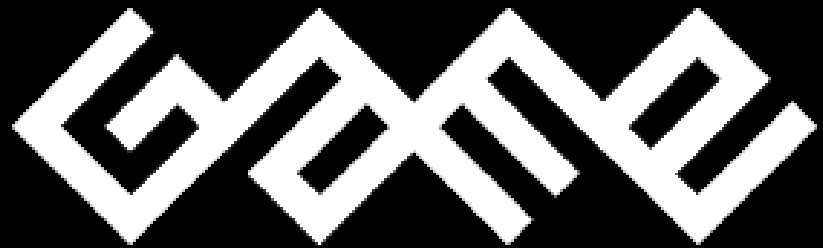


UPPSALA
UNIVERSITET



DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER #1

2020-09-09

This is the first of six newsletters for 2020/21 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. Students are welcome to submit news, too, so send your news for the next issue before Wednesday, September 30, 4pm to gamedesign@speldesign.uu.se.

From the Heads of the Department-Olle Jansson and Doris Rusch

****A New Academic Year - New Opportunities****

We want to welcome all of you - students and employees - to a new academic year. We hope that everyone has had a great summer and that you now have as much desire as us to start the work of developing our work at the Department of Game Design. We all have different roles, different dreams and ambitions, but what creates a community between us is that we all are connected to the Department of Game Design.

We look forward to working with you and we hope that the coming academic year will offer interesting dialogues, new knowledge and creative development.

We are new at our positions since 1 July and we now look forward to working in a shared leadership to create as good conditions as possible for both your personal development and the development of the department's education and research.

We would also like to take the opportunity to welcome some new employees: Sabine Harrer,

Cristina Zoica Dumitru, our research assistants Elias Fältin and Leo Thyberg and last but not least our teaching assistants Moa Bruus, Filippo Crocchini, Mauricio Sing Martinez and Alexandros Kokkinidis

We look forward to working with you during the coming academic year!

From the Director of Studies-Jakob Berglund Rogert

The Programme Council is an assembly of staff, programme coordinators and student representatives who meet twice per semester to review course evaluations as well as discuss issues in the programmes and the future development of the programmes.

The first Programme Council meeting for the Bachelor programmes will be held on September 23 and the Master's programme meeting will be held on September 30.

We now need first year representatives for the four bachelor programmes. We are looking for two students each from each of the four different programmes. You can nominate yourself or someone else (with their consent). If we receive more nominations than we have seats, we will hold an election. All of the other current student representatives are listed in Student Portal under the Programme Bulletin Board. Let them know what you want to see improved or evaluated before the meetings commence!

Please e-mail your nomination to jakob.berglund-rogert@speldesign.uu.se as soon as possible and include your full name, your student e-mail as well as your programme.

MEET OUR TEACHING ASSISTANTS!

We would like to extend an invitation to come and say hello to our Teaching Assistants: Moa, Filippo, Alexandros and Mauricio! They have an open Zoom meeting every Wednesday between 16:00 and 17:00. They are fellow students working part-time to be available to you and help you out. They can answer a lot of questions about what it is like to study here, what tablet to get, tips on software, tools, how to navigate Student Portal, etc. etc. <https://uu-se.zoom.us/j/63311697142>

They also have the channel #ta-questions on gotlandgame.slack.com.

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From the Programme Coordinators

ACTIVATE YOUR STUDENT ACCOUNTS!
Discover Student Portal and all of its features: studentportal.uu.se. Activate a student account for Zoom there also. Contact the teaching assistants for help..

Reminder about our equipment requirements while we are on distance:
Web-cameras may be required during any part of an examination. Examination situations vary from course-to-course but your instructor will let you know when the camera is required.
Other equipment recommendations and tips: www.speldesign.uu.se/students/distance-education-autumn-2020/

From the International Corner

We have a guest lecturer from Japan living in Visby doing her research sabbatical leave, Meeko

Kuwahara Sakai. She will be making appearances in some of the classes and/or meetings while she works in Visby.

Study Abroad with Uppsala University's partner universities begins here: www.uu.se/en/students/study-abroad/.

Study Abroad with Game Design's partner universities begins here: www.speldesign.uu.se/students/study-abroad/

From the Equal Opportunites Group

This group is seeking more student representatives. For more details and contacts, see here: www.speldesign.uu.se/students/Equal-Opportunities-Group/

From the Event Group

Autumn Game Jam, "My First Game Jam", October 2nd: More details coming soon! Last year's event saw 117 student and staff who managed to produce 18 games in about 7 hours!
game.speldesign.uu.se/blog/my-first-jam-2019/

From Campus Gotland

Information on support and service in times of corona at Campus Gotland is found at www.cg.uu.se/students/service_covid19/
There is also information on testing for COVID-19 on Gotland.

Swedish or English Language help and/or language courses: www.campusgotland.uu.se/students/language-workshop/

Did you watch the [Welcome to Campus Gotland video](#)? More videos about Gotland, Visby and Campus Gotland are coming soon!

Your start for Student Services- student health, study counsellors, study administrators begins here: www.campusgotland.uu.se/students/. A couple of seminars from the Student Health are coming up soon! Meet all the support functions in this video here: <https://youtu.be/5goTJelnsyU>