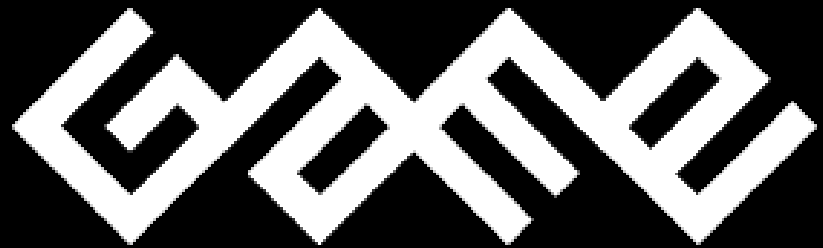


UPPSALA
UNIVERSITET



DEPARTMENT OF GAME DESIGN
CAMPUS GOTLAND

Department of Game Design

NEWSLETTER

2020-03-18

SPECIAL EDITION

From the Head of the Department

Distance courses from here on in: we have not shut down! In order for you to pass and complete your upcoming courses, we have decided that no physical presence on campus will be required for the rest of the semester.

The learning outcomes from the syllabus for the upcoming courses remain in effect until communicated differently. Our intentions are to communicate any deviations from the syllabus before the course begins. The Board will be taking these decisions and they will be documented in the protocol.

Upcoming courses:

[5SD063 Game Production 1-Arcade Games](#)

[5SD068 Game Production 2-Verticle Slice](#)

[5SD034 Degree Project](#)

[5SD305 Game Research and Prototypes](#) (Master)

The course pages in Student Portal will be your most useful tool in the upcoming courses. The registration, also found there, is open now until March 29th. Please note the Entry requirements for each course.

The course pages will include what communication tools that are recommended, what milestones/check-points that you need to keep up with, how to have inclusive online meetings and other tips from IT-support plus general guidelines you need to follow in order to meet the learning outcomes.

Access to the buildings, MoCap Studio, extra equipment, etc must be limited for social distancing reasons. We discourage you from building any types of groups. Our staff is working remotely and will not be readily available on site. If you need access or help, you need to plan ahead, make an appointment and expect a waiting time for responses.

We realize that for most of you, you did not select this distance-mode of education and you might be feeling a little lost. Do not disconnect! Create new

routines and healthy habits and be sure to cultivate what motivates you. This is a new challenge for all of us, but we are all in this together. Our staff are very busy working on making this transition as smooth as possible for everyone.

So remain SOCIAL and KEEP IN TOUCH! Be responsible for your own well-being by reaching out for help or advice. If you need to socialize with departmental staff and find classmate support, the main chat-channel for this will be Slack: General channel.

From the Director of Studies

Time to apply for your courses next semester!

An informative email went out from gamedesign@speldesign.uu.se on March 16th, check your spam-folder. Information Sessions about how, when and what to apply to for the next semester will be held in zoom-meetings:

- Masters and Year 3: April 1st, kl. 15-16
- Year 1 (for semester 3): April 2nd, kl. 15-15.45
- Year 2 (for semester 5): April 2nd, kl. 16-17

An invitation to the meetings will be sent next week from stephanie.noroozy@speldesign.uu.se (check your spam-folders for that too).

From the Events Group

The Gotland Game Conference 2020

The Gotland Game Conference 2020 has been cancelled. The department is investigating the option of hosting it in the autumn instead. For updates visit: gotlandgameconference.com

Important Reminders

Check your spam-folder regularly since mass-emails from the University can end up there. And be sure to seek out information on reliable sources often. Right now there are a little too many emails circulating.

Our Department follows Uppsala University's official information and guidelines about the corona-virus which also come directly from the [Public Health Agency of Sweden](https://www.uu.se/en/public-health). There is an important site that gets updated regularly for students, www.uu.se and here: www.uu.se/en/students/recommendations-on-coronavirus

Newsletter #6 comes out on April 1st unless other special editions are necessary. Now, Go wash your hands! ;-)