudet who participated in some of the protests. Mores said that his friend is content with the end result.

"[We're] happy that it's been resolved," said Harnish.

Schedules

The Spring '07 class schedule is now available on WebCT. The printed version is expected to be on sale for \$1 in the student store by Friday.

Currently enrolled students will be able to register for classes on Nov. 20 while new and returning students will be able to enroll Dec. 4.

Retro pink



Jennifer Teixeira models for Retro Pink Fashion Show. See story, photos, Page 4.