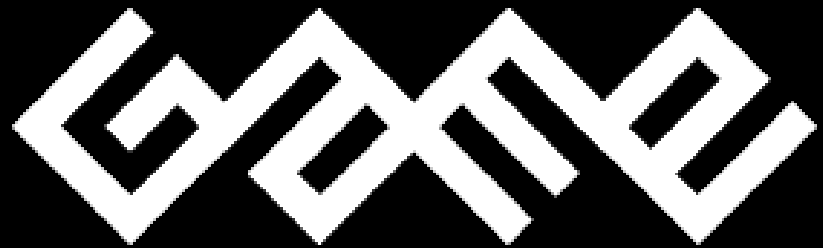


UPPSALA
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DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER #2

2020-10-08

This is the second 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 Friday, October 30, 4pm to gamedesign@speldesign.uu.se.

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

Department Decision for Spring Semester 2021

- All courses in the spring semester 2021 for year 1 and 2 of the bachelor's programmes and year 1 of the master's programme will be given **on campus**.
- All courses in the spring semester 2021 for year 3 of the bachelor's programme and year 2 of the master's programme will be given as **hybrid** courses. These students choose whether they want to study the courses online or on campus.

The time until the start of the spring term will be used by the department's teachers to plan the implementation of the courses in a Covid-19 safe way.

Students in the bachelor's programmes year 1 and 2 and in the master's program year 1 will not be offered to study at a distance during the spring semester. We will, however, use digital solutions to avoid large gatherings and longer seminars.

If you decide you cannot continue with the programme on campus, you may apply for a leave of absence from the programme by contacting the Studentservice Campus Gotland studentservicecampusgotland@uadm.uu.se.

Spring semester courses are conducted during the period January 18 - June 6. If at all possible, we recommend that all students try to arrive in Gotland at least one week before the teaching starts and during that week that you limit your social contacts to a minimum.

More details about arriving, housing, and other recommendations will be announced shortly.

From the Director of Studies-Jakob Berglund Rogert

Apply for Courses for Next Semester

Everyone must apply for courses for next semester before the deadline of October 15. Starting and belonging to the programme is not enough! Log into [universityadmissions.se](https://www.universityadmissions.se) or [antagning.se](https://www.antagning.se) with your account or by selecting Uppsala University.

To stay on track, you need to select the recommended programme courses and the details about which ones are found in Student Portal>My Programme>Bulletin Board.

You must meet the Entry Requirements to each course selected in order to be admitted. In most cases you can be Conditionally Admitted, but before getting registered, you must have the Entry Requirements fulfilled.

From the Programme Coordinators

We would like to remind you that our Teaching Assistants: Moa, Filippo, Alexandros and Mauricio, have an open Zoom meeting every Wednesday with a **new time**: 11-12 from October 14. They are fellow students working part-time to be available to you and help you out with your studies. <https://uu-se.zoom.us/j/63311697142>

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

From October 1st, Kay will be the new programme coordinator for Game Design/Game Design, kayode.shonibare-lewis@speldesign.uu.se.

From the International Corner

Study Abroad with Uppsala University's partner universities begins here: www.uu.se/en/students/study-abroad/. Application period: October 16-November 16.

Study Abroad with Game Design's partner universities begins here: www.speldesign.uu.se/students/study-abroad/. Application period: January 15-February 15, 2021.

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/

Equal Opportunities Day in English: For all Employees and Students of Uppsala University!
Theme: Internationalisation at Uppsala University
Time: 13.00 – 15.00, November 3 via Zoom
Register no later than October 27 to receive the zoom-link: <http://doit.medfarm.uu.se/kurt16923>

We want your queer and LGBTQI games, game-related projects and creations! As part of the yearly [Gotland Pride](#) celebration, this year November 9-14th, we would like to put together a virtual exhibition of all these works; be it concept art, character designs, demos or finished games, or relevant written stories (for example about how life in the games industry is as a non-binary gender-bender) and publish it to the public for this celebration in November. Deadline for submissions: Nov 3, 2020 and for more details visit the [Game Design's Equal Opportunities homepage](#).

From the Event Group

This group is seeking more student representatives. Next Event: Alumni Days! Interested? Contact: Stephanie.Noroozy@speldesign.uu.se.

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 in that link.

Your start for Student Services- student health, study counsellors, study administrators begins here: www.campusgotland.uu.se/students/.

From Gotland Game Students/Rindi

www.rindi.com/game

It is time to elect new student representatives to the Board of the Department of Game Design! To be more exact, we need to find 3 regulars and 2 supplements. The Department Board is the highest decision-making authority within the department. It is responsible for operational guidelines, budget, accounts and the internal organisation of the department. Read all about them here: speldesign.uu.se/the-department/the-department-board/

Are you interested in representing your fellow students in shaping the course and future of the department? Do you want to do meaningful work and have a proper say in how we do things at the department? Do you want to add a solid merit to your CV? Then serving on the board is the thing for you!

Representatives serve on a 1-year tenure starting on November 1. The board meets roughly once a month throughout the academic year. If more candidates apply than there are positions, an online election will be organised. If you are interested in being a candidate, send us an email before OCTOBER 14, at game@rindi.com, or hit any of us up on Slack, Facebook, or Discord!

We want you! We need you!

/Gotland Game Students (Pelle Forsmark, Daniel Michaneck, Sophia Al-Nawasreh, Bari "Peace" Biçak, Dani Rizal)

Dani Rizal is a 1st Year Game Design and Project Management student and has a project idea to present to any and all Game Design students: "I wish to create a student magazine for all game design students to be able to share their passion. I'm searching for people eager to contribute to this magazine. It can be anything: short paragraphs, long winded essays, comic strips, they can be about games, other media, or even life at Visby! Whether it be for a one off, or to be a regular contributor, the only requirement is to be passionate! The idea is to give students a platform to share their passion, so be creative, be wild, and once again, be passionate! The only rule is don't be offensive."

So if you are interested in contributing, please send an e-mail to: fatheen.rizal.6967@student.uu.se.