



RHODE ISLAND  
DIGITAL GAMES INSTITUTE

*Hosted by NEIT*

FEBRUARY 2023

# OUR MISSION

MAKE RHODE ISLAND A HUB FOR DIGITAL GAME DYNAMICS  
AND TECHNOLOGIES

# WHY IT'S IMPORTANT

**Advance Education**

**Expand Economic Development**

**Improve the health and quality of life for Rhode Islanders**

# WHY IT'S IMPORTANT

## ECONOMIC DEVELOPMENT OPPORTUNITIES FOR RHODE ISLAND

**300% Industry increase in the last 10 years**

**2013 \$66B World-wide**

(Newzoo 2013 Global Games Market Report)

**2022 \$200B World-wide - 2027 Projection \$500B**

**2/3 of Americans play digital games**

(NY Times, 1/24/2023)

**268K People employed in US** (Statistica Outlook)

**Bigger than sports, music, and books combined**

# WHY IT'S IMPORTANT

**Rhode Island can attract its share of the digital industry.**

**Rhode Island can develop highly qualified employees.**

**Rhode Island can attract digital industry employers.**

**Rhode Island can expand its talent pool with students from beyond our borders.**

**Over 40% of NEIT's Digital Technology students are from Out-of-State.**

**Many will stay in Rhode Island after graduation.**



# WHAT INDUSTRY LEADERS TOLD US

Rhode Island Has the Talent, Expertise, and Energy But Needs...

