The Game Development Club was founded at K-State with the purpose of uniting students who enjoy computer game development and fostering that passion. From a programming perspective, game development touches on many of the areas in computer science from databases and networking to graphics and physics.

A team from the club participated in Ludum Dare in December 2014, a worldwide, 72-hour, online game jam where the only prizes are “bragging rights and glory,” and the club also sponsored its own 48-hour game jam in February 2015 for 61 K-Staters competing for prizes, and enjoying meals and snacks provided during the experience.

Team leaders
Nicholas Boen
Alex Lesperance
James Tyson
Christopher Handyside
Dane Miller
Ryan Woodburn
President/Team Lead
Vice President
Treasurer/Team Lead
Team Lead
Webmaster/Team Lead
Industry Liaison

Faculty adviser
Nathan Bean, CIS instructor