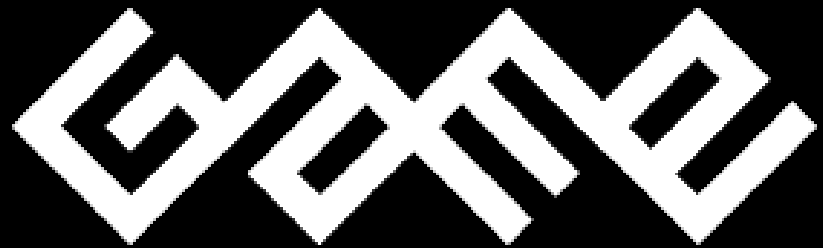


UPPSALA
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DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER #3

2019-11-15

This is the third 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

Time flies and to my surprise, the year is soon coming to an end. It has been a really interesting and hectic year, with lots of things to celebrate. The plans for expanding Campus Gotland to 1500 full-time students in 2021 seems to be on track, since the campus now has close to 1300 students. Another thing that is equally interesting is that the number of international students this year is close to 250, an extraordinary increase from the 50 international students who found their future education at our campus in 2014.

As you might have previously heard, our department has been working on an application to get extra research funding from Uppsala University through the central Planning Council (Planeringsrådet). In October, we sent in an application for 9,2 milj SEK in order to fund 3 research projects that would contribute to the research area Games and Society that we managed to establish on campus in 2018.

I am now really happy to be able to make public that the planning council has decided that we will get 7 milj SEK over a period of 3 years, in order to build a strong foundation for our research for the future.

I would firstly like to thank Doris Rusch and Madeleine Andréé-Särland for their part in the process, as well as Patrick Prax's help just 2 days before the deadline of this application, and of course also the rest of the research group that was part of the discussions that helped shaped the form of this application.

I am also glad that we have created a good start for the Gotland Game Lab and a future direction for at least a part of our research, and I am also confident that Doris will do a great job coordinating this work.

What this will mean practically is that we will get a

deeper collaboration with the Department of Gender Studies, we will do more games research connected to cognitive and psychosocial aspects of games, more connection to gender aspects of both representation and design, and also games for health and deep games. We will also be able to hire a post-doc and co-supervise a PhD student, but the details about this process is still not finalized.

From the Student Representatives

Elections have been concluded and new student representatives for the Board have been elected:

- Pontus Jakobsson
- Milana Kononkova
- Stefan Övergaard

Substitutes:

- Eva Angeli
- Arvid Kallin
- Daniel Michaneck

The next Board meeting will be held on December 11th where the new representatives will be warmly welcomed.

From the Director of Studies and Subject Responsibles

All third year Bachelor students are invited to an hour of information about the Bachelor Degree Project: Thursday, 28th of November, 15:00, in E22.

The Programme Council has been discussing the following topics:

- Programming should be investigating cases of lack of catch-up opportunities in that minor.
- The Council determined that the current order of math courses provided in the programming minor are satisfactory.
- All Subjects have been tasked with investigating what tools they are teaching and how. (The topic of 'tool lectures' being less valuable than tool workshops).
- Expression has been tasked with coming up with a plan for introducing ergonomics into their lessons. The Director of Studies will also contact student health about these issues.
- Expression will be reviewing assignment instructions in specific courses.
- The Council urged the responsible parties to reduce the scope of the production in the major course, Game Design 2.
- Programming was tasked with evaluating the progression of students through the programme.

From the Education Planning Council:

- The Department is working on changes to the Motion Graphics and Graphics Design for Web courses.
- The Department will be working on revising the third year electible courses offered in the autumn semester.
- The Department is currently working on revising the content of the second year courses and is actively working on the development of a course in Level Design.

From the Events Group

Alumni Days 2019, December 5-6th:

The Alumni Days are coming! All your courses are paused over Dec 5-6th, so that you can participate fully and learn from previous students who graduated before you! The line-up so far:

- Marcus Ingvarsson, Assistant Producer at Zoink
- Albertina Sparrhult, Agile Project Manager at King
- Sebastian Larsson, Level Designer at Tarsier
- Esteban Soto, Level Designer at Image & Form
- Erik Starander, Environment Artist at The Outsiders
- Kim Aava, Lead 3D Artist at DICE
- Maria Norkvist, Lead 3D Artist at DICE
- Alex Untoro, Design Teacher at PlaygroundSquad
- Nina Morits, Gameplay Programmer at Ubisoft

Massive

There will be:

- 6-8 lectures
- one intense Agile Workshop
- pitch practice (for teams with a game and commercial ambitions)
- portfolio reviews for all artists & designers
- code interviews for programmers
- mentor speed dating
- cheap beer and chill at Rindi

The lectures are open for all, the rest of the events will require students to sign up ahead of time. This will be announced shortly in emails, slack, posters and on the department blog.

Meanwhile: check these peoples' linkedin profiles out and figure out what questions you'd like to ask them. They all have tons of experience, and have taken the time out of their busy schedules to visit with you!

Gotland Game Conference dates have been decided: (2)-3-4 June, 2020. June 2nd is for set-up and jury only. June 3-4 are open to the public.

From the International Corner

Applying for study abroad with the Uppsala University central partner universities has a deadline on November 22nd: www.uu.se/en/students/study-abroad/exchange-studies/

New Game Design partner universities for study abroad for Game Design students are being explored, added to the list and will be presented in an open seminar about studying abroad and how and when to apply:

Monday, December 2nd, kl. 16.00-17.00, E22

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

Stephanie Noroozy is available for drop-in visits about Game Design study abroad in F22, kl 9-10 on Dec 10, 12, 17 and from January 9th on Tuesdays and Thursdays.

From the Equal Opportunities Group

We received positive comments on our participation in Gotland Pride Week:



Important Reminders

We have sensitive equipment in the Motion Capture lab in F20 that requires special care, especially the carpet and extra mats. We must all help to comply with the strict requirements. If in doubt, or you have any questions, contact Camilla von Paykull.

Remember to turn off lights when you leave a room. Don't know if you are the last person? Turn them off anyway! The next person can always turn them back on...

