



History of Lutz Center's Game Design

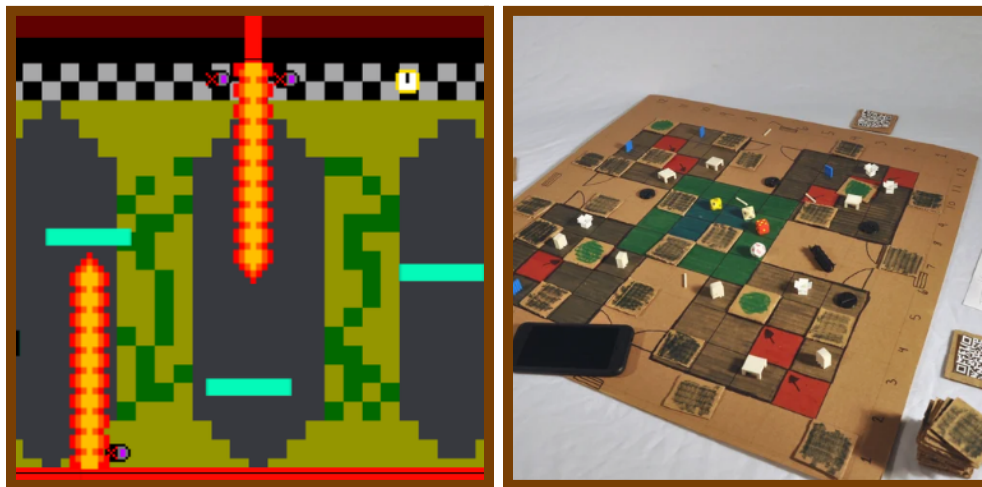
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Introduction

Hi, I am a Game Designer that has been part of Erik's Game Design Program from 2023 to 2026. One of the reasons that I created this document was that I always had wondered what I missed out on in the Game Design Program and thought about what would happen if I get to experience the younger years of the game design program. I found it quite interesting that Erik Brown, my instructor of the Game Design Program, was not the original creator of Game Design as well as the fact that the people in Erik's 2019 Game Design are in their mid 20s. So when I was creating the about me page for the custom page for the 2026 Game design, I wanted to make a quick history on Lutz Center's Game Design.

Eden's Era of Game Design



Images came from Eden's personal website.

We are an After Schools Matters program that has been operating somewhere since the Early 2010s. The program was originally created by [Eden Ünlüata](#). During Eden's time in Game Design, he taught hundreds of students on how to use the Construct 2 engine. Eden operated this program for a long time until the year 2019 where he moved out of the Lutz Center and decided to give the leadership of the program to his colleague, [Erik Brown](#).

Erik's Era of Game Design

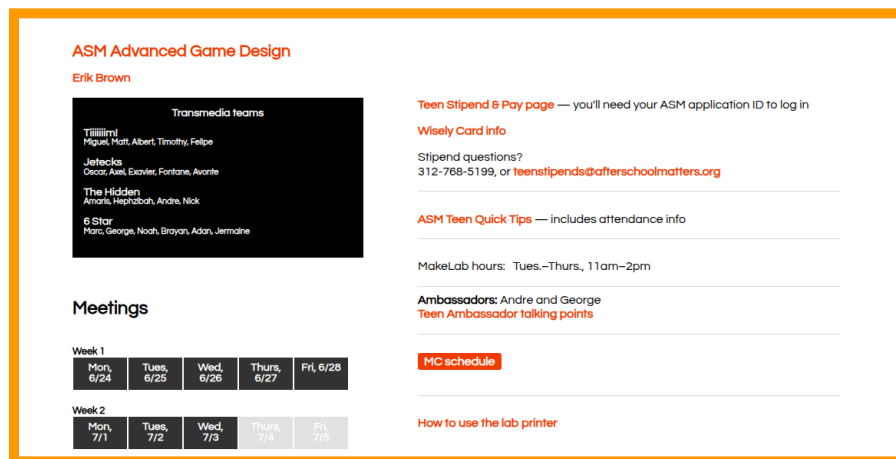


Image came from Erik's Advanced Game Design website in the summer of 2019.

