

Game Development Club

The K-State Game Development Club is dedicated to the practice of making video games for multiple purposes — from the background programming to the art and music. The games serve as educational supplements as well as expressions of creativity with the medium.

Each spring semester the club hosts its annual game jam weekend where the rest of the university, as well as those from other campuses, compete to make a video game within 48 hours. Club members also travel to compete in game jams hosted by other universities.

At these competitions, teams of four or fewer are given a theme to follow, after which they brainstorm for ideas and create the game, and then submit it for judging.

Club activities also include Q&A sessions on Skype with video game companies, and each year a few of the students are able to attend the Game Development Conference in San Francisco to help improve the College of Engineering's connections with the industry.

Team leaders

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| Lauren Lynch | President |
| Carson Holt | Vice President |
| Steven Zwahl | Treasurer |
| Jesse Molenda | Industry Liaison |
| Nathan McClain | Event Manager |
| Dayton Taylor | Website Manager |
| Kyle Ingram | Social Media Manager |

Faculty adviser

Nathan Bean, CS instructor