EFFECTIVE INDUSTRY LEADERSHIP AND GOVERNMENT PARTNERSHIP



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# WHO WE ARE

## RIDIGI BOARD OF ADVISORS

William Collis, Board Chair, OXYGEN Co-founder

Alan Resnick, VP for Strategic Planning, New England Institute of Technology

Ken Tubman, Director, Connected & Software Devices, Takeda Pharmaceuticals

Mark Parsons, Founder, New Bedford Research and Robotics

Walther Morales Rios, Director of Entrepreneurship, Innovation Studio

Timothy Loew, Executive Director, MassDigi at WPI

Jordan Dubreuil, Assistant Professor, IT/Game Development, NEIT

RIDIGI Incubated at NEIT in Partnership with MASSDigi

# OUR GOALS

## ECONOMIC DEVELOPMENT

Strengthen Existing Developers / Attract New Digital Industry Leaders

## EDUCATIONAL LINKAGES

Engage with High Schools and Other Universities

## WORKFORCE DEVELOPMENT

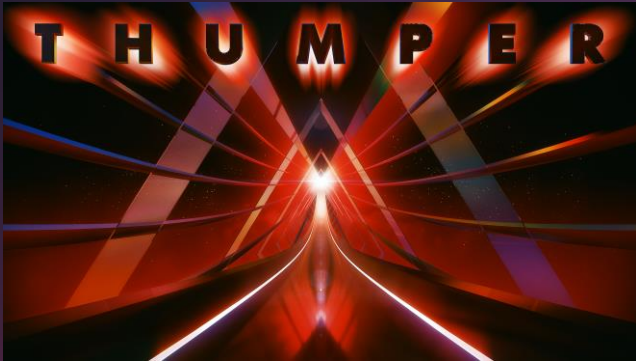
Expand Talent Pipeline

**IMPROVE THE QUALITY OF PEOPLE'S LIVES THROUGH INTERACTIVE  
DIGITAL TECHNOLOGY**



# ADVANCING ECONOMIC DEVELOPMENT

Expand current digital game industry in Rhode Island



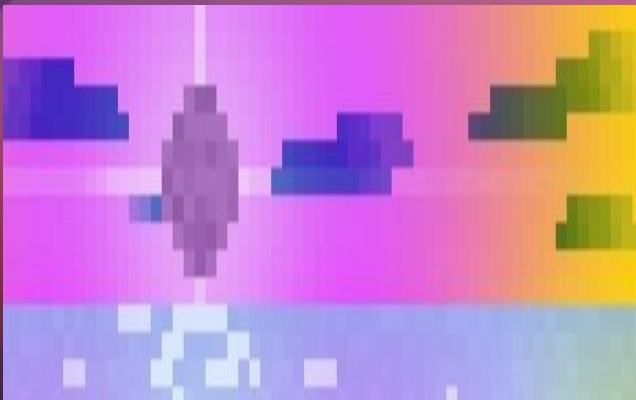
Brian Gibson Company



WIZNWAR & FLARB



Isaac Colson Company



Simon Braunstien Company



The New 8bit Heros



Susan Scaffer Company

# EMPLOYMENT OPPORTUNITIES

## Beyond Game Design & Development

Art

Animation

Audio

Software Engineering

IT

Broadcast

Event Management

Content & Media

Marketing

Human Resources

Finance & Legal

Administration

Research

Education

Game Development & Design



# ADVANCING EDUCATION

## High School All Course Network (ACN) Rhode Island



NEIT'S ACN Game Design Learning Skills include:

- Project Management
- Team Building
- Applied Computer Programming
- Computer Graphics



# ADVANCING EDUCATION



**Todd Harris, Founder & CEO  
Skillshot, Board Chair, Atlanta Esports Alliance**

Discussed lessons learned in creating the successful Georgia digital HUB



**Brian Wilk, Vice President Design & Development Games  
Hasbro**

A live talk discussing what makes a great game, how face-to-face gaming brings people together through shared experiences.



# EXPANDING THE TALENT POOL

## Making progress, moving forward – 11/9/22

Published on Wednesday, November 9th, 2022



By James Taubman, NEIT '25



I consider myself fortunate to have been given the opportunity to work with MassDigi in their semester-based studio program. Through the help of RIDigi and the dedicated faculty at New England Institute of Technology I was given a path to further my journey to a career in the video game industry. The team from MassDigi is quite informed, offering a well-planned out remote program. This studio program, or internship really, has been challenging while also helping me progress and develop important career-related skills. Working remotely brings on its own obstacles, while introducing contemporary industry tools. This also helps create the ability to connect with other students of varying skills.

The program has a specific approach that feels as if I am working at a professional video game studio. Our team is tasked with helping build a mobile app/game for Android and Apple users. We look at one of MassDigi's recently released

games and using analytics, we work to improve on parts that need fine tuning. To start, we spent time introducing ourselves to and getting to know our team members. Following that is the onboarding process which makes sure everyone is ready to go before moving forward. Afterwards, the teams start breaking down goals and how they will be resolved. At this stage in the program, which is a couple weeks in, we are starting to be assigned tickets/tasks that will need to be resolved before new ones come in.



