

This is Haresh Muralidharan, a student at North Allegheny Senior High School and a Remake Learning Days Youth Ambassador. I just attended the Schell Games Open House, hosted by Schell Games at 220 West Station Square Drive in Pittsburgh on May 22nd from 6:30 to 8:30 PM Eastern Time as part of Remake Learning Days 2025.

The Schell Games Open House was a fantastic and eye-opening experience! This event was designed as an informal but incredibly informative deep dive for anyone curious about the magic behind video game creation. The event was aimed at people of all ages, giving everyone a unique chance to learn about the entire process of designing great games, from the initial concept to the final product. It was a celebration of creativity, technology, and collaborative innovation, showcasing the incredible talent and passion that goes into making world-class games.

When I attended, the Schell Games studio in Station Square was full of energy and excitement! There was genuinely a lot to do, and the setup allowed for a free-flowing tour where you could explore at your own pace. I got to talk with so many talented team members from their creative and leadership teams. There were experts from Art and Audio, Design, Engineering, Production, and Human Resources in booths that we could just walk in and talk to with the ability to ask any question we wanted!

And of course, the part many of us were eagerly anticipating: we got to play games! I jumped into VR to demo some of their hit titles like the incredibly popular Among Us VR, the thrilling puzzle-solving of the I Expect You To Die series, and the wonderfully spooky Silent Slayer: Vault of the Vampire. I also got to explore the fascinating, science-packed world of Out of Scale: A Kurzgesagt Adventure. Participants even got to demo an unreleased version of their upcoming game, Freefall! It felt amazing to get an exclusive sneak peek at something new and in active development, and it looked incredible!

From this event, I gained a comprehensive understanding of the game-making process. It's not just one person or one skill; it's a synergy of different talents—art, storytelling, coding, testing, project management, and business strategy—all working together to produce a masterpiece. Getting the opportunity to see each step in detail and talk directly to the experts demystified a lot of what goes into creating the games I love to play. It reinforced the importance of effective teamwork, clear communication, and sheer passion. I left feeling incredibly inspired by the innovation on display and with a much deeper appreciation for the art and science of game development. It was amazing to see how each department contributed to the final, polished experience we got to enjoy as players.

If you missed this event and wanted to go, come back next year since they run this open house every year!

To learn more about Schell Games, visit schellgames.com.

Learn more about events like these at remakelearningdays.org. For Remake Learning Days, this is Youth Ambassador Haresh Muralidharan.