



Teaching Portfolio

Jonny Hopkins

Teaching Portfolio

- Hello!
- I make
 - Games!
 - Interactive art!
 - Physical computing contraptions!
- I want to
 - Teach!



A Metagaming manifesto by Stephanie Boluk and Patrick LeMieux

Inspired by *What Should We Do With Our Brain?* by Catherine Malabou

1.



The greatest trick the videogame industry ever pulled was convincing the world that videogames were games in the first place.

2.



But videogames aren't games—they're tools, toys, instruments, equipment, mechanisms, and media for making metagames!

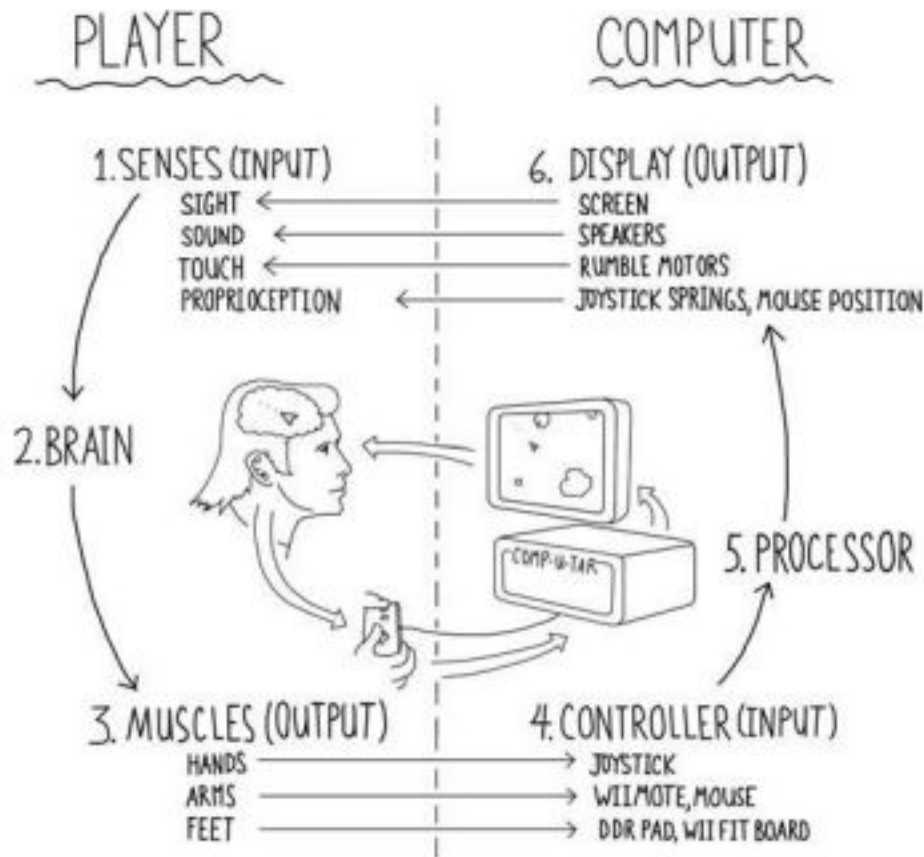


FIGURE 2.1 Interactivity in detail.

Steve Swink "Game Feel"

Teaching Philosophy - Inspiration!

- In order to break the rules (or bend, twist, play with, etc) it's best to look at a TON of art
- Students are exposed to
 - Popular work
 - Independent work
 - Academic work
 - Contemporary work
 - And more!
- Also
 - Games
 - Digital AND analog
 - Films
 - Fine art
 - Architecture
 - Performance art
 - etc!



Teaching Philosophy - Big Swings!

- Break the rules! Defy conventions! Take big conceptual swings!
- BUT
- Games students at first have trouble comprehending the scope of games work.
 - Most of their favorite games were made by hundreds of people!
- SO
- Swing big but scope small!

Teaching Philosophy - Failure!

