learninggamesnetwork

BE A PART OF THE LGN DESIGN CORPS!

What is the Learning Games Network?
The Learning Games Network is a non-profit organization that works with game designers, teachers, researchers, and students to encourage the design and use of video games for learning.

What is the Design Corps?
Games are made to be played! So the input and participation of the gamers themselves is an important part of the design process. The LGN Design Corps will be a nationwide group of students who will work with us through a variety of events and opportunities to participate in our own development process; learn about game creation and production; contribute to the conversations, research, and development of games of our own and of our members; and connect with other students and professionals interested in or working at game production.

What Will I Do?
Examples of the types of events we are planning for our Design Corps members include:
* "Open Studio" time at our Cambridge studio, where Boston-area Design Corps members can come after school to work, study, explore, design and play new learning-game concepts;
* Play-testing sessions, where members around the country can play new games being created by LGN or other Network members, to give us feedback and input on the games before they go public;
* Special monthly presentations (both local and online) by leading designers, producers, and researchers about games and game development;
* An annual learning game design and production Hack-A-Thon organized just before the Game Developers Conference in Northern California;
* An annual Learning Games Network Design Corps Summit in Boston with leading designers, researchers, and developers from the gaming industry.

All events are voluntary. LGN Points are earned for participation. While there are no mandatory events, members are asked to participate in 2-3 hours of Design Corps events per week.

Why Should I Join?
Benefits of being part of the LGN Design Corps include:
* Chances to play, test, and provide input on new games before your friends even know they exist; and have a direct influence and impact on the development of those games;
* Opportunities to work with researchers and designers from MIT, Univ. of Wisconsin-Madison, and other top universities, as well as designers and executives from leading design and technology companies;
* The potential to help improve the types of learning tools that you and your friends could be using in school, or getting as homework assignments;
* Developing leadership and collaborative skills, finding a fun outlet for learning, and cultivating 21st century learning skills.
* Referral service for summer research opportunities and game industry internships;
* Support for Design Corps members creating entries for design competitions and applying to special programs, colleges, and graduate programs;
* "LGN Points" earned for participating in designated events, redeemable for cool gear from our sponsors. Top point earners will also receive free travel and lodging to participate in our first annual Design Corps Summit in Boston in Summer 2010.

The LGN Design Corps is currently accepting applications. Events begin in September 2009.
Application deadline is Friday, September 25th, 2009.

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