Erik (our current instructor) is leading the Game Design program in the 2020s after Eden left the Game Design program after 2019. Erik has taught hundreds of students the Construct 2 engine but switched to teaching the students on how to use the Construct 3 engine once the Construct 2 engine became a retired engine and Construct 3 became the new standard for the Construct engine. Ever since Erik led the program in [2019](#), Erik has created websites for the Game Design program that showcase the works that the students in the Game Design made in the game design program.

Game Design and Advanced Game Design Coexistence

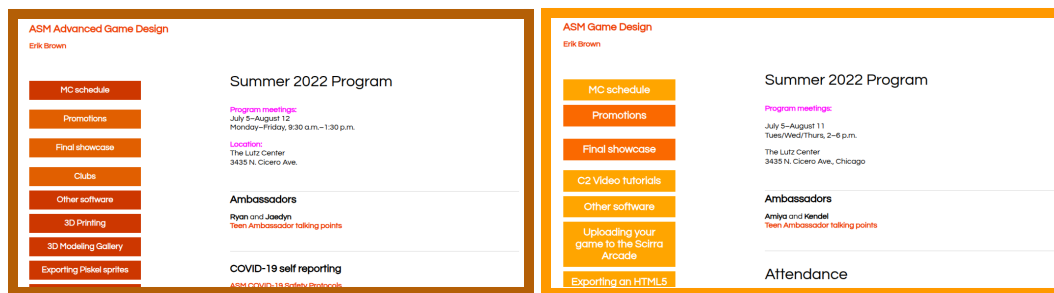
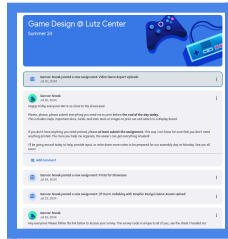


Image came from Erik's [Advanced Game Design](#) and [Game Design](#) website in the summer of 2022.

From the beginning of the creation of Eden's Game Design Program to Erik's Game Design Program in 2023, two game design programs have coexisted in the Game Design Program for each summer. One was called Game Design and the other was called Advanced Game Design. The Game Design program was exclusively for students around the age 14 to 15, and it focused on teaching the newer students on learning the Construct engine and the Twine browser. The Game Design Program is also available in the Fall and Spring in the afternoon, and is also available to a bigger range of age which is from 14 to 18. The Advanced Game Design Program was exclusively for students around the age 16 to 18, and it heavily focused on teaching students on how to only use the Construct engine instead of teaching both twine and construct,

and the students there were encouraged to form teams to make games. The Advanced Game Design program also had clubs where students hang out with each other talking about their interests and hobbies outside of the program. Unlike the normal Game Design where it was available in the fall and spring, the Advanced Game Design Program is only available in the summer. Both Game Design programs had a total number of 20 students in each Game Design program from 2019 to 2024 where both programs lowered down the total number of students in the Game Design program into 19 members total in the program.

Game Design's Transition into DND



Images came from a screenshot of Thien Le's classroom from 2024 Game Design Program, the gif depicting a guy jumping up and high was made by Ganon Novak.

In 2024, Erik gave the leadership of the Game Design program to Gannon Novak for every Summer. Gannon Novak changed the direction of the Game Design program by focusing more on helping students make table-top board games and DND games but still let students use the Construct engine if they prefer to make video games rather than board games. After 2024, Gannon rebranded the Game Design summer program into the Dungeons and Dragons program which heavily focuses on designing DND games over video games.

The DND Era of Game Design

The Dungeons and Dragons design program became the replacement of the summer Game Design program and also coexisted with Erik's Game Design program in the fall and spring. After Ganon left the DND Design program in 2025, Rusty Swain became the new instructor of the DND design program for 9 months before ending the DND Design program after having to work on other jobs outside of the ASM program. During Rusty's era of DND design's program, he collabed with Erik Brown in the summer of 2025 to present on his works on the Game Industry to the students of the 2025 Advanced Game Design Program. Rusty presented his role as an engineer in important works such as Fortnite and Last of Us.

Modern Times



Images came from 2026 Advanced Game Design's Final Showcase.

As the Construct engines continue to improve, games made by students in the Game Design program begin to become easier to make. In 2026, many new students as well as some returning ones begin to make 3D games in Roblox or Construct, and create 3D models for those Games to make the game look more professional. The Game Design program had come a long way since the 2010s from becoming a learning internship for future developers to learn on how to make games to an internship where students can master the skills on the designing games where they had learned from the past.