



UPPSALA  
UNIVERSITET

Department of Game Design

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## Information for Game Design Students

Uppsala University - Campus Gotland, Class Year 2019

This memo is intended to provide useful information for students commencing their Game Design studies autumn 2019.

### Start of Term

The first day of the semester is **Monday 2 September**.

8.30 am            The Department of Game Design welcomes you to the university and the Game Design programmes. The official student roll-call will be held, relevant programme related and practical information presented and you will meet teachers and staff at the department as well as your new class (Room F20).

1.30 pm            Gather outside of the Student Union-Rindi to walk to the Welcome ceremony for all Campus Gotland students in St Nicolai church ruin. Vice Chancellor Eva Åkesson welcomes new students.

Orientation will also include guided walking tours in Visby and a bus excursion of the island's countryside during the first two weeks of the semester.

The Student Union at Campus Gotland, Rindi, organises social welcome activities during the first two weeks of semester. This friendly Gotlandic version of 'Freshers Week' is called 'Lamning', and is focused on getting to know other students and having a great time together. For more information visit Rindi's website: [www.rindi.com](http://www.rindi.com).

International students admitted have a special Orientation on Friday, 30 August to give you extra time to get oriented. Anyone is welcome but special attention is provided about Sweden, Visby and student life as an international student on Campus Gotland.

### Registration Process and Student Log-in

All new students must create a university student account with a username and a password, which is used for your university email address, access to course information on Studentportalen, course registrations, university key cards, access to photocopiers etc.

Set up your student account on [studentportalen.uu.se](http://studentportalen.uu.se), using your log in details from [antagning.se](http://antagning.se), and by following the instructions provided there. This will give you entry to Studentportalen where programme and course information can be found and where you will register for the programme. If you are unable to do this from [antagning.se](http://antagning.se), you may have to do this in person at the Campus reception by showing photo i d.

The registration will be open **from 6 August**.

### Accommodation

Securing accommodation in Visby is an important step in your preparations for your studies at Campus Gotland. Student housing is provided by a number of private companies and students are responsible for arranging it themselves. Finding accommodation can be a time consuming process, so we recommend that students start their search early.

To find accommodation in Visby, please go to the Student Union Rindi's website: [www.gotlandsstudentbostad.se](http://www.gotlandsstudentbostad.se).

You can also find useful information on arranging accommodation on the Campus Gotland website: [www.campusgotland.uu.se/utbildning/praktiskt/bostad](http://www.campusgotland.uu.se/utbildning/praktiskt/bostad).

If you require assistance with finding a place to live or have any questions relating to student accommodation, please email [boende@rindi.com](mailto:boende@rindi.com).



## Programme Information and Schedules

The Game Design Bachelor's programmes are all based on full time study, which means approximately 40 hours a week. Apart from lectures, seminars and workshops you will be expected to work independently and in groups on projects, revision and assignments. An outline of the first year academic schedule is provided below.

### Autumn Semester (2 September 2019 to 19 January 2020)

Lectures, seminars, and external speakers are routinely scheduled on Monday, Tuesday, Thursday and Friday. Wednesdays are typically free of any scheduled academic functions.

**All first year undergraduate students** will take the course *Game Design I - Introduction*, 15 ECTS, which runs for the entirety of the autumn semester. The course provides the fundamentals of game design, group dynamics, production methodology, academic writing and scientific method.

#### Course Literature

The course literature for the course *Game Design I - Introduction* is listed below:

Adams, Ernest. *Fundamentals of game design* 3. ed.: Berkeley, Calif.: New Riders, cop. 2014

Butler, Jill; Holden, Kritina.; Lidwell, William. *Universal Principles of Design: 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design* Rev. and updated ed.: Gloucester, Mass.: Rockport, 2010