- Big swings can end in misses
 - And that's ok! You took a big swing!
 - Code can be refactored into different projects
 - Experience still gained
- For games, students need to know when they need to go back to the drawing board
 - p r o t o t y p e s
 - Testing, testing, testing

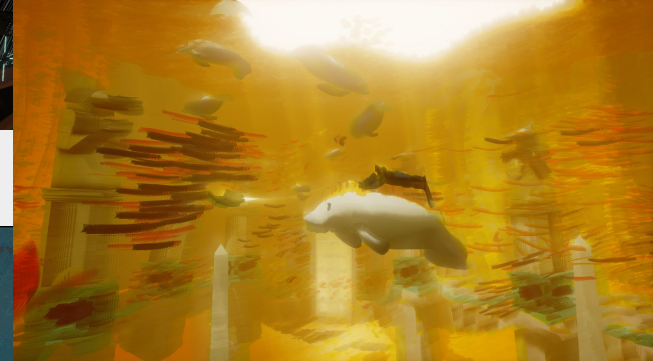
Teaching Philosophy - Collabs!

- Students excel when comfortable with one another
- This means lots of group activity!
 - Pitching / Reflecting / Critiquing
 - Focus on hearing a lot of feedback from one another
 - Brainstorming together
 - Exercises in riffing
 - Playing together
 - You NEED to play games to make games and students never have time for it!

My Work - games!



My Work - interactive art!



My Work - physical computing contraptions and controllers!





GESBRECHT

A YEAR AGO

(+1)

MOST UNCOMFORTABLE DUNKEY KING FANGAME I HAVE PLAYED



Sep 18, 2021



Robson

What is this, actually???! LOL



AJ Booker

4 years ago (+1)

this may be one of the stupidest concepts for a game i love it, 100000/10

[Reply](#) [Delete](#) [Report](#) [Ban...](#)

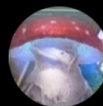


THE STATIC MAN

A YEAR AGO

(+1)

REALLY MADE ME FEEL LIKE A FETUS



Casual Fungus @casual_fun... · 12/2/20

wow i hate this

this game is getting a permanent spot in my heart



gTENDO

A YEAR AGO

WILL PROBABLY APPEAR IN MY NIGHTMARES TONIGHT BUT COOL I GUESS

[REPLY](#) [DELETE](#) [REPORT](#) [BAN...](#)



jpb.bsky.social, formerly Jerem...

