

THE LGN DESIGN CORPS

The Learning Games Network

The Learning Games Network is a recently established 501(c)(3) non-profit organization, formed to spark innovation in the design and use of video games for learning.

The Design Corps

In addition to bringing together an integrated network of educators, designers, media producers, and academic researchers who all have a hand in creating and distributing games for learning, the Network is also creating opportunities for youth to contribute to conversations, research, and development through the LGN "Design Corps."

As the Network works to develop projects, including a flagship language-learning platform funded by the William and Flora Hewlett Foundation, we are looking for highly motivated, creative, and articulate middle school, high school, and undergraduate students to (a) participate in exclusive workshops and online sessions with leading learning-game designers, producers, marketers, and researchers; (b) regularly review and test learning games that are in development; and, (c) work both locally and virtually with LGN member organizations across the U.S.

With game design and production requiring many rounds of iteration during which details are play-tested, tuned, and enhanced, Design Corps members will learn about the development process and the integration of gaming into both formal and informal learning settings, as well as serve as a pool of rapid-reaction testers and reviewers during the creation of learning games by the Network and its partners and member organizations.

Opportunities / Events

- "Open Studio" time, at which Boston-area Design Corps members can work, study, explore and design new learning-game concepts, and play games after school at the Network's Cambridge studio;
- Informal and formal play-testing sessions organized by Network team members to support ongoing design and production work;
- Special monthly presentations by leading designers, producers, and researchers that will be both presented locally and archived online;
- Invitations to participate as Network guests in relevant research and game-industry symposia, colloquia, conferences, and other events;
- Regular opportunities to explore and get feedback on individual and group creative-design concepts;
- Participation in an annual learning-game design and production Hack-A-Thon organized just before the Game Developers Conference in Northern California;
- 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; and
- Earn "LGN Points" 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, with leading designers and researchers from the gaming industry.

The LGN Design Corps is currently accepting applications. Events begin in September 2009. Application deadline is Friday, September 25th, 2009. Members are asked to participate in an average of 2-3 hours of events and activities per week.