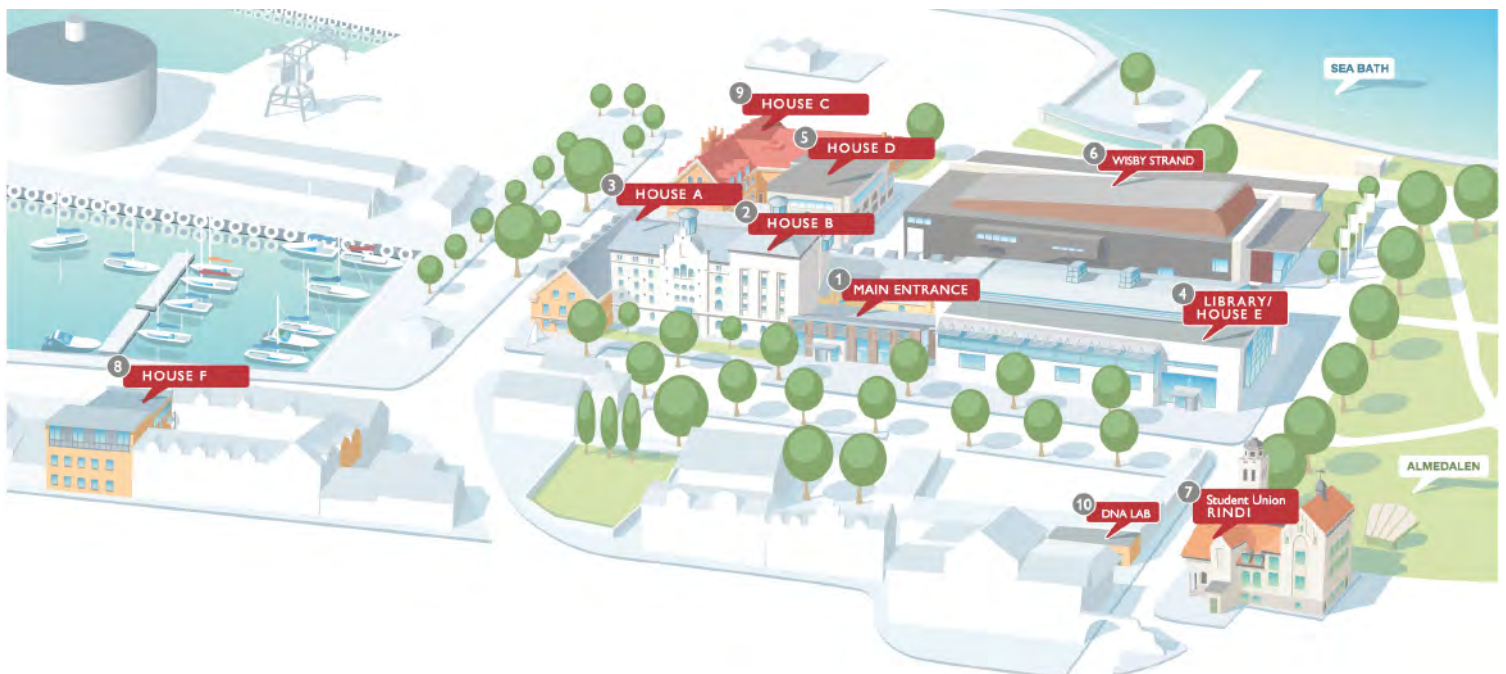
Hunicke, Robin; LeBlanc, Marc; Zubek, Robert *MDA: A Formal Approach to Game Design and Game Research* (free paper available online).

### Game Design and Programming students

will take the following courses in parallel:  
*Programming C/C++ I - Introduction*, 5 ECTS (2 September - 6 October)  
*Programming C/C++ II - Algorithms*, 5 ECTS (7 October - 17 November)  
*Game Programming 1 - Computer Games in 2D*, 5 ECTS (18 November - 12 January)

### Game Design and Graphics students

will take the following courses in parallel:  
*Art in games and games as art*, 5 ECTS (2 September - 13 October)  
*Expression in 2D computer graphics*, 10 ECTS (14 October - 12 January)





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**Game Design and Project Management students** will take the following course in parallell, which also runs for the entirety of the autumn semester:

*Project management and leadership*, 15 ECTS

**Game Design students** will take the following course in parallell, which also runs for the entirety of the autumn semester:

*Test Driven Game Design I*, 15 ECTS

**Spring Semester** (20 January 2020 to 7 June 2019)

During spring, all Game Design Bachelor's students take the course *Game Design II - Game Development*, where you collaborate to create your first larger digital game and later *Game Production I - Arcade Game*, where students work in groups to create an experimental arcade game to be presented and displayed on the Gotland Game Conference for game industry veterans, game academics and policy makers.

