Game Development Club Scholarship

The Game Development Club (GDC) Scholarship is an annual, one-time reward given to students who fill out this form and fulfill the following requirements:

1. The student must major in ISDE, WEB, IST/CSC or GDT.
2. The student must be a good standing GDC member.
3. The student must have completed at least 12 credits of their program requirements.
4. The student must have a GPA of 3.0 or higher.
5. The student must complete the Game Project Essay found on the submission requirements.
6. All materials must be submitted by October 15. Please Submit to D. Maruszewski, ATC 206, dpmaruszewski@hagerstowncc.edu.

The submission requirements may be found on the second page of the application.

Name (print): _____   Date: _____

Street: _____

City: _____   State: _____   Zip: _____

Phone: _____   Student ID: _____

E-Mail: _____   _____

GPA: _____   Major: _____

Overall Credits Taken: _____   Program Requirement Credits Taken: _____

Planning to Transfer?   ☐ Yes   ☐ No

If yes, where? _____

Are you a Game Development Club Member?   ☐ Yes   ☐ No

Signature: _____

Submission Requirements:

1. Program Evaluation from Web Advisor
2. Unofficial Transcript
3. Game Project Essay (See below)

Game Project Essay

You have been added to team of independent game developers to make a new video game. The new game is an RPG that has the possibility of supporting multiplayer and online capabilities. No game system has been chosen yet.

The timeframe of the game will be in the present and in the United States. This is not a fictitious modern society but a timeline almost exactly the same as ours.   Celebrities or politicians may be used, but they will not be main characters.

This game would be looking to obtain a T (Teen) rating.

You can choose from one of the following positions at the company:

1. Art Asset Creator
2. Game Mechanics Programmer
3. Level Designer
4. Sound/Audio Designer
5. User Interface Designer
6. Cut Scene Animator
7. Quest Designer

In this essay, you will write at least 3 paragraphs explaining the following: What is/are the first thing(s) that you would work on? Why? How would you go about that/those initial task(s)?