

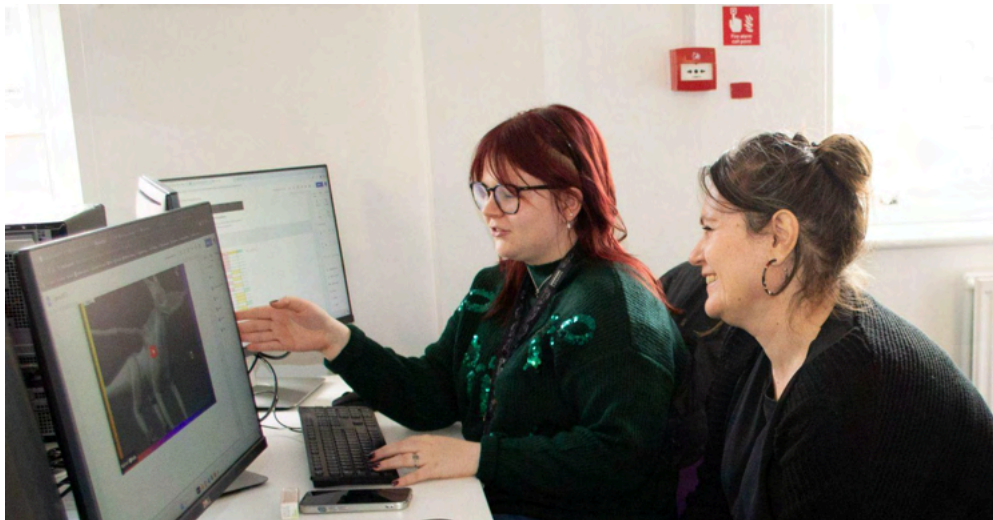


# NEWSLETTER

June 2025

## Welcome

**Welcome to our annual edition of the Game Art Newsletter. It has been a busy year for staff and students, filled with hard work and impressive achievements, and as we head towards a summer of new opportunities, game projects or just a well earned rest, I hope you will enjoy a recap of our year's activities.**



*Jacqui*

Jacqui Edwards, Course Leader

# Induction Week 2024

We welcomed our new students with a trip to Bristol in September.



Our new students were set a brief to get them started with thinking like game artists. They explored Bristol Museum and M-Shed, as well as soaking up the sights in general around Bristol and getting to know each other.

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## Rex Crowle Guest Talk

October kicked off in fine style with a guest talk from BAFTA award-winning creative director Rex Crowle, who talked about his 20+ year career in the creative industries.





From Little Big Planet to Return to Monkey Island, Rex has worked on some of the most creative and beloved IPs, as well as establishing the visual brand for renowned game studio, Media Molecule. His work has been exhibited at the V&A and MoMA, and he was named one of the Evening Standard's Most Influential List and the H100 Most Creative People (UK). The event was held in the beautiful Jenny Lind Chapel, City Campus and was packed with students and staff from all our arts courses.

Credit: J Edwards. 'Rex Crowle Guest Talk, October 2024'

# Trips

**Owen has been busy supporting student trips this year and even drove the bus! In February, we went to Let's Talk Games Conference in Leamington Spa and in April we had a trip to London.**

**Let's Talk Games** is an annual educational conference, gathering games industry professionals and students together to provide insights into the art and design of videogames. The programme supports students with career planning, with final year students applying the insights gained to their practice, following on from Semester 1's Professional Practice module.

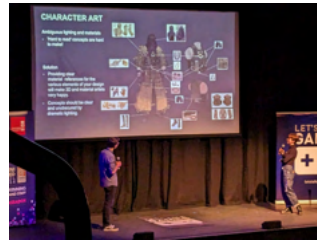


This year even included a talk from University of Worcester alumna, Alice Zaharia. Alice graduated in 2021 and is now working for Maverick Games as a Vehicle Artist.

The London trip took in the Power Up! Exhibition at the Science Museum and the Tim Burton retrospective at the Design Museum, which was inspiring for our budding character artists and world



builders. This exhibition is part of a decade-long world tour, and was the only chance to see Burton's work in the UK.



# Associate Lecturers

**This year, we welcomed back Graeme Gordon, our in-house sculpting expert as an associate lecturer, as well as two new associate lecturers to complement the staff team.**

**Sammy Lenton** is a 3D Artist with a wealth of educational experience teaching game art. She has taught UI Design and Game Construction (level design) this year. Her work includes hard surface modelling, characters and also has experience with hand-painted textures with low poly stylized props.

**Mohamed Mohamed** is experienced in both technical art and environment art. Like Sammy, he joins our team with years of experience in teaching game art at further and higher education institutions. Mohamed has taught our final year students for their Supplementary Skills module in Semester 2 and brought some fresh insights to their projects.

Credit: Left, Mohamed (2023) Stylised Interior. Right, Lenton (2024) Hand-Painted Cannon Gun.



# Year Abroad

**A record number of lucky second year students had an experience of a lifetime this academic year, with a study year abroad.**



Clockwise from top left: Credits, L. Ryalance, Japan. F. Maaroufi, 'Winter in Canada'. Z. Caine, Portugal. F. Maaroufi, Canada, Z. Caine, Portugal, L. Ryalance, Japan.

