

GAME DESIGN

MASTER OF FINE ARTS

APRIL 2020 NEWSLETTER

INTERVIEWS

ZAC BOGNER
MFA Thesis Game
Catch My Tail

IAN RING
MFA Thesis
Game
The Friend Ship

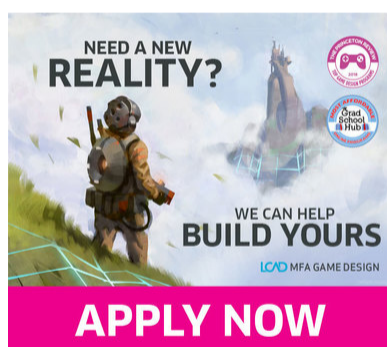
VIDEOS



LCAD Game Program +
Outer Wilds Make Games



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NEW WORLD. NEW GRADS. NEW WORKFORCE.

Greetings from LCAD's MFA program in Game Design,

Spring 2020 will be remembered for decades to come. It is now a time of change, and with change comes new patterns in our daily life, new methods of doing old tasks, and this year a drastic change in communication and socialization. The game community seems to be better prepared for what is currently on everyone's mind by helping to create solutions for everything from wedding ceremonies to teaching classes.

LCAD's MFA Program in Game Design started out completely online, with students and teachers from around the world working together to create a dynamic learning environment. As our 2020 graduates look to enter the workforce, they are prepared for working remotely, not only one-on-one, but they are also adept in the various engines and apps available to run teams, and to collaborate toward successful end game projects. We feel they will be a vital asset to the new work force that will readily adapt to the unknown, with the fortitude to help others struggling to get through it.

Finally, I'd like to extend congratulations to LCAD MFA Game Design candidates, Brandon Cluff and Jordan Mann for their dreamy, musical, puzzle solving game, Fugue, being accepted into the 2020 Intel University Games Showcase.

Wishing you good health,

Sandy Appleoff Lyons

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GAME DESIGN

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INTERVIEW

ZAC BOGNER
PROGRAMMING LEAD, MFA THESIS
GAME "CATCH MY TAIL"

LCAD Game Design (GD): Why did you decide to come to LCAD?

ZAC BOGNER (ZB): Deciding to go to LCAD was made because I wanted to grow my skillset as a Game Designer and Game Developer, meanwhile helping others succeed in the process of creating games and practicing different areas of focus in the game industry.

GD: How was your experience at LCAD been compared to your experience in an undergraduate program?

ZB: My experience at LCAD has greatly improved my abilities as a student and individual outside of my former academic studies. LCAD has made me a better person both from a Game Designer standpoint and building leadership skills. Being able to lead a team remotely with team members resourced from across the world has been fun and challenging.

GD: Looking back, would you say your LCAD experience was worthwhile?

ZB: My LCAD experience has been worthwhile. Since having a history of taking classes with professors before at my former college for undergrad studies, I feel that I have shown them my abilities I have learned as a designer



and overall human being. Yes, I had struggled significantly from before attending LCAD, thus my LCAD experience had led me to further my knowledge and understanding of maintaining a growth mindset.

GD: During your first year, how fast did you adapt to working on student and school projects online?

ZB: During my first year at LCAD, working on student and school projects online was not strange to me, since I had adapted what I had learned in some of my undergrad classes how to work in various teams that were of a range of sizes from large and small.

GD: How has school life changed for you ever since the COVID-19 outbreak?

IR: School life has changed from the COVID-19 outbreak because I haven't experienced something

like this before, and that also goes with many people who are affected by it too. We have encountered an unexpected outcome in our lives and trying to not worry about the outbreak while staying safe and healthy is priority for those classes. Since most classes were already online, and the professors are extremely adaptable/ understanding of the current situation, school life hasn't been disrupted as much compared to other schools across the globe.

GD: Would you say your online classes have prepared you for the upcoming job market?

ZB: My online classes had taught me a significant amount of information and best practices for entering the games industry.