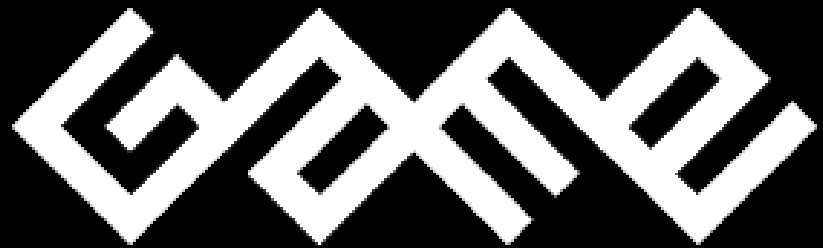


UPPSALA
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DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER #4

2020-01-22

This is the fourth 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 Dean of the Faculty of Arts

The Dean of the Faculty of Arts, Professor Kerstin Rydbeck, has appointed a new Head of the Department of Game Design from July 1st, 2020: Olle Jansson (currently Campus Gotland's Adviser to the Vice-Chancellor).

Olle Jansson will be presented to the entire Department at a later date.

From the Head of the Department

Magnus Johansson

Welcome back after a well-deserved winter break. After an unusually dark November and December, it feels great that we have some of the most beautiful months of spring in Visby ahead of us. This spring will be filled with interesting things happening at our department. We are working on setting up a research lab under the umbrella term "Games and Society", which Doris Rusch will be in charge of. We are currently also in the process of recruiting new colleagues both to the education but also to the research lab, so I am quite sure this will be an eventful semester.

A new meeting structure has been introduced for this semester. Staff can get the revised list (sent Jan 15th) on the Staff Portal. The Board will meet on the following dates: February 5, April 1 and May 27.

From the Director of Studies

Course information for next semester, autumn 2020, will be held on April 1st and 2nd in E22. More details will be sent from gamedesign@speldesign.uu.se on March 16th when the application opens, deadline to apply for courses is on April 15th.

From the Programme Coordinators

At the last Board meeting, one of the decisions was to appoint the subject responsables as "Programme Coordinators". The following teachers have been appointed and are looking for student representatives from each year to participate in the upcoming Programme Councils where overall course evaluations are taken up for suggested changes for improvement in the quality of the education.

Please write to your own programme coordinator to nominate yourself or someone else by February 25th:

Bachelor programme in Game Design

Adam Mayes <adam.mayes@speldesign.uu.se>

Bachelor programme in Game Design and Graphics

Steven Bachelder <steven.bachelder@speldesign.uu.se>

Bachelor programme in Game Design and Programming

Jerry Jonsson <jerry.jonsson@speldesign.uu.se>

Bachelor programme in Game Design and Project Management

Mischa Hiessboeck <michael.hiessboeck@speldesign.uu.se>

Master programme in Game Design

Doris Rusch <doris.rusch@speldesign.uu.se>

From the Events Group

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.

Graduation

Graduation has been decided to be held on Friday, June 5th. More details will be sent from the Student Services to each student enrolled in the Bachelor thesis course when it starts in April.

Global Game Jam, January 31st-February 2nd

The Gotland Game Students will host the Global Game Jam, the world's largest game jam event which takes place around the world at physical locations, one

of which will be on Gotland. Starting in the evening of January 31st anyone may join us as we gather to watch the introductory video, create teams, and all set off to work on a game over the next 48 hours. If you cannot attend the entirety of the event, make sure to come on down to the F building on February 2nd to see all the wonderful games we will have created as part of this global event. You can find more information on the Gotland Game Student (GGS) Facebook page or write to: [Marcus.Ford.8161@student.uu.se!](mailto:Marcus.Ford.8161@student.uu.se)

Photos from the last Game Jam...



From the International Corner

EXCHANGE APPLICATION OPEN! Our own application for study abroad places at our own partners for Game Design studies is open until **JANUARY 31ST**. You are welcome to apply: www.spelldesign.uu.se/students/study-abroad/ Write to Stephanie.Noroozy@spelldesign.uu.se if you have any questions.

Study Abroad in the SUMMER? Applying for courses to study abroad with the Uppsala University central partner universities FOR THIS SUMMER is open: www.uu.se/en/students/study-abroad/summer-courses/

Scandinavia-Japan Sasakawa Foundation and the Sweden-Japan Foundation offers scholarships: The Swedish section of the foundation announces grants and scholarships for research and studies in Japan, to promote the exchange between Japan and Sweden.

- The application is sent electronically via: <https://sjsf.se/local-pages/sweden>
<https://swedenjapan.se/sjf-scholarships/>
- Deadline for application: March 1st

Important Reminders

Need to work after 17.00 in the F-building? You have probably noticed that the ventilation cuts off after 17.00 but you can activate it again by finding and pushing the little green button located in F20.

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...