ETC - Experience Designing Games: Exploration (EDG:E)

Overview:

As games continue to dominate the entertainment industry, what are the skills needed for modern game development? Whether it be 2D art, 3D art, software development, music composition, audio engineering, game design, production, management, or interactive narrative, participants in the EDG:E program will have the opportunity to explore the elements of game design and development through a variety of lectures and workshops introducing these crucial skills.

Experience:

Participants will explore a series of lectures and workshops over the 3-week program tailored to one's interests / course availability and finish with a "lightning round" game build. The instructional sessions of the program do not solely focus on programming, but rather on the multidisciplinary nature of game development and all that is involved in the making of interactive experiences.

The EGD:E program provides students with an expansive offering of instruction around cutting-edge tools and best practices used in leading game development studios. The program also provides opportunities to imagine future academic and professional pathways including pre-apprenticeship programs, game design competitions, and playtesting professional prototypes. The ETC (CMU's Entertainment Technology Center) provides all necessary hardware and software needed.

During the three-week program time, lunch will be provided on instructional days, and each student will receive a CMU ID card which provides a Pittsburgh Regional Transit bus pass for travel to and from the ETC campus as well as access to local museums. Limited Pre-College activities and events outside instructional times may be available to EDG:E students.

Selection Criteria:

Students selected for the EDG: E program will be encouraged to expand their own creative possibilities through a unique blend of college-level workshops across a variety of disciplines related to game design and development.

Students historically excluded from the gaming industry including, but not limited to:
- Underrepresented in science, math, and engineering.
- Low socioeconomic status, which may be indicated by eligibility for public assistance programs or free/reduced lunch.
- Raised in a home where English was a second language.
- Future first-generation college students (you'll be the first in your home to obtain a bachelor's degree).
- Currently attending a high school with historically low rates of admittance to top-tier institutions.

Financial Need:

The Entertainment Technology Center at Carnegie Mellon University utilizes a holistic application review and admissions process, looking at the full application and selecting program participants based on a combination of factors. Because we are a no-cost program for participants, demonstrated financial need is one of these factors.

Documentation of financial need is required for application submission. Documentation includes either tax documents or a completed NACAC Application Fee Waiver hand-signed by your high school guidance department.

Students in any of the below categories are considered to demonstrate financial need:
- Students who have received or are eligible to receive an ACT or SAT testing fee waiver.
- Students who are enrolled in or eligible to participate in the Federal Free or Reduced-Price Lunch Program (FRPL).
- Students whose family income falls within the Income Eligibility Guidelines set by the USDA Food and Nutrition Service.
- Students who are enrolled in a federal, state, or local program that aids students from low-income families (e.g., TRIO programs such as Upward Bound).
- Students whose family receives public assistance.
- Students who live in federally subsidized public housing, a foster home, or are homeless.
- Students who are a ward of the state or an orphan.
- Students who can provide a supporting statement from a school official, college access counselor, financial aid officer, or community leader.

Eligibility:

To be eligible for the EDG:E program, students must:
- Be a commuter student. The parent or legal guardian must have a permanent residence within approximately 30 miles of campus or within Allegheny County. Families who relocate temporarily to the Pittsburgh area are not eligible for commuter status. There are no exceptions to this policy.
- Be at least 16 years old by the program start date.
- Be a U.S. citizen or permanent resident. Students who are registered with DACA are also eligible.
- Be a current sophomore or junior in high school at the time of application submission.

The complete application for the ETC EDG:E program will consist of the following:
- Online application
- Unofficial high school transcript
- Standardized test scores (optional)
- One counselor recommendation (written by a school counselor or community-based organization advisor)
- One teacher recommendation (written by a teacher in a STEM field)
- Responses to essay prompts

Application Essay Prompts:

Response to the following essay prompts (300-500 words):
- Share with us your favorite game. Why do you like it?
- Tell us why you would like to participate in the EDG:E program.

EDG:E Application and Program Information:

- This program is for commuter students only. Please see Eligibility section for requirements.
- Application fee and enrollment deposit are waived for applicants.
- Application Deadline: Friday, March 15, 2024
- Decision Notification: on Friday, April 5, 2024
- Enrollment Forms and Photo Due: Sunday, May 5, 2024
- Health/Immunizations Forms Due: Saturday, June 1, 2024
- First Day of Classes: Monday, June 24, 2024
- Program End Date: Friday, July 12, 2024