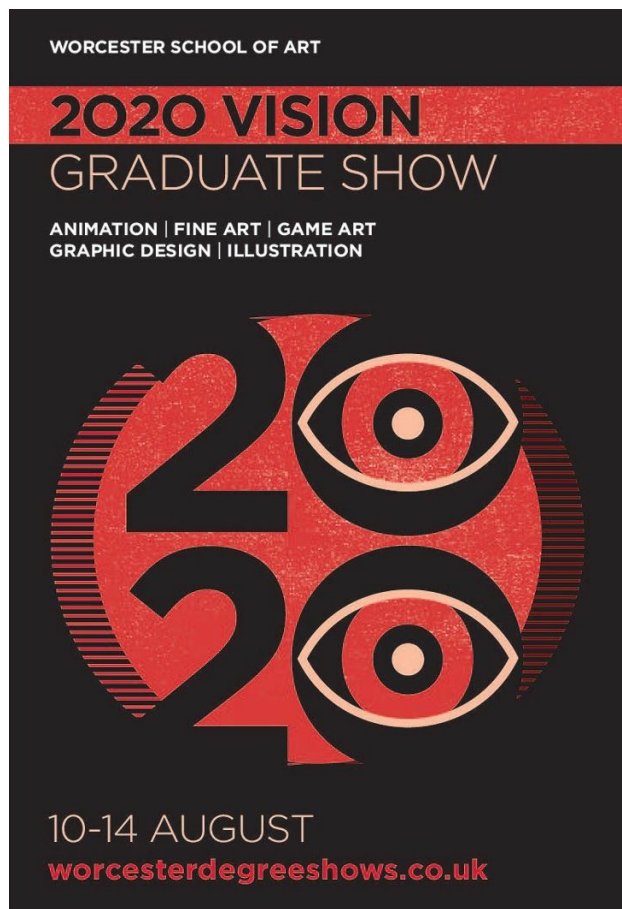




NEWSLETTER

May 2020

Class of 2020



Jack Berrecloth, "Revrus the Cursebreaker"

Our final year students are busy completing work for the July submission deadline and their online Degree Show.

Sadly, we have not been able to have the physical Degree Show this year because of the pandemic, however we are looking forward to giving our Class of 2020 a virtual send off with a Degree Show that is taking place from August online at worcesterdegreeshow.co.uk. Our Game Art Class of 2020 will join graduating students from Animation, Graphic Design, Fine Art and Illustration in an online celebration of their creative achievements.

We congratulate you all on the culmination of your studies and look forward to your graduation ceremony in November. We hope that over the coming months we'll be able to plan celebration events around that time.

Coronavirus Response



None of us could have predicted the end to this academic year and current assessment period that we are experiencing. It has asked a lot of you, and of staff, in a sudden switch to online teaching and learning. We would like to thank all of you and our staff team for the extraordinary efforts we have all made to make sure we continued to work effectively.

There have been challenges for all of us and we've communicated this feedback to Heads of Department and School so that we can continue to support online learning where it is needed.

There have also been positive experiences. We have managed group activities, peer assessments, presentations, lectures, tutorials and interactive sessions. We have shared lockdown playlists, online art challenges and provided support for each other on our discord server during isolation, which has been a real show of how much our community has come together.

The studio remains closed but rest assured planning is going on to allow for a safe opening of facilities for the new academic year. We don't know exactly what that will look like yet but it is

likely to involve some face to face teaching, some online learning and some changes in the studio in terms of physical distancing and one way systems.

The university is continually updating its coronavirus information page and you should refer to this for the latest advice on all aspects of university life.

<https://www.worcester.ac.uk/contact/coronavirus/home.aspx>

New Blackboard Course Site



You will notice that a new Blackboard site will appear in your list.

The course level Game Art Blackboard Site will allow us to have online meetings both formal, such as course committees, and informal. There will be a new Game Art reading and resource list for the whole course, so we can provide a holistic view of useful resources covering all sorts of areas that may not tie to specific modules but will support your learning and wellbeing. The Course Handbook, Course Experience Survey results and response, and the Annual Evaluation Reports will be shared here too.

The site will be populated before the start of the new academic year so keep your eye on it.

There is also a forum section which could be used for you to communicate with Course Reps for example, but we will learn as we go and see how best it can serve our needs over the next academic year. Suggestions welcome!

UKIE Student Membership



This year we have enjoyed free membership for our students to UKIE (UK Interactive Entertainment trade body)

Some of you took advantage of the trip to the UKIE Student Conference and hope you have all had a chance to explore the connections and opportunities membership offers. If you haven't yet, then we're delighted to announce that all of our students will continue to enjoy free membership as part of the Game Art course for 2020-21.

Let's hope we can join in with events and help UKIE's aim to "make the UK the best place in the world to make and sell games."

Read more about the scheme via this link [UKIE STUDENT MEMBERSHIP SCHEME](#).

Lisbon Trip



Some of you were lucky enough to take part in the trip to Lisbon in March.

This saw our budding Game Artists visit local game developers ZPX as well as soaking up the sights and sunshine of Portugal's beautiful capital. Many thanks to our friends in Graphic Design and Creative Media for organising this wonderful opportunity. Looking forward to more when times allow again in the not too distant future!

Technical Support

Arianne has been providing online support for students via Blackboard during lockdown.

During June, Arianne will be on furlough however you can still get support of course!