## Studio Program – RIDIGI / MassDIGI at WPI



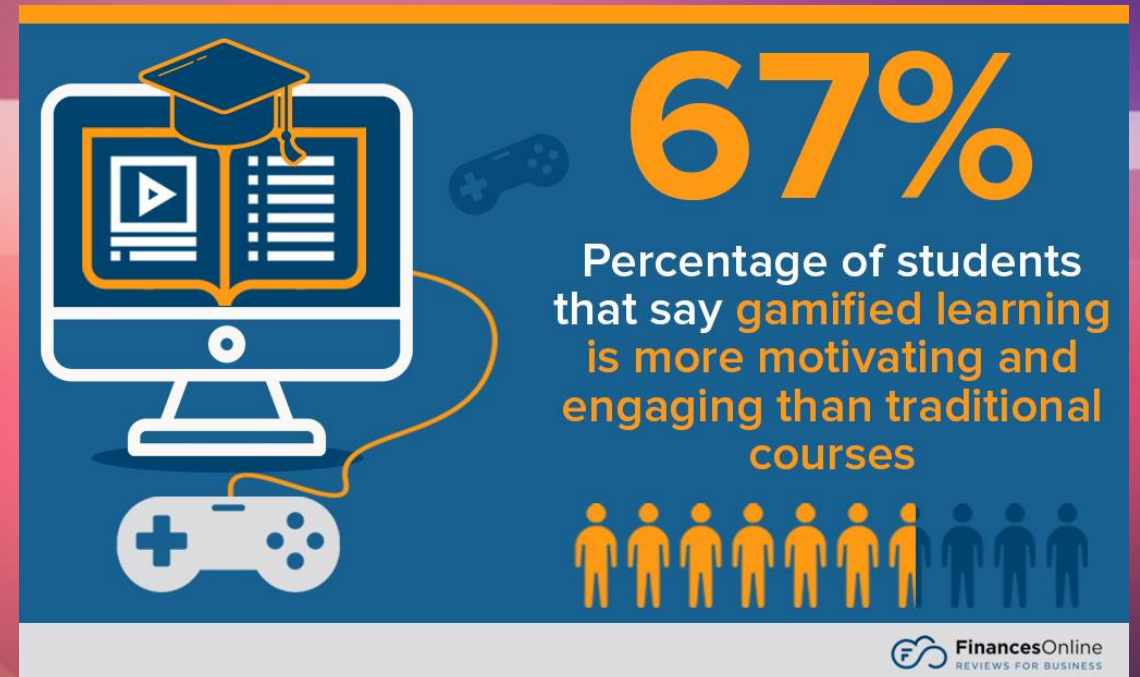
## Resume Review at NEIT

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# ADVANCING INTERACTIVE MEDIA FOR GOOD

“GAMIFICATION”

Healthcare, Education, Workforce, Entertainment





# ADVANCING DIGITAL INDUSTRY

INTERNATIONAL GAME DEVELOPERS ASSOCIATION OF RI (IGDA RI)

Global Industry Support

Connecting Industry to Industry and Professionals to Jobs



# ADVANCING RIDIGI at NEIT BRAND

INSEAD GLOBAL BUSINESS SCHOOL

CNBC Arabia

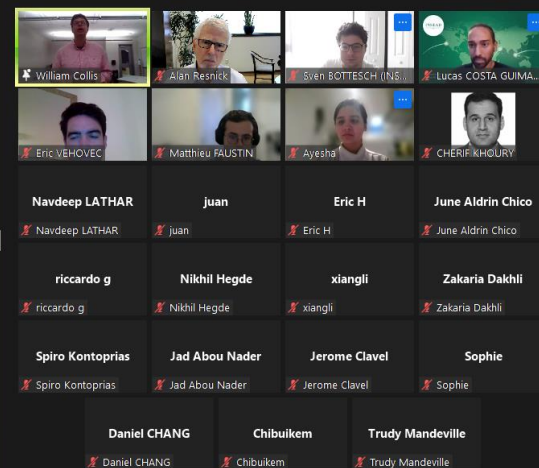
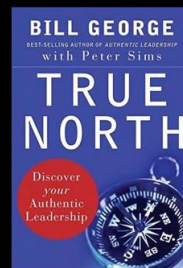
Press and Media

*An Aside -- What Are  
You Passionate About?*

*Be Honest With Yourself*

*- and for my Amherst alumnus -*

*Access the Capital Structure*





# COMMUNITY ENGAGEMENT

## NEIT College Readiness Initiative

Boys & Girls Club of Pawtucket

Youth STEAM, Wellness, and Health Programs

Innovation Studio

Entrepreneurship



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# IT CAN BE DONE

## Atlanta Precedent Example

**#1**

**City for Consumer  
Gaming Environment**

Named by WalletHub in 2019

**150+**

**Game Development Studios**

Major brands and Indie Titles

**21**

**Colleges with Game Dev  
Related Degrees**



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**WHERE WE ARE GOING.....**

**Publishing Support and Funding**

**RIDIGI Organization Development**

**Incubator**

**Tax Incentives To Attract New Enterprises**