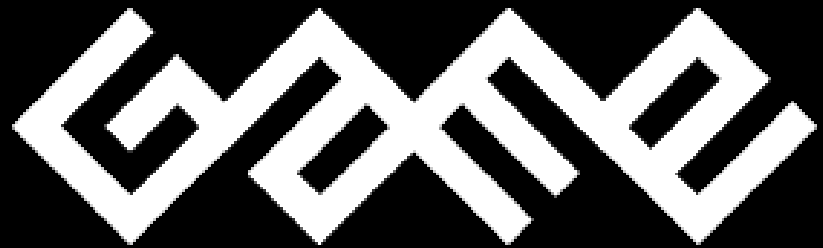


UPPSALA  
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DEPARTMENT OF GAME DESIGN  
CAMPUS GOTLAND

## Department of Game Design

# NEWSLETTER #5

2020-03-03

This is the fifth 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](mailto:gamedesign@speldesign.uu.se).

### From the Head of the Department

I am getting closer to the end of my time as Head of the Department. Olle Jansson and I have already had a few meetings to prepare for when he takes over the position in July. We are working on making sure that we have enough staff for the autumn semester, and one good addition to our staff is that we will be welcoming a Post-doc to the research lab very soon. Lots of interesting things are happening!

### From the Director of Studies

Summer Course Application Open Now!  
Our popular Life Drawing course is open for applications plus other interesting courses held on campus and elsewhere, deadline March 16th at [antagning.se](http://antagning.se). The Study Counsellors and the Study Administrators in the D-house can give more information and instructions on how to apply.

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

### From the Programme Coordinators

Programme Councils, where overall course evaluations are taken up for suggested changes for improvement in the quality of the education, will take place for the Bachelor programmes on March 4th. Contact your own programme coordinator for more details:

**Bachelor programme in Game Design**  
Adam Mayes <[adam.mayes@speldesign.uu.se](mailto:adam.mayes@speldesign.uu.se)>

**Bachelor programme in Game Design and Graphics**  
Steven Bachelder <[steven.bachelder@speldesign.uu.se](mailto:steven.bachelder@speldesign.uu.se)>

**Bachelor programme in Game Design and Programming**  
Jerry Jonsson <[jerry.jonsson@speldesign.uu.se](mailto:jerry.jonsson@speldesign.uu.se)>

**Bachelor programme in Game Design and Project Management**  
Mischa Hiessboeck <[michael.hiessboeck@speldesign.uu.se](mailto:michael.hiessboeck@speldesign.uu.se)>

**Master programme in Game Design**  
Doris Rusch <[doris.rusch@speldesign.uu.se](mailto:doris.rusch@speldesign.uu.se)>

The Master programme Programme Council meeting will take place on May 6th.

### Current Staff Activities in Research and Creative Work

Besides teaching in the classroom, several of our staff are busy with interesting and exciting projects:

#### Patrick Prax

Title of work: Boal on a Boat – Teaching Critical Game Making

Kind of work: Full paper in conference proceedings  
This paper presents and evaluates a plan for a 2-weeks teaching moment with a series of lectures and a seminar in a Game Design course on advanced level that teaches students to critically examine their design task as game designers. This means that this is a critical intervention that can be used to educate critical makers or reflexive professionals. The center piece of the course is an assignment that asks the students to create a design prototype that is highly problematic from moral and ethical perspectives that are discussed in the course literature and lectures.

Venue: DiGRA conference 2020, Tampere, Finland

#### Henrik Warpefelt

Title of work: The 2020 Workshop on User Experience of Artificial Intelligence in Games

Kind of work: Workshop  
A workshop covering the intersection of UX and AI in games. In essence how people perceive and interact with the AI artifacts and systems we find in games. Continuation of the previous workshops on Social Believability in Games and on Non-Player Characters.

