

University – Industry Collaboration for Innovation in the Independent Game Sector

Creating Hybrid Spaces for Game Development

Bart Simon, Shawn Bell, Stephanie Bouchard, Saleem Dabbous
and Lynn Hughes

(Technoculture, Art and Games, Concordia University)





Why university – industry collaboration in the games sector is an intractable mess

1. Divergent cultures
2. Different temporalities
3. Different expectations
4. Open vs Closed access to IP
5. Commercialization too complicated
6. Students caught in the middle



Don't Try to Bridge the Gap

- Look for spaces in between industry and academia
- Enroll the misfits
- Embed in the community
- Create flows to and from industry and academia through the hybrid space

- Is this an Incubator?



People Do this Anyway

- Hybridization is a feature the creative economy
Greater digital literacy -> Greater hybridization
- Industry harnessing produces entry level workforce glut and creative disappointment
- Academia harnessing produces a sense of irrelevance and boredom
- The problem is how to stabilize the process for local communities and economies



Montreal Games Incubator Pilot Project (8 weeks in the summer of 2011)

- The Research Centre for Technoculture, Art and Games at Concordia University
- Dawson College
- Industry Mentors
- Indie Developers (Phosfiend Systems, Ephemere Games...)
- Students from Concordia, Dawson, Champlain, University of Montreal...
- Researchers from Concordia and the GRAND NCE

- Space to innovate / space to fail
- Industry-ish temporality
- IP ownership in open environment
- Social networks
- Living Laboratory
- Hybrid constraints

**The production of a “possibility space”
for new knowledge and new technology**