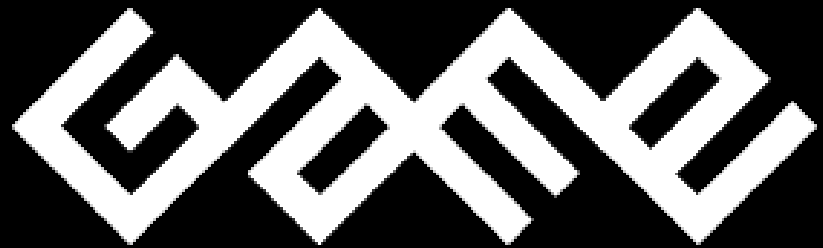


UPPSALA
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DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER #2

2019-10-01

This is the second of six newsletters that are 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 to:

gamedesign@speldesign.uu.se.

From the Head of the Department

Magnus Johansson

I hope that you are all up to speed with the start of the semester, which always means a lot of new activities happening but hopefully starting to settle into place towards the end of September. My work, since the last newsletter, has mainly consisted of lots of meetings and administration, but also interesting discussions about possible collaborations with the Department of Gender Studies and the Law Department. I am really looking forward to exploring these possibilities on behalf of our education and will keep you updated.

We want to welcome new members to the Department Board for teachers and staff after the election results from Aug 30th:

- Steven Bachelder, Professor (regular member)
- Adam Mayes, Lecturer (regular member)
- Doris Rusch, Senior Lecturer (regular member)
- Johan Eriksson, Lecturer (alternate for Magnus Johansson)
- Kayode Shonibare-Lewis, Lecturer (alternate)
- Patrick Prax, Associate Senior Lecturer (alternate)
- Madeleine Andrée-Särland, Administrative Coordinator (regular member)
- Stephanie Noroozy, Course Administrator (alternate)

From the Student Representatives

Help shape the education as a student representative on the Department Board! As a GAME Department Board representative, your job is to be the voice of your classmates on department-wide issues ranging from the education's curriculum, staffing, new and current courses, all the way to budgeting. It is also a

nice addition to your CV! Elections will be held as soon as possible.

Nominations are open until Wednesday October 23rd

You can nominate yourself or anyone currently studying game design. Simply message Gotland Game Students via Facebook or game@rindi.com or Slack PM (Elias Faltin, Stefan Övergaard or Nike Törnros), or fill in the form linked below!

<https://forms.gle/nczfZvB76DtHAu5y9>

From the Director of Studies

Jakob Rogert Berglund

Self-Evaluation

The department is undertaking a self-evaluation throughout the autumn semester. During this time, a number of teachers will be looking at 'the red thread' or common themes through the programmes.

Course Choice Information

Information on which courses you can and should choose for the spring semester 2020 will come in a separate e-mail to all students very soon. We will organise one meeting for each of the three years, providing you with the details on what courses are available at the department, depending on your programme.

Programme Council

In November, I will be sending out a department-wide e-mail asking for student representative nominees to the Programme Council. The Programme Council is at the heart of the quality assuring process set up at the department. The council reviews course reports and student representatives in the council have a chance to bring up issues experienced by the student body. The Council convenes twice a semester and we welcome representatives from all different programmes.

From the Events Group

Friday 4th of October, My First Jam

All lectures have been cancelled on Friday the 4th of October so everyone has a chance to participate and hack some games together and win silly prizes. 1st, 2nd, 3rd and Master-students - everyone is welcome! Check the FB-event for all information, and sign up so we know how much pizza and snacks to get.

www.facebook.com/events/2692634530780750/

Be sure to keep up with the Campus Gotland events at: www.campusgotland.uu.se/about/calendar/
You can even subscribe to the list so you don't miss anything interesting.

From the Recruitment Committee

The committee, that is preparing the recruitment for a new head of department from July 1st 2020, has so far met twice. The agenda for these two meetings has been a general discussion with the Dean of the Faculty of Arts, who appoints the head of department, and formulating a "profile", i.e. a list of criteria in addition to those established by the University Board (Konsistoriet) and the Faculty Board. These formal requirements are – in brief – a permanent position for which is required scientific competence, i.e. Senior Lecturer or Professor.

The committee has identified the following criteria:

- Sufficient proficiency in Swedish
- Presence at the department
- Knowledge about Uppsala University – organization, administration and culture
- Nourishing and supportive, can argue on our behalf
- Leadership skills
- Student facing

If you want to add something to the list or if you have any other comments, please contact any member of the committee. Committee members are:

Madeleine Andrée Särland	Steven Bachelder
Pelle Forsmark (student)	Doris Rusch
Hans Svensson	

From the International Corner

International Students: Be sure to sign up and attend the seminars about "Swedishness-Cultural Adjustment" and "Stress Management" given in English by the University Student Health Services.

When: October 14th, 11-13.30

Sign up before Oct 10th to get a sandwich!

Deadline for second year Bachelor students and first year Master students to apply for study abroad with the central partner universities is November 22nd. Several information meetings are happening in October and November: [Gotland Goes Global](#), Oct 9th, is for both staff and students who want to learn more about how to apply and possible destinations.

Masaki Hayashi will be supervising a visiting student from Osaka Institute of Technology during October

6th to December 18. Kazuma Kassai is a fourth year student and will be working in F11.

www.spelddesign.uu.se/students/study-abroad/

From Oct 15th, Stephanie Noroozy is in F22 on Tuesdays and Thursdays, 9-10 for drop-in visits about study abroad.

Important Notices

Our Department is fortunate enough to have the opportunity to host our very own laboratory for Motion Capture in F20. This means that we have sensitive equipment in the lab that requires special care, especially the carpet and extra mats. We must all help to comply with these strict requirements:

- No edibles (including chewing gum!) nor beverages are allowed in any lecture room, including F20
- No one is allowed to move furniture or equipment to or from the room
- No one is allowed to use the mocap-computer for activities other than mocap.
- No activities that can result in residues in the carpet, such as arts and crafts, construction and the like.
- The room is locked for students outside of office hours and needs to be vacated by 5pm.

Please help enforce these rules to any outside visitors and remind classmates and staff so we can all enjoy the lab and explore the wonderful world of mocap for games!

If in doubt, contact Camilla von Paykull for questions.



Open Figure Drawing

Starting Oct 3rd for 8 weeks, there will be a chance to sharpen your drawing skills on Thursday nights 18:00-20:00 in F14. Nude model present. Open to all students and university staff. No instructions, so come prepared with your own drawing equipment and skill-set that you already have and come Draw!