Gloriously horrific

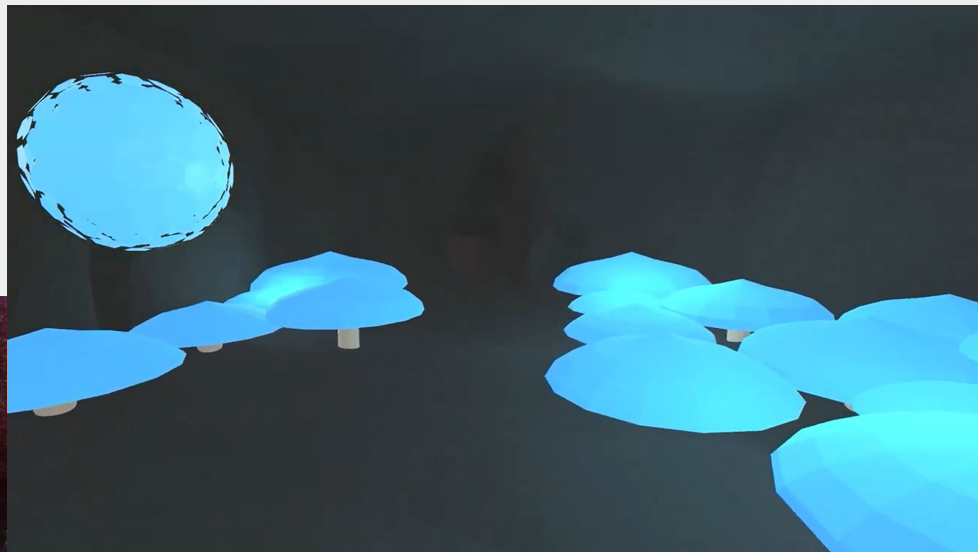
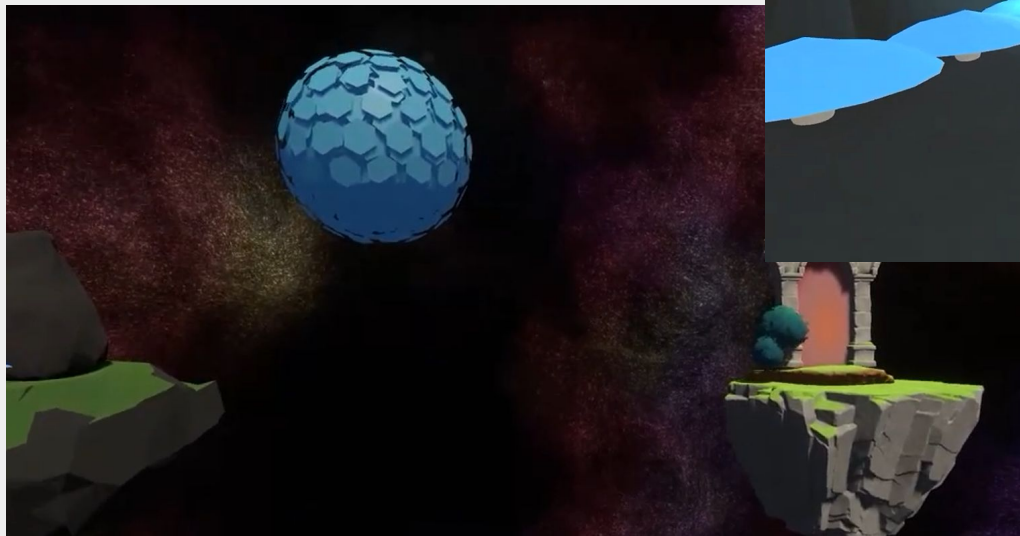
Student Work



Student Work

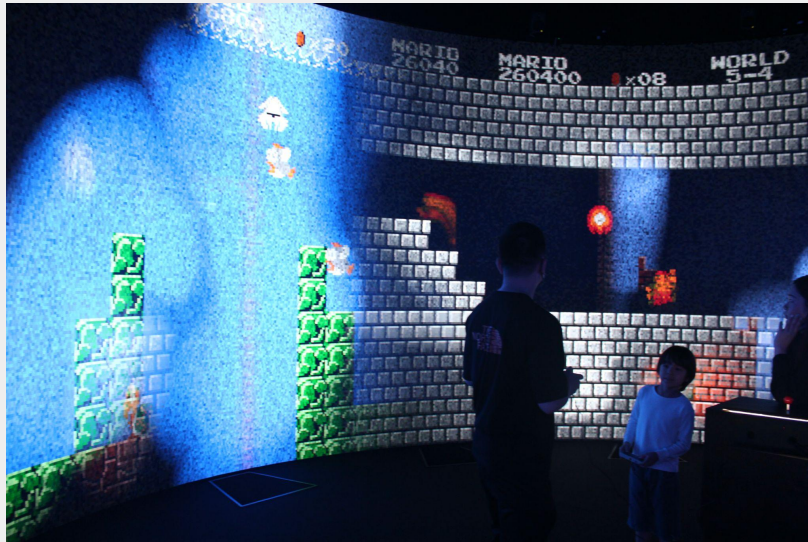


Student Work



Elective Proposal

- What would it mean to 'sample' a video game?



The background of the slide is a high-resolution landscape photograph. It features a vast, rolling green field in the foreground, dotted with small yellow wildflowers. The field stretches towards a distant horizon. Above the field, the sky is a deep, clear blue, filled with soft, white cumulus clouds. The lighting is bright and even, suggesting a sunny day. A semi-transparent white rectangular box is centered over the middle of the image, containing the text "Thank you!".

Thank you!