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Core Theory: From chalkboard to full immersion

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In this talk we will address the relationship between game design and education. Training for knowledge and readiness have been at the forefront of any campaign. Time and technology has accelerated the process by which we prepare ourselves. The United States military is no exception and has hastened to catch up to technical advancements. Our armed forces are embracing the science of game design and development over traditional methods of training. These methods that have been in place for decades are getting revamped with supplemental module based training. We have come to a place where the art of game design is replacing chalkboards and complimenting text books to give an educational advantage. The fundamental elements of game design do not always apply in this regard but rather are customized to cater to the needs of the student. Game mechanics have afforded the ability to engage and immerse individuals in virtual spaces that provide room for controlled experimentation and simulation. By adapting this method of training, the student is exposed to preemptive exploratory learning in which they can apply their technical skillset.

Biography

John Carter is a 3D artist and is currently employed by Booz Allen Hamilton a government contractor for the Department of Defense in San Antonio, Texas. He attended Northwest Vista College where he developed skills in 3D animation, video special effects, game concept art and game design, as well as, traditional art skills and graphic design utilizing current industry software. John was awarded "Best in Show" at the 2011 New Vistas in Media Festival a collaboration of student technical achievements in video and media arts. Since 2012, John has served as a member of the multimedia advisory board at Northwest Vista College game development and animation department. John previously worked as an assistant to the Director of Education at Geekdom for a Rackspace hosted mobile unit offering educational enhancement projects for a STEM program. He has also worked as an adjunct faculty instructor at Northwest Vista College teaching students game design and pipeline processes. John was given the opportunity to work through a grant from Microsoft instructing local school teachers on basic programming in Kodu for later implementation in the classroom. John also volunteers his time as an instructor and mentor for the Screaming Chickens Robotic team a non-profit organization offering after school education in software technology.

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