This years' outgoing cohort have travelled to Japan, Canada, the Netherlands and Portugal and have been keeping in touch with us back in the studio via our 'overseas chat' channel on discord. Lara is



pictured soaking up the culture in Japan in her kimono as well as reporting back on visits to some amazing Pokemon stores! Zeph and Robin have been taking part in group game development projects with some success, during their time in the Netherlands. They're looking forward to more Game Jams and group work in Level 6. Cameron and Faical survived Canada's winter with some beautiful landscape photos to show for it. Here's hoping this might inspire some game environment projects when they return for their final year perhaps!

The university's study abroad programme continues to be a successful part of our Game Art student experience. Our outgoing second year student, Nathan, will be heading to both New York and Japan for 25-26.

For second year students who might like to follow in their footsteps, applications will open in the autumn semester. You can read more about this opportunity for our students via

<https://www.worcester.ac.uk/study/International/study-abroad/study-abroad-outgoing-students/home.aspx>

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# Game Jams

**Student Membership of UKIE (the UK trade body for games) was taken up by many students this year, from all year groups. This has been a valuable connection with industry through various events, and in March, two teams took part in the UKIE Student Game Jam.**



Students took part in Game Jams as part of their work in the Group Game Development module in L6, led by Zara. Client, Ollie Cullen of Lab42 Games (pictured above), set students a brief and supported

teams with the development of their games in Semester 1. Building further on their team working skills, two teams of students signed up to take part in the UKIE Game Jam in Semester 2.

Over 32 hours, our dedicated teams designed and developed games supported by industry mentors with teams and mentors, as well as faculty staff, hosted via UKIE discord. Both teams produced working games, demonstrating their creativity and fast iteration skills, receiving praise from their industry mentors. Read more about the Game Jam here

<https://ukie.org.uk/news/over-200-future-devs-take-part-in-ukies-biggest-ever-game-jam/>

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# School Visits



Owen, Zara and Jacqui have all been busy encouraging the next generation of game artists with school and college visits over the course of the year.

Zara has been working with South Staffordshire College, whom she visited in November. Jacqui has been developing our links with a local sixth form at Christopher Whitehead's Language College. She visited in February, delivering a talk about wide ranging careers in games to an enthusiastic welcome from staff and students. Finally, Owen has been working with Birmingham Ormiston Academy (BOA) and delivered an exciting character design workshop to Year 12 and 13 students (pictured above).

# Congratulations Class of 2025!

**Our final year Game Artists exhibited their final graduation projects at The Arthouse Show 25 in May.**



This event is the highlight of our cultural calendar in the Arts, celebrating the creative talent from Game Art, Fine Art, Graphic Design, Illustration and other arts subjects.

The show opened on 22nd May, with a welcome address from our new Head of Institute of Arts and Humanities, Dr Mark Flisher.

Fifteen final year students from Game Art showed work in Concept Art, Environment Art, Character Art and Vehicle Art in the show, with two students winning prizes. Maddie Simcox won the Daniel Player Memorial award (see more below).



The VEX prize for Best Environment Artist went to Toby Fisher for his project, 'Vivenull, The Ethereal Ruins'. Creative Director, Dave Rock, praised students' work commenting that every submission had merit and it was hard choosing between them.

After interviewing the two finalists, Dave said. "As I have come to expect from graduates of the University of Worcester, both candidates were extremely pleasant and articulate, a credit to themselves and the university."

Toby's project is to be featured on worldwide Game Art platform, The Rookies, soon. In the meantime, you can enjoy our Gallery via

<https://www.therookies.co/schools/school-of-arts-university-of-worcester#gallery>



# In Memory of Daniel Player

**The beginning of the academic year was marked by the tragic loss of Game Art graduate Daniel Player. The Degree Show gave our community a chance to pay tribute to Daniel, with a prize in his memory set up by his family.**



Daniel's family worked with Jacqui on a short speech dedicating the award to Daniel, which Jacqui delivered at the Degree Show opening on 22<sup>nd</sup>. May.

The dedication read, "Our son and brother, Daniel, succeeded in completing his degree in Game Art through tenacity and resilience to overcome obstacles and challenges in his life. As a family, we have established this award in Dan's memory and to honour his legacy as a University of Worcester alumni. To do this we want to support a student who demonstrates exceptional perseverance and the enduring spirit of someone who strives to make a difference."



The prize was awarded to Madeleine Simcox, to recognise her outstanding contribution to her community and subject. There was further good news for Madeleine as she is the first of the graduating cohort to be hired following new connections with animation studio, The Charactershop.

Top: Daniel Player. Bottom: Owen and Jacqui with Daniel's Family at the Degree Show.

The Charactershop recently relocated to Worcester from Birmingham, where they have been making content for TV and commercial clients for over 20 years. Jacqui met with the team, along with Ben Miles, Placements & Employability Manager (Humanities & Arts), and discussed current and future opportunities for our arts students. Maddie was encouraged to apply for a current role for character artist/animators, and the team were so impressed that she was hired to work on 3d modelling projects on a contract within days of her interview. <https://www.thecharactershop.com/about>



Left: Maddie photographed with her prize certificate outside Charles Hastings Building at City Campus. Right: Holiday Happy and Fisher Price Milestones Copyright: The Charactershop 2025.

## And finally...

**While students are enjoying the sunshine, preparations are in full swing for the autumn before staff take some well earned leave.**

We look forward to sharing studio updates in the Autumn, as Arianne is working hard to keep our equipment and software running smoothly as always. We look forward to welcoming our students back in September and meeting our new first year cohort. The discord will be updated over summer to level up our existing students and introduce our incoming students via the applicant channel! We wish everyone a wonderful summer whatever you are up to!

*Editor: Jacqui Edwards, Course Leader Game Art*