

Matt Bixler

Critical Analysis.

On May 5th, I saw Rich Vogel speak at the Student Center. Rich Vogel as worked in the games industry for over 15 years, and unlike many people who've been in the industry so long, has a Masters degree. The hall was pretty reasonably filled, mostly with game design majors or other such Montygoers. I've been interested in the industry most of my life and only barely went into animation instead of games, so I was interested myself.

The speech, to be honest, was nothing terribly interesting. Vogel has had a hand in developing some of the earliest games to establish online communities, and I figured I would pick up a lot of new things, but about everything he talked about were standard "how games get made!" talking points that I felt like I already knew.

His visual aide was pretty sorely lacking as well. I suppose I found it helpful for taking notes, but for everyone else in the room, a power point spelling out your talking points doesn't do much for you when you're basically just saying everything up on the screen. I suppose he was using that to guide him in his speech, but honestly, we don't really need to see it and it sort of just takes the attention away from you, who we actually came here to see.

Aside from some amusing anecdotes that came from the question and answer at the end of the presentation, nothing of terrible intrest came out of the speech. While I never felt he was particularly wrong with how he presented himself or any of the info he gave, he has such experience in the industry that I sort of walked away wanting a bit more.