Venue: Foundation of Digital Games 2020, Malta

#### Masaki Hayashi

#### Steven Bachelder

(co-authors: Johan Eriksson, Per Widén (Art History)  
Title of work: "Blickar och betydelser: Digitala rekonstruktioner av tavelhängningarna på Stockholms slott 1795–1866" (Views and meanings: Digital reconstructions of the picture hangings at Stockholm Castle 1795-1866)

Kind of work: Journal paper  
Publication about the joint research project with the Department of Art History regarding a reconstruction of the palace museum by using virtual museum technology with real-time CG.  
Venue: "Nordic Journal for Eighteenth-Century Studies".

[Doris C. Rusch](#) (co-author: Andy Phelps)

Title of Work: Navigating Existential, Transformative Game Design

Kind of work: extended conference abstract

This paper explores how we can intentionally design for personal transformation without pre-determining the kind of change the game should ignite or seeks to impose upon its players (as is common with Games 4 Change). It draws on existentialism, experiential design, myth and ritual to sketch out an existential, transformative game design framework that facilitates organic, inner shifts.

Venue: DiGRA conference 2020, Tampere, Finland

[Leopold "Leo" Sandberg](#)

Leo's reSearch, as in "to re-search" – a philosophical reflexion using the case study method, includes holistic design methods and theories for art direction and production design.

Leo will give a presentation to staff at the Museum of Modern Art In Stockholm, Sweden April 2020.

His reSearch will also be re-published April 1st 2020 at [fabpics.com/research](http://fabpics.com/research)

[Kayode "K" Shonibare Lewis](#)

Title of Work: What The Golf?

Kind of work: Game

What The Golf? is a silly physics-based golf game for people who don't like golf. It is currently playable on PC and Apple Arcade. It has been nominated for Best Mobile Game at the Game Developers Choice Awards.

## From the Events Group

### Game Developers Conference, March 16-20

Three student teams from the Department were selected by the alt.ctrl.GDC showfloor, to exhibit their games in San Francisco in March, but now the conference has been postponed until later this summer! This is a very recent development in light of the wide-spread of the corona-virus. Keep up-to-date at: <https://gdconf.com/news/important-gdc-2020-update>

### The Gotland Game Conference 2020 2-4th of June

In early June we will pack Wisby Strand chock-full of your games- and research work, and open the doors for the public to come and play, discuss and celebrate!

This year we're re-visiting the business of game design, and how students can make a living once they have graduated. The speakers and expert jury will be announced throughout the spring semester. Get more information (and your student badge) at [gotlandgameconference.com/2020/](http://gotlandgameconference.com/2020/) !

Remember to invite your friends and family, to help us vote for the best games!

## From the International Corner

Meeko Sakai, an Associate Professor from Meisei University in Tokyo, Japan, will be spending her sabbatical year with us starting on April 1st. She works in the School of Information Science where her specialty is how digital image media is used in artistic and cognitive ways. She will be making guest lectures in our programmes as soon as she is settled in.

Five Master students will be participating in a year-long International Game Lab project with collaborating universities in Poland, Mexico, Japan, Belgium, Germany and the Czech Republic. Our part will be to gather all the participants to the grand finale in June 2021.

We have six students interested in studying abroad with our own partners this autumn 2020. Together with the selected Game Design students (5 others) from the central application, we will have 11 students to follow this autumn on: [#gotlandgamersgoneglobal](https://twitter.com/gotlandgamersgoneglobal).

## Important Reminders

Need to work after 17.00 in the F-building? Have you been deperately looking for the green ventilation button in F20 since the last newsletter? Hopefully you found it *outside* the room, in the corridor, right next to the sign for F20.

Please note that the entry system into the F-building cannot be made between 22pm-5am every night between March 2-5 because of an update to the system.

A new defribillator (hjärtstartare) has been installed in the F-building and can be found in the entrance of the building.

Uppsala University's official infomation and guidelines about the corona-virus comes directly from the [Public Health Agency of Sweden](https://www.folkhalsomyndigheten.se/). Keep yourself informed there if you have been travelling or have any future travel plans.