



UPPSALA
UNIVERSITET



Amanda Lange (Schell Games) at GGC 2013



DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

We are the

DEPARTMENT OF GAME DESIGN

at Uppsala University, Campus Gotland - the oldest
specialized game education in Scandinavia.

Our students are award winning, our educations internationally
renowned and our staff- and former students are credited
in games from across the the globe.

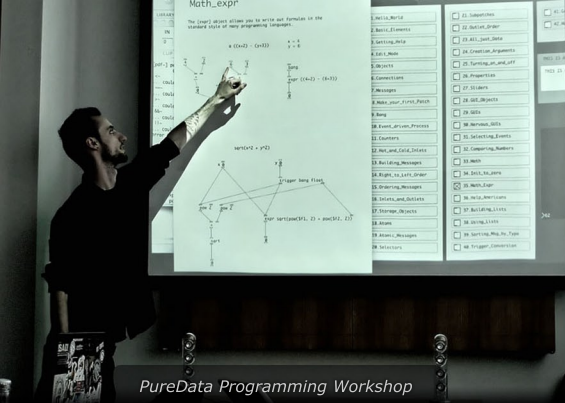
WE CALL OURSELVES GAME FOR SHORT.

"Torn" (1st year) receiving the Innovation Award



Genusföretagarna

DATASPELSBRANSCHEN
SWEDISH GAMES INDUSTRY



PureData Programming Workshop



"Velocity" Character concept (1st year)

OUR EDUCATIONS

Since 2001, we offer two campus programs

- Game Design and Programming
- Game Design and Graphics

It's an award winning blend of **70%** game design + **30%** code or art, expertly combining scientific theory with hands-on production. Students work together across the programs almost all the time, creating several games every year.

Students graduate with a deep understanding of the medium, a realistic expectation of the business and a solid **portfolio**, on to a truly global job market. Germany, Great Britain the US and Sweden being the most common destinations after receiving a degree.

Both programs are two year Foundational degrees (120 ECTS)*, run on Campus Gotland in Visby and share the application deadline **15th of April**. All applications are done through the national service antagning.se!

** We're rebuilding our Bachelors degree. Current students will apply separately to the 3rd year in 2015, for a total of 180 ECTS.*

STUDYING AT GAME

We don't *give* an education. You must *take* it.

The requirements of self-direction, communication, teamwork and project management are **very** high. You will read, write and present more than you ever have before, and our educations run at 100% tempo - meaning you're expected to work at least 40 hours a week.

If you're coming straight out of high school (swe: Gymnasium) we **strongly** recommend you take a break and do something else before applying to our education; take a job. Get routines. Learn to respect deadlines. Learn to budget. Take responsibility for yourself.

For more tips on how to prepare for GAME, see the last page!



Communication is key!



Motion Capture + Virtual Reality

CAMPUS GOTLAND

Our facilities are equipped with modern technology to ensure high quality student work. We provide the campus students with laptop computers, office space and a **Motion Capture studio**.

We host the **Convergent Media Lab**, which provides our students with unique opportunities to work with universities across the globe on bleeding edge research. The lab is also equipped with a constantly updated set of technologies, mostly from our collaborators in Japan. You can even play / work / experiment with **virtual reality**, in our motion capture studio

GOTLAND GAME CONFERENCE

We have been teaching game development since 2001. The GGC is an annual (very public!) evaluation of our work and a massive force in validating, and evolving our education. International industry, academia and press are invited to help scrutinize our output, hone our process and celebrate our results.

Students kick start the event with presentations of their projects; exposing themselves and the university to insightful critique from an experienced panel of industry personas. We then proceed with a multi-day conference; talks on a wide range of topics are interspersed with networking on the show floor, amongst the student's games.

Can't make it? Follow [#GotlandGAME](#) on Twitter and check our YouTube-channel!

OUTREACH

Over the years we've built a strong reputation and a massive international network - enabling us to have **guest lecturers** from all over the world on a regular basis. We continue to work very hard to keep our staff **educated, updated and in contact with the industry**. Several of our teachers are actively working in the industry, and our department appears at most large scale international events; Tokyo Game Show, Game Developers Conference, GamesCOM, Nordic Game etc. etc. Often with students representing us on the show floors.



Visby, September 2012

LOCATION AND ACCOMMODATION

Gotland is the largest island in the Baltic Sea and the sunniest province of Sweden, sporting long summers and mild autumns and winters. Roughly 65 000 people lives here, and almost a third of the population lives in the city of Visby – a modern community in glorious natural surroundings, keeping it's rich history alive through the extensive medieval remains on the island.

Student apartments are plentiful and comes fully furnished. For help finding a place to live, contact the student union Rindi: <http://rindi.com/boende>

NOT READY YET? NOT SURE? TIPS FOR FINDING OUT

Want to hit the ground running, or try and see if the subject is for you? Devour these titles before applying:

- **Game Design**
 - Level Up!: The Guide to Great Video Game Design
 - 100 Principles of Game Design
 - Understanding Comics (*mentally replace every instance of "comic" with "game" and you'll see!*)
- **Programming**
 - www.CodeAcademy.com (*learn any 2 languages!*)
 - Code Complete
 - Game Coding Complete
- **Graphics**
 - Art Fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth
 - Digital Lighting and Rendering
 - Acting for Animators



For more tips; check out <http://game.campusgotland.se/about-game>