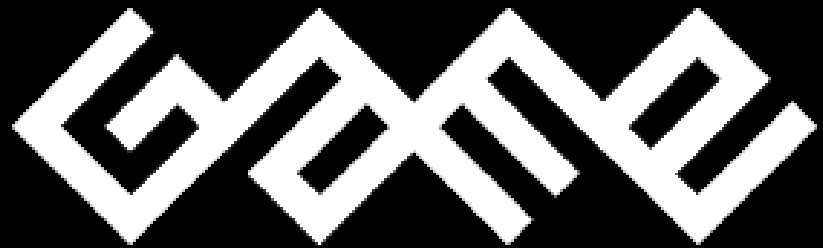


UPPSALA  
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DEPARTMENT OF GAME DESIGN  
CAMPUS GOTLAND

## Department of Game Design

# NEWSLETTER #1

2019-09-02

This is the first of six newsletters that will be created for all staff and students active at the Department of Game Design, three issues per semester. Staff can review the newsletters on the Staff Portal to receive more details there. Students are welcome to submit news, too, so send your news for the next issue before Thursday, September 26, 4pm:

[gamedesign@speldesign.uu.se](mailto:gamedesign@speldesign.uu.se)

### From the Head of the Department

Magnus Johansson here and I am really happy to welcome you all back to what will be an eventful autumn semester and welcome to all new students to the department! There are lots of interesting things happening right now and I am sure this semester will really be something special, among them is the new Master's Programme which we have worked hard to achieve and I think we should all be quite proud about that, too. Now the hard work begins making the programme both unique and run smoothly. Since so many of us have been a part of creating new bachelor programmes, you all know that the work has only started with the Master's Programme.

The department has just ended an election for new staff members for the department board. Election results will be notified by email to all staff and available in protocols that we send to the Faculty of Arts.

Another group has been created to find candidates for our next head of department since I will be ending my position on June 30th, 2020. The group is led by [Hans Svensson](#).

Finally, I would like to welcome new staff to the department, Don Geyer and Kayode "Kay" Shonibare-Lewis and also congratulate Camilla von Paykull and Michael "Mischa" Hiessboeck on their new positions. I am sure we will all have a busy, but stimulating autumn semester: Welcome!

### From the Director of Studies

The Subject Responsibles will be organizing programme review sessions this academic year, inviting second and third year students to participate in structure talks to look for possible improvements to the Bachelor programmes.

All Staff will be presenting themselves and their specialty areas, including any current research they are conducting, to all first year students on September 5th, room B25/27.

The department has decided to phase out 3D Studio Max in favor of Maya in courses teaching 3D. Changes in the game industry have been a motivator behind the move. As instructed by the Programme Council last spring, the field of expression has been reviewing the role of Z-Brush as an elective and whether it should be a part of the regular 3D track.

In a response to an issue brought up by students in the last Programme Council, the amount of teaching in the Unity Game Engine in the first year course Game Design 1, has been increased.

The department has a number of new board games! Check them out from the cupboard in F23b.

## From the Events Group

- Upcoming events:

Guest Lecture on Art Direction,  
September 10th, 9:30-15:30, room to be  
announced on tv-monitor in F-house entrance.  
Mattias Snygg, Art Director at Ubisoft Stockholm  
(and creator of the indie game Yoku's Island  
Express) will visit the 2D3 course to discuss art  
direction. The lecture is open while seats last (leave  
the two front rows to 2D3-students!) Welcome!

Autumn Game Jam, "My First Jam"

October 4th

Our traditional "welcome/welcome back" jam for  
all GAME-students will take place one day out of  
your normal schedule to whack games together,  
with limited tools so everyone can participate! We  
do snacks, we do pizza, we do awards, we have a  
fun day making games and getting to know each  
other under (very slight) pressure. :)

Last years' event saw 85 students across 17 teams,  
who managed to produce 17 games in ~7 hours!

[game.spelddesign.uu.se/blog/my-first-jam-2018/](http://game.spelddesign.uu.se/blog/my-first-jam-2018/)

Sweden Game Awards

Nov 28 - Dec 1, [www.gameawards.se](http://www.gameawards.se)

91 games are competing for the Swedish Game  
Awards 2019! 13 of them are from Campus  
Gotland. Consider attending and cheering them on!

Alumni Days

December 5-6

Add the dates to your calendar! The Alumni  
Days will be shock-full of guest lectures, portfolio  
reviews, mock job interviews, mentor speed dating  
and a party with industry professionals who started  
out right where you are now! ("alumni" means  
"former students").

- Event Reports:

Gotland Game Conference

[gotlandgameconference.com/2019/](http://gotlandgameconference.com/2019/)

More than 900 visitors came and played our games  
back in June! The 35 titles are all listed on our  
website, and the conference talks and the award  
ceremony are up on our YouTube-channel:

[www.youtube.com/c/CampusGotlandGAME](http://www.youtube.com/c/CampusGotlandGAME)

alt.ctrl.GDC 2019

alt.ctrl.GDC is a showcase of alternative control  
schemes and interactions in games, hosted by the  
Game Developers Conference in San Francisco.  
Three of our student teams were awarded a slot  
on that exclusive showfloor! Coal Rush, Neon  
Nemesis and ReLeap wrote a report on our blog:

[game.spelddesign.uu.se/blog/back-from-alt-ctrl-gdc-2019/](http://game.spelddesign.uu.se/blog/back-from-alt-ctrl-gdc-2019/)

Symbio wins in Kyoto!

Symbio – last years' Jury Spotlight– and Almedalen  
Library Award winner – just returned from  
BitSummit in Kyoto, where they took home the  
"Innovative Outlaw Award"!

Congrats to the team, and well played!

[game.spelddesign.uu.se/blog/symbio-wins-at-bitsummit-kyoto/](http://game.spelddesign.uu.se/blog/symbio-wins-at-bitsummit-kyoto/)

## From the International Corner

We will be welcoming, Dr. Neil Dansey from the  
University of Portsmouth, UK for a couple of days,  
September 10th-12th.

Magnus Johansson will be supervising a visiting  
cadet, Olivier Delerue, from École spéciale militaire  
de Saint-Cyr, France from Sept 16-Dec 6.

A new homepage for Study Abroad has

been created: [www.spelddesign.uu.se/students/study-abroad/](http://www.spelddesign.uu.se/students/study-abroad/) !

We have 14 students currently  
studying abroad and who have been asked to tag  
their Instagram photos so we can follow their  
adventures, #gotlandgamersgoneglobal

They are on their way to South Korea, Japan,  
Kazakhstan, Singapore, The Netherlands, France, the  
UK (England and Northern Ireland), and Oregon,  
USA.

Stephanie Noroozy will be in F22 on Tuesdays and  
Thursdays, 9-10 for drop-in about study abroad.