### Computers

The computer is your most essential tool during your coming three years as a game design student, so you will want to acquire one that will allow you to carry out your work as smoothly and efficiently as possible.

In order to be able to work both in class, in projects and at home you will need a portable computer. The laptop should ideally not be slimline as they have proven to not be as durable, neither do we recommend touch screen laptops as it interferes with the software and usability, whilst bringing no advantage.

The suggested specifications below are based on the minimum and recommended requirements for the software you will need to use as part of the programme curriculum:

- Screen size: 17"
- Resolution: Full HD or superior

#### Minimum Specs

- CPU: 64-bit Intel® or AMD® multi-core processor; 2.5 GHz or faster
- Memory: 8GB
- Graphics: VRAM 4GB
- NVIDIA GeForce GTX 680 and above

#### Recommended Specs

- CPU: 64-bit Intel® or AMD® multi-core processor; 2.5 GHz or faster
- Memory: 16GB
- Graphics: VRAM 4GB
- NVIDIA GeForce GTX 680 and above
- HDD: 100GB of hard drive free-space for the scratch disk and the application.

SSD drive highly recommended for ZBrush (3D modelling software) and its scratch disk. Our staff strongly recommend acquiring a laptop with separate cooling systems for GPU and CPU (two fan outlets). The department will have a number of laptops available for students to borrow for shorter periods of time if necessary.



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## Holiday Schedule

There is no formally designated holiday period during the Swedish academic year, but for the Christmas and New Year time period there will be no lectures on campus. The scheduled dates for the coming academic year is 21 December 2019 - 6 January 2020. During this period you are free to travel but will be expected to work on a written assignment.

## Travelling to Gotland

The charming island of Gotland, which will be your home for the duration of your studies, is accessible by air or ferry.

If you are planning to travel here by car you will have to make a booking for one of the ferries that depart from Nynäshamn or Oskarshamn. Travel time is approximately three hours. For more information, including time tables, booking information and prices, please visit Destination Gotland at [www.destinationgotland.se/sv/farja/](http://www.destinationgotland.se/sv/farja/).

Should you wish to travel by air there are scheduled flights to Visby Airport from Stockholm Arlanda Airport with SAS, and flights from Bromma Stockholm Airport, Gothenburg Landvetter Airport och Malmö Airport with the airline BRA all year round. Flights from Stockholm to Visby take only 40 minutes.

For more information, please visit SAS: [www.sas.se](http://www.sas.se)

Or the airline BRA: [www.flygbra.se](http://www.flygbra.se)

Visby airport is located about 15 minutes from the city center. Taxi is the best option for travelling from the airport to your housing address or the location where you have arranged to collect the keys for your new accommodation.

You can find further information on Campus Gotland's website [www.campusgotland.uu.se/utbildning/praktiskt/resa/](http://www.campusgotland.uu.se/utbildning/praktiskt/resa/).

## Further questions

Take some time to familiarise yourself with our website, [www.speldesign.uu.se](http://www.speldesign.uu.se), where you will find more information on the programmes and Campus Gotland.

### Do you have any further questions on...

#### ...your course?

Contact Jakob Berglund Rogert, Director of Studies:

[jakob.berglund-rogert@speldesign.uu.se](mailto:jakob.berglund-rogert@speldesign.uu.se)

#### ...disability support?

Contact Sofie Westberg, Disability Coordinator: [studenthalsan@campusgotland.uu.se](mailto:studenthalsan@campusgotland.uu.se)

#### ...accommodation?

Contact Louise: [boende@rindi.com](mailto:boende@rindi.com)

If you have general questions not covered by the areas above please email us on [gamedesign@speldesign.uu.se](mailto:gamedesign@speldesign.uu.se)