If you require any technical support the DAC (Digital Art Centre) is running Drop-in sessions every Wednesday. You can get the Collaborate link if you follow the DAC Facebook page or you can e-mail directly DAC Technician Anthony Ant a.hunt@worc.ac.uk . You can also contact Jacqui and Chris who will do their best to help.

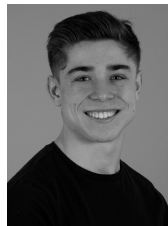
For general IT queries you can also use the University [IT Self Service Portal](#) . The IT Service now offers a live chat function for staff and students Monday – Friday 9am to 5pm.

Just a reminder that you can access free software from Autodesk through their education site and Adobe have extended their free offer until 6 July.

<https://theblog.adobe.com/adobe-enables-distance-learning-globally-schools-impacted-covid-19/>

Alumni News

Graduate success with jobs in AAA and mobile gaming



Exciting news from Class of 2019, with Christian Amendola now working for Neonplay as Junior 3d Artist and Joe Harrison starting with Ubisoft Leamington as a Junior Technical Artist. We're very proud of our first professional game artists from our first ever cohort and looking forward to seeing many more following in their footsteps. Watch this space!

You can view Christian and Joe's work on Artstation https://www.artstation.com/chris_mendo & <https://www.artstation.com/joeharrison>

Awards

Nominations and Awards



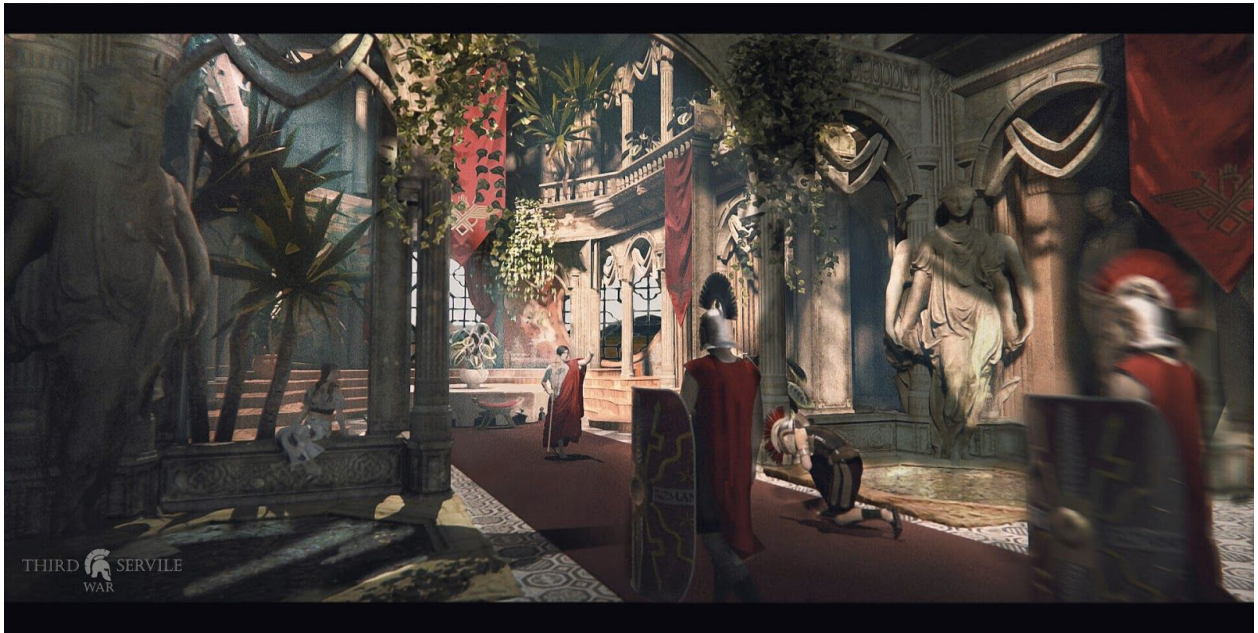
Jacqui achieved the University of Worcester Teaching Award 2019, celebrated at Worcester Arena in March 2020. The University of Worcester Teaching Award Scheme is designed to recognise and reward excellent and outstanding practice in teaching, and in supporting and leading learning. The Scheme explicitly promotes innovative, inspiring and excellent practice which is outstanding in its impact to enhance and inspire student learning. You can read more here <https://rteworcester.wp.worc.ac.uk/index.php/category/teaching-excellence/>

Grads in Games an AARDVARK SWIFT initiative

Carly LLOYD in 2nd Year Game Art was nominated and shortlisted for the Student Hero award in the Grads in Games Scheme. The category is for “Current games students who have demonstrated a positive impact with their fellow students over the past 12 months. We want to showcase the students who are doing the most to support, progress and inspire their peers through a range of proactive and supportive activities.

These are the students that actively strive to learn more, are happy to help and share their knowledge, who are always trying new things and new approaches, and who probably already have an impressive portfolio of projects & activities both as part of coursework & as extra-curricular work.”

Well done Carly!



Carly Lloyd, Third Servile War, GAMA2003 Concept Art

And Finally...

Summer is almost upon us and while we hope many of us get some much needed downtime, some of you may be trying to keep your hand in all things Game Art related. Head over to the Discord Challenges section including the new #SummerChallenge, if you need inspiration.



Summer Game Jam

Theme:

A message to the world

Rules:

Use any game engine you like. You may use some free assets and tools (not paid-for content) but you must use original artwork.

Deadline:

Monday 14th September at 12 Noon

Have a safe and peaceful summer and we look forward to seeing you again in September, when we welcome our new first years, and seeing our new graduates later in the autumn.

Jacqui and Chris